

Design & Production Courses

DEP 5599: Intensive Arts (1 credit)

A one week period for intense production and seminars in specialties in areas that are normally outside the planned curriculum utilizing guest artist and exploring new materials and techniques. Graded Pass/Fail.

DEP 6000: Production (4 credits)

This is a practical laboratory class that is required for all Design and Production graduate students. Specific assignments vary according to each student's abilities and the production to which they are assigned. It is intended to serve as an opportunity to practice skills learned in the studio or laboratory classes. By applying these skills to actual productions that are performed for the public, students will experience a variety of situations that will prepare them for the professional workplace. Advanced students will be assigned to the areas of their concentration.

DEP 6014: Innovation & Creativity (3 credits)

In this course we will introduce students to some of the diverse processes of innovation and creativity that are practiced in other fields and art forms. A few core texts will be chosen that explain the design process as practiced by different industries and different individuals. To this will be added additional materials, concepts and practices from other artists and designers in the form of papers, DVDs and individual presentations to further expand the student's understanding of the different fields of design/innovation/creativity around them and the different methods and processes they employ. Students will then select some of these design processes and methods to integrate into their own process so as to increase their own design abilities. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6088: Independent Study (1 to 3 credits)

This course is a rigorous independent study by one student in a topic, skill, or process within the areas covered by the School of Design and Production, under the supervision of an appropriate faculty member. An Independent Study Contract detailing the readings, study materials, projects and/or activities and the methods of evaluation is required. This course can be repeated for credit. **Prerequisite(s):** Permission of instructor and permission of the Assistant Dean of Academics of School of D&P.

DEP 6099: Tutorials and Contracts (1 to 10 credits)

Credit is given for apprenticeships and tutorials, originated by the graduate student with faculty approval, for special projects which will significantly enrich the student's growth and development in areas not regularly covered in established courses.

DEP 6103: Scenic Rendering (1 credit)

An exploration of techniques and media used in rendering scenic elements for theatre and film. Projects in a variety of media include grid perspective, furniture, décor, columns, architectural detail and a variety of landscapes. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6104: Studio: Figure (1 credit)

This course builds on the foundation laid in Life Drawing with the student continuing to drawing from a live model in a variety of mediums. This course maybe taken twice for credit. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6106: Introduction to Architecture for Designers (1 credit)

An overview of the major periods of architecture that are of use to theatrical and entertainment designers. A particular emphasis will be placed on understanding proper nomenclature and identification of common architectural elements.

DEP 6111: Graduate Technical Graphics I (3 credits)

The graduate student will build upon 2D and 3D graphics skills with AutoCAD by producing more complex projects and will begin to focus on specific applications. Graduate students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** Proficiency to DEP 1153 or permission of instructor.

DEP 6113: Costume Rendering (1 credit)

This fast paced course focuses on creating effective, refined and versatile costume renderings. Emphasizing the selection of rendering "style" which best suits the mood and intentions of the character and the play, the student will work in many mediums, including watercolor, gouache, acrylic, markers and colored pencils. The course includes projects specifically designed to focus on color, texture, weight and pattern as well as projects that involve working in the style of "the masters." Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6114: Studio: Architecture (1 credit)

This course focuses on developing skilled perspective and architectural sketch techniques for the design and painting student. Both "in class" and "on site" projects will be included. This course maybe taken twice for credit. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6115: Digital Rendering (1 credit)

This one-semester course will introduce the student to rendering in a digital environment. The use of cutting-edge hardware and software for illustration will be employed. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6123: Digital Portfolio (2 credits)

In this course students will learn to create a digital portfolio on the world wide web. The course will cover traditional web development technology with a focus on techniques for presenting portfolio materials effectively in a digital medium. Students will be required to have their own computer with internet access. The course material will be presented on the Mac OS system. Students will also need to purchase a web hosting service and development software. Graduate students will be required to complete projects appropriate to a graduate level of study.

Prerequisite(s): DEP 3193: Digital Graphics or permission of instructor.

DEP 6126: Life Drawing (3 credits)

The class is structured in the classical format, and includes a basic study of anatomy. Working from nude artists' models, the course focuses on developing graphic abilities in many mediums, including graphite, charcoal, conte #, chalk/pastel, colored pencil, watercolor and ink. Through exercises and skill building techniques the artist will learn to draw the human form. By focusing on eye-hand coordination, the student will learn to draw what they see while reinforcing issues of line, form, proportion, highlight and shadow, composition and gesture.

DEP 6133: Portraiture (1 credit)

The course is an in-depth study of the human head and face, focusing on expression and character. The artist will work in several mediums including graphite, charcoal, conté, and color mediums. Course content will include: Anatomy, Plasticity, Form, Value, Understanding Planes, and Drawing sculpturally. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6143: Wet Media (1 credit)

This course explores traditional and contemporary painting techniques and aesthetics. The study focuses on but is not limited to watercolor and acrylic. By exploring the possibilities of wet mediums the student will gain an understanding of the inherent qualities and capabilities of the mediums potential as a means of personal expression. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6153: Model Building (1 credit)

This course explores model building techniques in paper, wood and brass. For the students to effectively progress in the design classes, the course focuses on precision and speed. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6163: Advanced Model Building (1 credit)

This course continues to introduce more sophisticated methods of model building techniques in paper, wood and brass. The course focuses on completely finished and painted model pieces with precision. Graduate students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** permission of instructor.

DEP 6170: Graduate Drafting for Theater Design (2 credits)

The course is intended to train graduate students to read and execute draftings associated with theatre design. Classes are taught in a studio setting, through lectures, examples and practice. Students will become familiar with the tools, techniques and conventions the theatre and entertainment industry uses for hand drafting of theatrical designs. This course is appropriate for graduate students who have had no previous drafting experience or may have some limited drafting experience. May be taken twice for credit.

DEP 6173: Advanced Drafting (1 credit)

This course reinforces a student's speed and accuracy in design drafting. Page layout, lettering, labeling and package content are addressed. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6183: Advanced Mechanical/Perspective Drawing (1 credit)

This course covers full scale layout of architecture detail, the basic principles of perspective and the relationship of plan geometry to perspective layout. Drop point and trompe l'oeil perspective techniques will be thoroughly explored. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6193: Digital Graphics (1 credit)

This course explores digital graphics for the designer using the computer rendering and mixed media skills. Focus will be on producing quick skillful works of art to illustrate a design. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6198: Special Topics in Technology (1 to 3 credits)

A one-semester special topics course taught in Design and Production that focuses on a specific issue or issues in the study of technology. This course may be taken 4 times for credit. **Prerequisite(s):** Permission of instructor.

DEP 6211: Foundation of Scene Painting I (3 credits)

A review of the basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery and flat painted drops. Projects will include wood grain, simple trompe l'oeil techniques and a textural landscape. Students will be required to complete projects appropriate to a graduate level of study.

DEP 6212: Foundation of Scene Painting II (3 credits)

A continuing review of the basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery and flat painted drops. Projects will include architectural moldings, columns and spray techniques. Students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** DEP 6211.

DEP 6267: Graduate Stage Properties I (3 credits)

A two semester study of new procedures and materials, combined with advanced techniques for use in the construction of stage properties by the Artisan or Property Director. A demonstrated background in stage properties is a prerequisite. This course is offered starting in even years Fall Semesters only.

DEP 6268: Graduate Stage Properties II (3 credits)

A two semester study of new procedures and materials, combined with advanced techniques for use in the construction of stage properties by the Artisan or Property Director. A demonstrated background in stage properties is a prerequisite. This course is offered starting in even years Fall Semester.

DEP 6298: Special Topics in Design (1 to 3 credits)

A one-semester special topics course taught in Design and Production that focuses on a specific issue or issues in the study of design. This course may be taken 4 times for credit. **Prerequisite(s):** Permission of instructor.

DEP 6398: Special Topics in Management (1 to 3 credits)

A one-semester special topics course taught in Design and Production that focuses on a specific issue or issues in the study of management. This course may be taken 4 times for credit. **Prerequisite(s):** Permission of instructor.

DEP 6411: Graduate Technical Direction I (3 credits)

This two semester class will explore the role of the Technical Director as a problem solver, manager, leader, and collaborator in the production process. Development of skills in critical thinking, communication, graphics, leadership, collaboration and practical applications will be emphasized.

DEP 6412: Graduate Tech Direction II (3 credits)

This two semester class will explore the role of the Technical Director as a problem solver, manager, leader, and collaborator in the production process. Development of skills in critical thinking, communication, graphics, leadership, collaboration and practical applications will be emphasized. **Prerequisite(s):** DEP 6411

DEP 6421: Theatrical Structures and Stage Dynamics I (3 credits)

An advanced two semester course in scenery construction techniques and material technology with an emphasis on mathematical problem-solving. A brief study of structural engineering is included, with concentration on its application to stage machinery and scenic units. Graduate students will be expected to complete projects at a graduate level of study.

DEP 6422: Theatrical Structures and Stage Dynamics II (3 credits)

An advanced two semester course in scenery construction techniques and material technology with an emphasis on mathematical problem-solving. A brief study of structural engineering is included, with concentration on its application to stage machinery and scenic units. Graduate students will be expected to complete projects at a graduate level of study. **Prerequisite:** DEP 6421

DEP 6431: Motion Control 1A (3 credits)

Motion control for the stage. In-depth two semester study of the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6432: Motion Control 1B (3 credits)

Motion control for the stage. In-depth two semester study of the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered. Graduate students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** DEP 6431.

DEP 6442: Graduate Welding and Metalworking (2 credits)

A honing of welding and fabrication skills. Basic shop operations will be covered including general tool and shop maintenance. Emphasis will be on different welding techniques and equipment. **Prerequisite(s):** Permission of instructor.

DEP 6451: Motion Control IIA (3 credits)

A two semester continuation of the skills and knowledge from Motion Control I. More in-depth study in design and programming of complete systems. **Prerequisite(s):** DEP 6452.

DEP 6452: Motion Control IIB (3 credits)

A two semester continuation of the skills and knowledge from Motion Control I. More in-depth study in design and programming of complete systems. **Prerequisite(s):** DEP 6451.

DEP 6462: Advanced Computer Techniques (2 credits)

In-depth study of advanced software applications being used in the theatrical field and associated industries. Graduate students will be required to complete projects appropriate to a graduate level of study.

DEP 6511: Graduate Scene Design IA (3 credits)

A two-semester review and analysis of the principles of scene design for the stage, with emphasis on the use of various stage spaces, research, visual presentation, and integration with costumes and lighting.

DEP 6512: Graduate Scene Design IB (3 credits)

A two semester review and analysis of the principles of scene design for the stage, with emphasis on the use of various stage spaces, research, visual presentation, and integration with costumes and lighting. **Prerequisite(s):** DEP 6511.

DEP 6601: Graduate Costume Design IA (3 credits)

A two semester review and analysis of the principles of costume design for the stage, with special emphasis on research, style and character, including organizational techniques such as budgeting and the appropriate use of resources. **Prerequisite(s):** Permission of instructor .

DEP 6602: Graduate Costume Design IB (3 credits)

A two semester review and analysis of the principles of costume design for the stage, with special emphasis on research, style and character, including organizational techniques such as budgeting and the appropriate use of resources. **Prerequisite(s):** Permission of instructor.

DEP 6603: Graduate Shop Practice (2 credits)

A combination of review and new material to acquaint incoming graduate students with variable degrees of experience, with standard industry practices in the costume workroom such as: machine operation (domestic and industrial sewing machines, sergers, and steam irons), construction techniques, organizational and leadership skills, and safety in the dye and crafts studios. A series of small projects will lead to a notebook with examples of closures, seam styles and edge finishes.

DEP 6634: Graduate Costume Design Practicum I (3 credits)

To be taken once in whichever semester of a student's first year he or she is assigned a realized design project, the class will include all responsibilities for that design from concept to shopping to opening night. Some work will be done in meetings with the director, some in the designer's studio, and some in the shop during conferences and fittings with drapers and craftsmen. As the production schedule permits, a separate Assistant Designer assignment may occur. Conferences will be held with the instructor as needed throughout the process.

DEP 6651: Graduate Foundation Garments (3 credits)

Advanced study of theatrical patterning and construction through realized projects made for live models with an emphasis on demonstrating problem-solving and leadership skills. Possible topics include: undergarments and understructures (corsets, petticoats, bustles, farthingales, etc.). Graduate students are required to complete projects appropriate to an advanced level of study. **Prerequisite(s):** Permission of instructor.

DEP 6652: Graduate Foundation Garments (3 credits)

Advanced study of theatrical patterning and construction through realized projects made for live models with an emphasis on demonstrating problem-solving and leadership skills. The focus of this course is semi-tailored menswear (vests, trousers). Graduate students are required to complete projects appropriate to an advanced level of study. **Prerequisite(s):** Permission of instructor.

DEP 6661: Shop Management (1 credit)

A study of the skills needed for successful management of a working professional shop. Topics include personal time management, supervision, leadership, and stress management. Graduate students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** Permission of instructor.

DEP 6711: Graduate Wig and Make-up Technology IA (3 credits)

A two semester exploration in make-up, wig making and styling technique. This course introduces students to a wider variety of materials and techniques including commonly used 3-dimensional applications to create complete characters. Graduate students will be expected to complete projects to a graduate level of study.

DEP 6712: Graduate Wig and Make-up Technology IB (3 credits)

A two semester exploration in make-up, wig making and styling technique. This course introduces students to a wider variety of materials and techniques including commonly used 3-dimensional applications to create complete characters. Graduate students will be expected to complete projects to a graduate level of study. **Prerequisite(s):** DEP 6711 or permission of instructor.

DEP 6720: Medical Wig Project (2 credits)

An in-depth study of hair prosthesis as it pertains to the medical industry. Students will be partnered with a local medical facility's clients that have a medical hair need. Students will work with their clients to determine and build the appropriate wig or hairpiece. Students and medical clients will meet for 3-4 fittings and consultations over the term to ensure comfort, fit, style and adhesion methods. Upon successful completion of the course, the client will keep the prosthesis. This course is designated as a Service Learning Course.

DEP 6727: Puppetry, Design and Fabrication (2 credits)

This course will concentrate on complex mold making and castings designed to bridge costume crafts, prosthetics, and stage properties using the creation of puppets. This course uses varying materials which may include, but are not limited to, silicones, latex, and urethanes. Graduate students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** Permission of instructor.

DEP 6801: Graduate Sound System Operation (2 credits)

This course focuses on using sound systems to acquire audio sources and on mixing them for delivery to the audience. Topics include microphone types, playback sources, and mixing consoles.

DEP 6811: Graduate Theatre Sound Design I (3 credits)

This course will instruct graduate students in the process of developing a sound design starting with the text. Graduate students will learn to analyze a script. Building on that analysis, students will learn a process to help them develop valid sound effects and music choices. Finally, students will learn how to refine their choices into a unified sound design that helps tell the story. At each stage students will be expected to present their work in front of the whole class for discussion and critique.

DEP 6812: Graduate Sound System Design (3 credits)

This course is graduate-level study of the science of sound as it relates to live theatre, and its behavior in acoustic space and electronic systems. Mathematical calculations, software, and tools used to predict and manipulate this behavior will be taught and used to influence the process of designing sound systems. **Prerequisite(s):** DEP 6811 or permission of instructor.

DEP 6821: Graduate Sound System Engineering (3 credits)

This course is an in-depth study of the technology and engineering of sound systems for theatre. Junior students will learn how to install, troubleshoot, analyze, and operate sound systems and their various components. Graduate students will be expected to complete projects at a graduate level of study. **Prerequisite(s):** DEP 6812 or permission of instructor.

DEP 6822: Graduate Theatre Audio Electronics (2 credits)

This course will introduce students to a practical knowledge of power, grounding, shielding, signal interconnection, troubleshooting and noise elimination. This course will take an in-depth practical look at what is happening in powering and interconnection systems on an electrical and electronic scale. Students will build the useful adapters and devices to test, measure and help them control these aspects and optimize their sound systems. Graduate students will be expected to complete projects at an elevated level of work.

DEP 6911: Accounting and Financial Management I (3 credits)

This course is designed to introduce students to the concepts, tools and techniques of managing the financial resources of an organization. In this year-long course, students will learn the fundamental principles of accounting, including the preparation and analysis of financial statements, in both a for-profit and non-profit environment. Additional topics will include endowment management, budgeting and cash flow planning.

DEP 6912: Accounting and Financial Management II (3 credits)

This course is designed to introduce students to the concepts, tools and techniques of managing the financial resources of an organization. In this year-long course, students will learn the fundamental principles of accounting, including the preparation and analysis of financial statements, in both a for-profit and non-profit environment. Additional topics will include endowment management, budgeting and cash flow planning.

DEP 6917: Technology in the Arts (3 credits)

This course will help students to develop proficiency with specific computer applications, which will help them to increase their effectiveness as managers of arts organizations. The focus of this course will be on developing skills primarily in the Microsoft Office suite of programs, including Excel, PowerPoint, Word, Access, and basics of web page development. Emphasis will be placed on using these programs as both communication and decision making tools.

DEP 6918: Personal Finance for the Artist (2 credits)

This course will help prepare students that are entering the workforce to better understand the importance of sound personal financial management. Topics to be covered include an introduction to basic business and economic principles, fundamentals of investing (including risk vs. return), preparation of an artist's personal income tax return, understanding employee benefits, insurance basics, independent contractor status, and retirement planning. Graduate students will be required to complete projects appropriate to a graduate level of study. Graded Pass/Fail.

DEP 6921: Arts Marketing Practice (3 credits)

An examination of arts marketing and public relations practices. This includes working with the media, writing press releases and promotional copy, pitching feature stories, and managing photo calls. The course is also intended to strengthen students' professional written communication and oral presentation skills in preparation for a career which may involve writing memos, letters and reports, public relations and marketing materials; and speaking to various constituencies (staff, trustees, audiences, funders).

DEP 6922: Principles of Marketing (3 credits)

The purpose of this course is to introduce students to the fundamental principles and concepts associated with the field of marketing. Major topic areas will consist of an analysis of the 4-P's (product, place, promotion and price), consumer behavior, market segmentation, positioning, differentiation, consumer value, market research and social media.

DEP 6931: Introduction to Arts Management (3 credits)

The history of organizational practice in the arts in America, focusing on the challenges facing non-profit theatre, music, and dance institutions through a case study approach. Managing organizations in transition (artistic, administrative and/or facility), and balancing the needs of artists, staff, boards, and funders will be central considerations.

DEP 6932: Development and Public Policy (3 credits)

How to generate contributed income by working with government agencies, corporations, foundations and private individuals. Trends in arts philanthropy and fund raising. Methods of research into developing donor prospects and finding support, including grant proposals, direct mail, personal solicitation, special events, capital campaigns and corporate sponsorships. Creating constructive government cultural policy to strengthen the arts. The role of advocacy in working with public entities – federal, state and local. Developing channels to broaden public access.

Prerequisite(s): DEP 6931 or permission of instructor.

DEP 6951: People Management and Organizational Behavior (3 credits)

Introduction to the field of arts and creative businesses and to the evolution and practice of the core management functions of planning, organizing, controlling, and leading complex organizations. Focus on the basic roles, skills, and responsibilities of managers and on the application of management theories to lead people, implement projects, and solve practical problems found in organizations. Topics cover basic theories, principles, and concepts of organization and management through lectures and critical thinking exercises that incorporate the arts and creative business examples and cases.

DEP 6952: Project Management (3 credits)

Introduction to the techniques and methods of successfully planning, managing, and leading projects in organizations. Methods covered may include: Waterfall and Agile systems, Program Evaluation and Review Techniques (PERT), Critical Path Method (CPM), Basecamp, Harvest, Teamwork Project, Zoho Projects, Trello, Freedcamp, Brightpod, Flow, Scrumdo, and Planscope, and others. Exploration of how management principles and practices are used to implement projects and solve practical problems in creative, innovative organizations.

DEP 6962: Cultural Literacy (3 credits)

Where is the art in arts management programs? This course will present opportunities for students to learn about and discuss the performing arts, an overview of the history of various arts forms, and the seminal leaders in each art form.

DEP 6998: Special Topics in Performance Arts Management (1 to 3 credits)

A one-semester course devoted to techniques, methods and issues in Performing Arts Management.

DEP 7000: Production (5 credits)

This is a practical laboratory class that is required for all Design and Production graduate students. Specific assignments vary according to each student's abilities and the production to which they are assigned. It is intended to serve as an opportunity to practice skills learned in the studio or laboratory classes. By applying these skills to actual productions that are performed for the public, students will experience a variety of situations that will prepare them for the professional workplace. Advanced students will be assigned to the areas of their concentration.

DEP 7211: Trompe l'oeil and Scenic Sculpture (3 credits)

A review of basic processes and techniques will be the foundation for development of more complex assignments in trompe l'oeil. Specialized applicators, bas-relief carving, assemblage and complex multi-step processes will be introduced. Students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** DEP 6212.

DEP 7212: Translucency: The Interaction of Light and Painting (3 credits)

Projects in translucent, transparent and opaque media will be explored on a variety of surfaces. Issues of interaction of color in paint and color in light will be a focus of the final project. Students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** DEP 6212 or permission of instructor.

DEP 7275: Graduate Furniture and Woodworking I (3 credits)

A two semester practical study of the construction, upholstery, repair and refinishing of furniture, and the art of fine woodworking. A comprehensive study of furniture history, style recognition, and furniture design applications. This course is offered starting in odd years Fall Semester.

DEP 7276: Graduate Furniture and Woodworking II (3 credits)

A two semester practical study of the construction, upholstery, repair and refinishing of furniture, and the art of fine woodworking. A comprehensive study of furniture history, style recognition, and furniture design applications. This course is offered starting in odd years Fall Semester.

DEP 7431: Graduate Theatrical Rigging (3 credits)

This class will explore the design and use of theatre rigging systems, hardware selection and limitations, and rigging techniques. Emphasis will be placed on proper selection and use of rigging hardware and equipment, safety factors and industry best practice. Graduate students will be expected to complete projects to a graduate level of study.

DEP 7432: Graduate Shop Practice and Technique (2 credits)

The exploration of typical shop organization and methodology, including techniques to improve craftsmanship and productivity.

DEP 7442: Graduate Research Topics (1 credit)

Students undertake self-directed study in technical projects or topics of their choosing, with the consent and supervision of the faculty.

DEP 7451: Motion Control IIIA (3 credits)

Advanced study of Motion Control in a seminar setting. This two semester course includes investigations in equipment, software and procedures for control of effects on stage and in the entertainment industry.

Prerequisite(s): DEP 6452.

DEP 7452: Motion Control IIIB (3 credits)

Advanced study of Motion Control in a seminar setting. This two semester course includes investigations in equipment, software and procedures for control of effects on stage and in the entertainment industry.

Prerequisite(s): DEP 7451.

DEP 7511: Graduate Scene Design IIA (3 credits)

A two semester development of skills in conceptualizing the scenic design and preparing a design for execution. Emphasis is placed on developing facility and speed with the designer's graphic skills and solving the design problems of multi-set productions in theatre, opera, dance and musical theatre through lecture/discussion/critique sessions. **Prerequisite(s):** DEP 6512.

DEP 7512: Graduate Scene Design IIB (3 credits)

A two semester development of skills in conceptualizing the scenic design and preparing a design for execution. Emphasis is placed on developing facility and speed with the designer's graphic skills and solving the design problems of multi-set productions in theatre, opera, dance and musical theatre through lecture/discussion/critique sessions. **Prerequisite(s):** DEP 7511.

DEP 7601: Graduate Costume Design IIA (3 credits)

Continued two semester development of skills needed to produce larger and more complex costume design projects. Exploration of source material other than traditional play scripts (film, dance, opera, musicals). In depth involvement with production concepts and solutions through lecture and critique. **Prerequisite(s):** DEP 6602 or permission of instructor.

DEP 7602: Graduate Costume Design IIB (3 credits)

Continued two semester development of skills needed to produce larger and more complex costume design projects. Exploration of source material other than traditional play scripts (film, dance, opera, musicals). In depth involvement with production concepts and solutions through lecture and critique. **Prerequisite(s):** DEP 6602 or permission of instructor.

DEP 7634: Graduate Costume Design Practicum II (4 credits)

To be taken in whichever semester of a student's second year he or she is assigned a realized design project, the class will include all responsibilities for that design from concept to shopping to opening night. The level of difficulty of the project will be significantly higher than any previous assignment. Some work will be done in meetings with the director, some in the designer's studio, and some in the shop during conferences and fittings with drapers and craftsmen. As the production schedule permits, a separate Assistant Designer assignment may occur. Conferences will be held with the instructor as needed throughout the process.

DEP 7651: Graduate Theatrical Tailoring (3 credits)

Intensive study of patterning and construction techniques emphasizing advanced problem solving skills and time management with a dual emphasis on both flat-patterning and drafting. This course will focus on classical tailoring as adapted for modern theatrical requirements. Graduate students are required to complete projects appropriate to an advanced level of study. **Prerequisite(s):** DEP 6652 or permission of instructor.

DEP 7652: Graduate Specialty Construction Techniques (3 credits)

Intensive study of a wide variety of materials to familiarize students with a sampling of ways to achieve solutions for complex costume technology problems. Graduate students are required to complete projects appropriate to an advanced level of study. **Prerequisite(s):** DEP 6652 or permission of instructor.

DEP 7653: Graduate Millinery (2 credits)

This course is to develop competent skills in the craft, creativity, and techniques necessary to produce basic theatrical millinery. The student will produce hats in a variety of styles and techniques and a polished, well-organized binder that documents each millinery project. The final project will showcase the student's knowledge of millinery techniques and aesthetics. Graduate students will be expected to produce work at an elevated level.

DEP 7654: Graduate Fabric Modification (3 credits)

This course is to develop competent skills in the craft, creativity, techniques, and safety protocols necessary to produce multiple processes in fabric modification. Topics may include: types of dyes and specificity to fiber usage; fabric painting mediums and applications; fabric printing techniques; aging and distressing. Graduate students are expected to work at an advanced level. **Prerequisite(s):** DEP 6652 or permission of instructor.

DEP 7655: Graduate Costume Crafts (3 credits)

Advanced projects in theatrical costume crafts emphasizing advanced problem-solving skills. Possible topics include: mask-making, thermoplastics, theatrical armor, jewelry, cobblery, crowns and tiaras. Graduate students are expected to work at an advanced level. **Prerequisite(s):** DEP 6652 or permission of instructor.

DEP 7662: Costume Shop Management (3 credits)

A study of the skills needed for successful management of a professional costume shop. Topics include team time management, team supervision, leadership, stress management, space management, conflict resolution, hiring and interviewing, negotiating, and health and safety.

DEP 7711: Graduate Wig and Make-up Design & Technology IA (3 credits)

An in-depth two semester exploration of wig construction, make-up, and prosthetics techniques. Students will design and build advanced characters using a variety of industry standard materials. Resources to be explored may include, but are not limited to, latex, foam latex, and urethanes. **Prerequisite(s):** DEP 6712.

DEP 7712: Graduate Wig and Make-up Design & Technology IB (3 credits)

An in-depth two semester exploration of wig construction, make-up, and prosthetics techniques. Students will design and build advanced characters using a variety of industry standard materials. Resources to be explored may include, but are not limited to, latex, foam latex, and urethanes. **Prerequisite(s):** DEP 7711 or permission of instructor.

DEP 7811: Graduate Theatre Sound Design II (3 credits)

This graduate level course will introduce sound design students to the advanced skills necessary to better tailor prerecorded music cues to fit the transitional needs of a production. It will also introduce graduate sound design students to composing their own music cues for theatre. **Prerequisite(s):** DEP 6812 or permission of instructor.

DEP 7812: Graduate Sound Design Technology (3 credits)

This course is a graduate-level study of the technology used by sound designers to create the sound content for theatrical productions. In this course students will learn to record and edit sound digitally on a computer, create MIDI sequences, prepare audio files for digital sound playback systems, and program digital sound playback systems. **Prerequisite(s):** DEP 7811 or permission of instructor.

DEP 7900: Production and Project Management Practicum (3 credits)

Practical laboratory application of all phases of production and project management.

DEP 7923: Marketing Strategy (3 credits)

This course will teach students to develop a full understanding of the strategy and implementation necessary to market and sell a season of performing arts events for a non-profit or commercial performing arts entity. Students will put that strategy and implementation into action by creating a marketing plan that can be used in a real-time environment. The course will cover new technology and social media marketing, creating marketing budgets and subscription plans, creating marketing partnerships, audience development, group sales and arts-in-education, advertising and media planning, market research, press and publications, ticketing and information technology. **Prerequisite:** DEP 6921 (Arts Mktg.Practice), DEP 6922 (Principles of Mktg.), or permission of instructor.

DEP 7945: Law and the Arts (3 credits)

An examination of the legal rights and responsibilities of artists and artistic institutions. Topics include the law of intellectual property (copyright and trademark), moral rights, personality rights (defamation, publicity, and privacy), and freedom of expression. The course also provides an introduction to basic contract law and to the structure and language of contracts, including commissioning, performance rights, and music licensing agreements. Other legal issues that arise in the management of arts organizations may also be discussed. Offered in alternate years. **Prerequisite:** Second-year graduate standing or instructor's approval.

DEP 7951: Negotiation (2 credits)

This course is designed to introduce students to the fundamental principles of business negotiations. Major concepts to be covered include BATNA (Best Alternative to a Negotiated Agreement), Reservation Price, ZOPA (Zone of Possible Agreement), value creation, framing, identifying interests, win-win vs. win-lose outcomes, and maintaining of long-term relationships. The course will include regular readings, videos and class discussions. Students will also participate in the negotiation of case studies outside of class each week.

DEP 7952: Strategic Management and Leadership (3 credits)

This course will focus on the management of the strategic aspects of a performing arts organization from a senior leadership perspective. Course material will cover three separate, yet interrelated topics: Strategic planning, strategic decision-making, and leadership. In the strategic planning phase, students will develop the tools to establish a business plan, including establishing and executing an institutional vision, and identifying organizational goals and objectives. The strategic management phase will help students to develop decision-making skills based on real-world case studies in the field of arts management. In the leadership phase, students will study key aspects of dynamic organizational leadership, including topics such as power and persuasion, motivation, change management and leading in a diverse society.

DEP 7953: Producing for the Commercial Theatre (3 credits)

This seminar is an overview of the business of producing, with focus on Broadway, Off-Broadway and touring. The class will examine the role of the commercial producer and the relationships with creative & production team members, labor unions, theatre owners and agents, paying particular attention to the deals with these individuals (both in terms of compensation & creative control), as well as financing, budgets, marketing & advertising. Offered in alternate years. **Prerequisite:** Second-year graduate standing or instructor's approval.

DEP 7955: Human Resources (3 credits)

This course explores the HR function within organizations. An emphasis is placed on the role that human resource management plays as an organization focuses on enhancing organizational performance. This course covers the relevant functional areas of human resources, including recruiting and hiring, rewards systems with a focus on compensation and benefits, performance management, diversity and applicable laws which govern HR practices. All areas will be considered from a global and ethical perspective. Offered in alternate years. **Prerequisite:** Second-year graduate standing or instructor's approval.

DEP 7962: Managing the Production Process (3 credits)

An investigation of the creative production process and the role of the manager within the process. Students will explore the entertainment and commercial industry, emerging trends, and the differences between various forms of media and creative execution styles in order to address the associated requirements and implications. Topics include the producer's interface with the client, director, and other key personnel, pitching and articulating complex ideas, script breakdown and scheduling, budgeting, drafting pre-production activity lists, and critical issues facing a producer.

DEP 7967: Arts in Education (2 credits)

This course will educate performing arts managers in the psychology of the educational system and how it relates to the teaching of students; the different methodologies (CRISS, Cooperative Learning, etc.) used to teach new material to students; and how to construct valuable, relevant and fun curricula in visual art, dance, drama, and music. By participating in class, managers will learn how they can effectively support and assist schools, teachers and students through their work in non-profit organizations.

DEP 8000: Production (3 to 6 credits)

This is a practical laboratory class that is required for all Design and Production graduate students. Specific assignments vary according to each student's abilities and the production to which they are assigned. It is intended to serve as an opportunity to practice skills learned in the studio or laboratory classes. By applying these skills to actual productions that are performed for the public, students will experience a variety of situations that will prepare them for the professional workplace. Advanced students will be assigned to the areas of their concentration.

DEP 8099: Thesis (3 credits)**DEP 8211: Advanced Trompe l'oeil (3 credits)**

An advanced course in trompe l'oeil concentrating on careful, accurate mechanical drawing and skillful rendering of real surfaces for the ultimate effect in large scale. The business of murals, mural location, site planning, local permits and commissions and grants, will be covered. Students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** DEP 7212 or permission of instructor.

DEP 8212: Scene Painting Studio (3 credits)

This course will be concentrated on individual focus in the areas of trompe l'oeil, paint chemistry, decorative finishes, film techniques or 3-D textural applications. Students will be required to complete projects appropriate to a graduate level of study. **Prerequisite(s):** DEP 8211 or permission of instructor.

DEP 8411: Machining and Fabricating for the Theatre (2 credits)

Basic machine shop operations will be covered including general tool and shop maintenance. Emphasis will be on different fabricating techniques and equipment for theatrical machinery. **Prerequisite(s):** Permission of instructor.

DEP 8511: Graduate Scene Design IIIA (3 credits)

A two semester directed study in scenic design for theatre, opera, ballet and musical theatre for the most advanced student culminating in a professional portfolio. **Prerequisite(s):** DEP 7512.

DEP 8512: Graduate Scene Design IIIB (3 credits)

A two semester directed study in scenic design for theatre, opera, ballet and musical theatre for the most advanced student culminating in a professional portfolio. **Prerequisite(s):** DEP 8511.

DEP 8601: Graduate Costume Design IIIA (3 credits)

Directed two semester study in costume design for large scale, avant garde, or otherwise non-traditional theatre for the most advanced student. Preparation for USA 829 union exam interview and portfolio presentation.

Prerequisite(s): DEP 7602.

DEP 8602: Graduate Costume Design IIIB (3 credits)

Directed two semester study in costume design for large scale, avant garde, or otherwise non-traditional theatre for the most advanced student. Preparation for USA 829 union exam interview and portfolio presentation.

Prerequisite(s): DEP 7602.

DEP 8624: Grad Costume Design Internship (4 credits)

Student will spend 4-8 weeks with a reputable professional costume designer (preferably in New York City) working in areas such as: shopping for fabrics, trim, etc; assisting the designer as a liaison to professional costume shops; assisting the designer in dress rehearsals; assisting the designer in his/her studio. The choice of designer will be made in consultation with the student's arts advisor and must be scheduled in accordance with all Design and Production regulations regarding internships. Upon completion, the student will make a short presentation about their internship to the Costume Design and Technology faculty and student body.

DEP 8634: Graduate Costume Design Practicum III (4 credits)

To be taken the semester in which the third year student has a realized design project (usually fall) the class will include all responsibilities related to that design from concept through shopping and fittings to opening night. The level of accomplishment for this assignment will be of professional quality. Some work will be done in meetings with the director, some in the designer's studio, and some in the shop during conferences and fittings with drapers and craftsmen. Conferences will be held with the instructor as needed throughout the process.

DEP 8651: Graduate Rendering Interpretation (3 credits)

Wide-ranging study of costume silhouettes and historical shapes requiring highly developed problem solving skills and independent thinking. **Prerequisite(s):** DEP 7652 or permission of instructor.

DEP 8652: Graduate Advanced Patterning Problems (3 credits)

Wide-ranging study of advanced costume patterning problems and fabrics requiring highly developed problem solving skills and independent thinking. Possible topics include knits, stretch dancewear, ballet costume, fluid bias garments, and draping. **Prerequisite(s):** DEP 6652 or permission of instructor.

DEP 8653: Graduate Costume Technology Portfolio (3 credits)

This course will focus on the finalized creation of a Costume Technology Portfolio in preparation for entering the job market. Portfolio Projects will be focused on demonstrating a breadth of knowledge, and synthesis of prior coursework.

DEP 8711: Graduate Wig and Make-up Design & Technology IIA (3 credits)

An advanced course in altering the human form exploring the most complex make-up and prosthetic techniques with materials such as gelatins and silicones. This two semester course includes a heavily emphasized exploration of period wig styling. **Prerequisite(s):** DEP 7712.

DEP 8712: Graduate Wig and Make-up Design & Technology IIB (3 credits)

An advanced course in altering the human form exploring the most complex make-up and prosthetic techniques with materials such as gelatins and silicones. This two semester course includes a heavily emphasized exploration of period wig styling. **Prerequisite(s):** DEP 8711 or Permission of instructor.

DEP 8811: Graduate Sound Design Seminar (2 credits)

This course will look into the challenges and opportunities that individual graduate sound designers are facing in their productions and attempt to share the learning experience with all the other sound design students. This course will look into some advanced concepts and strategies in theatre sound design related to aesthetics and audience cognition. Graduate students will be expected to complete projects at a graduate level of study. **Prerequisite(s):** DEP 7812 or permission of instructor. Graded Pass/Fail.

DEP 8821: Applied Digital Projects (2 credits)

This course is a practical exploration of modern technology used to develop advanced solutions for control and synchronization of digital audiovisual systems. Graduate students will be expected to complete projects at a graduate level of study. **Prerequisite(s):** DEP 6812 or permission of instructor.

DEP 8909: Thesis (3 credits)

Preparation and submission of a fully documented production thesis for a student's area of concentration in costume technology, technical direction or wig and makeup design. The production will be fully produced and presented before the public. Documentation will include design concepts, research material, renderings, fabric/paint samples, elevations, complete construction and mechanical drawings, cost estimates, schedules, and photographs of the completed production as appropriate. Scene painting, stage automation, stage properties and sound design students will complete a research project conducted under the close supervision of the thesis advisor. Costume design and scene design students will present a professional gallery presentation showing the body of their work, which will be fully documented as the thesis document. See DEP Web pages for more concentration specific requirements. Graded Pass/Fail.

DEP 8910: Continuing Thesis (1 credit)

This course is required for those students who have not completed their thesis in their final semester of course work. It will afford their continued matriculation in the program and use of Production Design shops and facilities of the school.

DEP 8951: Entrepreneurship and Intrapreneurship (3 credits)

Introduction to the fields and practices of entrepreneurship and intrapreneurship. Topics covered may include: decision processes to become a creative entrepreneur; development of successful business ideas; movement of ideas to entrepreneurial firm; growth and management of arts and creative enterprises. Exploration of entrepreneurship and intrapreneurship as creative disciplines that borrow from design thinking concepts (such as observing, opportunity recognition and ideation, prototyping/testing, and constant iteration) as a means of navigating the process of an entrepreneurial endeavor.

DEP 8981: Thesis Project (3 credits)

Preparation, submission, and presentation of a graduate thesis project, which represents the culmination of the student's experience in the Performing Arts Management program. The intent of the thesis project is for the student to demonstrate clear evidence of mastery of some aspect of the student's particular area of interest or expertise, on a subject within the discipline of Performing Arts Management. The thesis project is to be completed during the final term of the student's third year. A public presentation of the student's findings is required for graduation. Graded Pass/Fail.

DEP 8992: Internship (6 credits)

A full-time work experience at a professional performing arts organization, or an organization serving the performing arts, outside of UNCSA. Graded Pass/Fail.