

# Design & Production Courses

## **DEP 6000: Production (5 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 6010: Co-Lab (3 credits)**

This course allows students to explore the process of collaboration from several related points of view: effective collaborative participation, team building, and moving to a shared mindset. In addition to the readings and discussions around the action of effective collaboration, students will simultaneously work to apply these principles in non-hierarchical terms to create audience-focused immersive theatrical experiences. **Prerequisite:** By permission only

## **DEP 6050: Arts in Context: Exploding the Canon (2 credits)**

This course explores storytelling through the lens of playwrights and authors from under-represented populations. Students will develop a better understanding how cultural and historical context plays a role in developing point of view in the creation of experiential art. Through individual and team explorations we will investigate unique and often unheard voices, story-telling structures, and concepts of collaboration.

## **DEP 6051: Arts in Context: Architecture I (1 credit)**

An introductory overview of the major periods of architecture that are of use to theatrical and entertainment designers. A particular emphasis will be placed on proper nomenclature of common architectural elements. The time span covered begins with the ancient world and concludes with the medieval period.

## **DEP 6052: Arts in Context: Architecture II (1 credit)**

An introductory overview of the major periods of architecture that are of use to theatrical and entertainment designers. A particular emphasis will be placed on proper nomenclature of common architectural elements. The time span covered begins with the Renaissance period and concludes with the modern day.

## **DEP 6061: Arts in Context: Western Clothing I (2 credits)**

This graduate survey course examines clothing and accessories throughout the Western world. This course provides students with a general overview of the history of clothing, correct terminology and the knowledge of how to research in depth when working on specific stylistic periods. The time span covered begins with Ancient Egypt and concludes with the close of the 17th century.

## **DEP 6062: Arts in Context: Western Clothing II (2 credits)**

This graduate survey course examines clothing and accessories throughout the Western world. This course provides students with a general overview of the history of clothing, correct terminology and the knowledge of how to research in depth when working on specific stylistic periods. The time span covered begins with the dawn of the 17th century and concludes with the present day.

## **DEP 6072: Arts in Context: Furniture History (3 credits)**

A study of furniture design principles, construction techniques and materials. A comprehensive look at furniture history, style recognition and chief characteristics.

## **DEP 6080: Arts in Context: Script Analysis for Sound (2 credits)**

This course is an examination of various techniques to analyze a script in order to understand the themes, messages, and objectives of a story and how that information can be used to identify the role that sound design can play in the storytelling.

**DEP 6081: Arts in Context: Period Styles of Music (2 credits)**

This course is a study of the history of music and how different musical cultures evolved and influenced one another over time. The focus of this study is to help sound designers utilize music in their designs in a way that appropriately reflects the story being told.

**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 6098: Special Topics in Design & Production (1 to 3 credits)**

The School of Design & Production graduate program offers a variety of courses on topics of special interest, making every effort to respond to both faculty and student interest in the formulation and scheduling of such courses. The number of credit hours and grading mode will vary according to the nature and scope of the subject matter. Graded pass/fail or standard.

**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. May be repeated for additional credit.

**DEP 6105: Plein Air Watercolor (1 credit)**

The course explores the tools and techniques associated with Plein Air (outdoor) watercolor painting. Students will develop an understanding of the Plein Air environment when composing and executing a watercolor painting. Emphasis will be placed on washes, layers, brushwork technique and color mixing as students will observe light, atmosphere, proportion and the definition of form in both landscapes and built environments. **Prerequisite(s):** DEP 6103 or DEP 6143 or permission of instructor. May be repeated for additional credit.

**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. May be repeated for additional credit.

**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. May be repeated for additional credit.

**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. **Prerequisite:** DEP 6113.

**DEP 6126: Graduate Life Drawing (1 credit)**

This course focuses on drawing from live models, and includes a basic study of anatomy. Working from nude artists' models, students will develop graphic abilities in various mediums. Students will learn to draw the human form by reinforcing issues of line, form, proportion, highlight and shadow, composition and gesture through skill-building exercises and techniques that focus on eye/hand coordination. May be repeated for additional credit.

**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. May be repeated for additional credit.

**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. May be repeated for additional credit.

**DEP 6150: Scenic Design Case Studies (1 credit)**

Students will examine a series of case studies involving the objectives, problems, research, decisions and techniques used in designing sets for the theater. A particular emphasis will be placed on sourcing materials for designing period settings. Graduate students will be expected to produce projects on a graduate level.

**DEP 6153: Model Building (2 credits)**

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 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: Grad Foundations of Scene Painting I (2 credits)**

A study of basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery and flat painted drops. Possible projects may include wood grain, simple trompe l'oeil techniques and a textural landscape.

**DEP 6212: Graduate Foundations of Scene Painting II (2 credits)**

A continuing study 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. Possible projects may include architectural moldings, columns and spray techniques. **Prerequisite(s):** DEP 6211

**DEP 6267: Graduate Stage Properties I (3 credits)**

A study of management, organization and procurement of stage and entertainment properties. Emphasis is placed on safety procedures, researching and problem solving for the entertainment industry. A demonstrated background in stage properties is a prerequisite.

**DEP 6268: Graduate Stage Properties II (3 credits)**

A study of new procedures and materials, combined with advanced techniques for use in the construction of stage properties by the Artisan or Property Director in the entertainment industry. **Prerequisite:** DEP 6267

**DEP 6271: Graduate Set Decorating (2 credits)**

An in-depth study of set decoration for theatre, film, television and themed entertainment. This course is designed to give the Property Director and Set Decorator a comprehensive understanding of the field of set decorating and its skill sets. Projects revolve around practical application of research, vocabulary and techniques in the field.

**DEP 6272: Graduate Weapons and Special Effects (2 credits)**

An in-depth study of weapons and special effects, for live entertainment. This course is designed to give the Property Director a comprehensive understanding of weapon history, function, safety procedures and creating special effects for live entertainment.

**DEP 6273: Graduate Gas Forge Smithing (1 credit)**

An exploration of Blacksmithing through lecture, demonstrations and practical application with a gas forge and its use in Theatrical Stage, Film and Television Properties.

**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 6310: Animatronic Design 1A - Figure Basics (2 credits)**

This course introduces students to the concepts, tools and techniques of designing Animatronic figures and props. Students will learn the fundamental principles of scene timing, figure joints and motion, sculpting, relevant software basics, 3D scanning and file processing, Animation Sheets/documentation, and color/costume fundamentals. Students will begin their design for a Small Animated Figure and an Animated Prop.

**DEP 6311: Animatronic Design 1B - Figure Basics (2 credits)**

In this course, students will continue to learn the fundamental principles of scene timing, figure joints and motion, sculpting, relevant software basics, 3D scanning and file processing, Animation Sheets/documentation, and color/costume fundamentals. Students will document their evolving design for a Small Animated Figure and an Animated Prop. **Prerequisite:** DEP 6310 Animatronic Design 1A

**DEP 6320: Prototypical Project Management A (2 credits)**

This course introduces project management fundamentals including managing Budget, Scope and Schedule for Animatronics. Design and fabrication of Animatronics involves creating a “living” 3D element, which generally involves creative invention, prototyping and complex manufacturing.

**DEP 6321: Prototypical Project Management B (2 credits)**

This course continues Animatronic project management fundamentals by introducing necessary additional tools and techniques needed to manage prototypical projects. These include Earned Value, Risk Analysis, Hazard Analysis, Quality Planning, Procurement Planning, Communication Planning and other advanced techniques. **Prerequisite:** DEP 6320 Prototypical Project Management A

**DEP 6330: 3D Design, Sculpting and Animatics 1A (2 credits)**

This software and 3D printing intensive course focuses on the basics of designing, visualizing and growing miniature 3D figures. Students will begin with software tools and techniques for 3D sculpting of a simple Small Animated Figure. Students will design and position figures in a 3D environment and learn how to position a figure in a neutral pose. Students will learn how to prepare files for printing and learn techniques for effectively growing scaled figures. Students will export their digitally sculpted figure into a motion software environment and identify specific joint locations and ranges of motion.

**DEP 6331: 3D Design, Sculpting and Animatics 1B (2 credits)**

This software and 3D printing intensive course focuses on advanced skills for designing, visualizing and growing miniature 3D figures. Sculpted figures previously developed will be modified and adapted for the ranges of motion and updated for clean motion. **Prerequisite:** DEP 6330 3D Design, Sculpting and Animatics 1A

**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)**

This course introduces concepts 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.

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

An advanced course in scenery construction techniques and material technology with an emphasis on mathematical problem-solving. A deeper study of structural engineering is included, with concentration on its application to stage machinery and scenic units. **Prerequisite:** DEP 6421

**DEP 6431: Motion Control IA (3 credits)**

Motion control for the stage. An introduction to the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered.

**DEP 6432: Motion Control IB (3 credits)**

Motion control for the stage. A continuing study of the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered. **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 continuation of the skills and knowledge from Motion Control I. More in-depth study in design and programming of complete systems. **Prerequisite(s):** DEP 6432.

**DEP 6452: Motion Control IIB (3 credits)**

A continuation of the skills and knowledge in the Motion Control sequence. 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)**

An 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 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)**

This course examines costume design concepts for operas and musicals. Emphasis will be placed on imagination, organization, problem solving, and growth in both rendering and presentation of work. **Prerequisite:** Permission of instructor

**DEP 6602: Costume Design IB (3 credits)**

This course examines the fundamental techniques of costume design for film and television through a series of skill-building projects. Emphasis will be placed on imagination, organization, problem solving, and growth in both rendering and presentation of work. **Prerequisite:** DEP 6601 or 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 6651: Graduate Foundational Garments I (3 credits)**

A study of theatrical patterning and construction techniques through realized projects with an emphasis on demonstrating artistry and craft, problem-solving skills, and technological comprehension. Possible topics include: undergarments and understructures such as corsets, petticoats, bustles, or boned bodices.

**DEP 6652: Graduate Foundational Garments II (3 credits)**

A study of theatrical patterning and construction techniques through realized projects with an emphasis on demonstrating artistry and craft, problem-solving skills, and technological comprehension. Possible topics include: waistcoats, trousers or knickerbockers. **Prerequisite:** DEP 6651

**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):** DEP 6652.

**DEP 6720: Medical Wig Project (3 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 6721: Graduate Prosthetics Design & Technology IA (2 credits)**

A basic overview of prosthetic materials, methods, and techniques with an emphasis on design, creation, and application for theatre and film.

**DEP 6722: Graduate Prosthetics Design & Technology IB (2 credits)**

A continuing overview of prosthetic materials, methods, and techniques with an emphasis on design, creation, and application for theatre and film. **Prerequisite:** DEP 6721 or permission of instructor

**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 6731: Graduate Wig Technology IA (2 credits)**

This course covers basic facial hair and wig construction, and styling techniques.

**DEP 6732: Graduate Wig Technology IB (2 credits)**

This course covers a continuation of basic facial hair and wig construction, and styling techniques. **Prerequisite:** DEP 6731 or permission of instructor



**DEP 6741: Graduate Introduction to Makeup IA (2 credits)**

A basic overview of makeup materials, methods, and techniques with an emphasis on applications for theatre and film.

**DEP 6742: Graduate Introduction to Makeup IB (2 credits)**

A continuing overview of makeup materials, methods, and techniques with an emphasis on applications for theatre and film. **Prerequisite:** DEP 6741 or permission of instructor

**DEP 6751: Graduate Introduction to Hair History & Styling IA (2 credits)**

A basic overview of the history of hairstyles and styling techniques with an emphasis on applications for theatre and film.

**DEP 6752: Graduate Introduction to Hair History & Styling IB (2 credits)**

A continuation of the history of hairstyles and styling techniques with an emphasis on applications for theatre and film. **Prerequisite:** DEP 6751 or permission of instructor

**DEP 6800: Audio Ear Training (1 credit)**

This course is a listening lab where students can improve their critical listening skills. Students will participate in weekly audio ear training drills online.

**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 Sound Design I (3 credits)**

This course will introduce graduate students to the process of developing a sound design through analyzing a text and making valid sound choices. Students will engage in practicing multiple foundational techniques focusing on research, sourcing of recordings, sound editing, manipulation, and composition. Students will then utilize these techniques in the implementation of sound in the art of storytelling. **Prerequisite(s):** DEP 6080 or permission of instructor.

**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 6813: Graduate Sound System Documentation (3 credits)**

An in-depth study of the tools and standards for documentation the design and installation of a theatrical sound system. Topics may include: Sound System Diagrams, Power Diagrams, Loudspeaker Plots, Patch Plots, Rigging Diagrams, and Equipment Lists.

**DEP 6815: Soundstories and Podcasting (3 credits)**

This course is an exploration of sound as the primary method of story-telling. Through the medium of podcasting, students will engage in the creation of sound-only stories from the conceptualization through the entire design and production process resulting in a completed podcast to be publicly distributed across major streaming platforms.

**Prerequisite:** DEP 6811



**DEP 6821: Graduate Sound System Engineering (2 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 Audio Electronics (2 credits)**

This course will examine the basic concepts of audio electronic interconnections and circuits. The course will include hands-on, practical exercises where students will learn these concepts by building actual cables and audio devices.

**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. 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 may include endowment management, budgeting and cash flow planning.

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

This course builds on the concepts introduced in the first semester and applies them to professional industry situations. Students will research and gain knowledge of the financial models for commercial theater production, including Broadway and Off-Broadway, Regional theater, touring, and non-profit institutions. Students will also study the concepts of project presentation for investors and the tracking of financial information for large scale entertainment projects.

**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 6934: Managing Special Events (3 credits)**

In this course students will be introduced to the specific challenges and requirements of producing and managing special events in non-conventional spaces, such as outdoor venues, museums, offices, temporary event structures, and more. Students will explore how the creative concept and pitch are unique to this client-centric industry. The class will explore the different needs associated with each locale and create an event budget including subcontracts, equipment purchase and rental, permits and insurance, labor, and other considerations.

**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 7000: Production (5 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 7143: CAD Drafting for Design (2 credits)**

This class will teach the techniques and standard practices of theatrical graphic communication for design, through exercises produced with computer aided design software. The course will focus on both 2D and 3D drawings, including industry-standard rendering and sketching software.

**DEP 7211: Graduate Intermediate Scene Painting I (3 credits)**

A review of basic processes and techniques used in the development of more complex scenic painting assignments. The course will continue building the skills and techniques used by the professional scenic artist. **Prerequisite:** DEP 6212

**DEP 7212: Graduate Intermediate Scene Painting II (3 credits)**

A continuation of the processes and techniques used in the development of more complex scenic painting assignments. The course will continue building the skills and techniques used by the professional scenic artist. **Prerequisite:** DEP 6212

**DEP 7213: Scenic Art Pneumatic and Spray Techniques (2 credits)**

This course introduces students to a range of skills for painting theatrical and global arts and entertainment installations using pneumatic spray equipment. **Prerequisite:** DEP 6212

**DEP 7272: Graduate Furniture Upholstery (2 credits)**

An in-depth study of techniques, tools and materials used by the soft-goods properties artisan in upholstery for Traditional, Provincial and Contemporary Modern furniture. **Prerequisite:** must be able to demonstrate proficiency with a sewing machine.

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

A comprehensive study of furniture history, style recognition and furniture design applications. This course will also focus on construction techniques and materials used in the construction of furniture.

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

A practical study of the construction, finishing, repair and refinishing of furniture, and the art of fine woodworking. **Prerequisite:** DEP 7275

**DEP 7310: Animatronic Design 2A – Figures and Scenes (2 credits)**

This course focuses on importing the animatronic into a scene environment to explore guest perspectives and experience. Students will begin with 2D sketching to layout the scene with design sketches to illustrate intent, then principles of 3D scene design lighting, sound and color will be incorporated to create a digitally realized multiple figure scene. **Prerequisite:** DEP 6311 Animatronic Design 1B

**DEP 7311: Animatronic Design 2B (2 credits)**

The course continues exploring guest perspectives and experience for animatronic figures in scenes by focusing on advanced animated figure design. Students will explore multiple joints, speeds and ranges working together. The final project for the class course will be to design a “lifelike” animated figure, an “imaginary” animated figure, one museum interactive animated prop, and one devised theater animated prop. **Prerequisite:** DEP 7310 Animatronic Design 2A

**DEP 7320: Figure Design and Engineering A – Actuators, Show Control and Electrical (2 credits)**

This course concentrates on the engineering and infrastructure of Animatronics by looking at forces: mass and acceleration, component sizing, ranges of motion and speed, safety/hazard analysis and shafting/powertrain design.

**DEP 7321: Figure Design and Engineering B – Actuators, Show Control and Electrical (2 credits)**

This course focuses on machinery control components, sensors, wiring, diagrams, motor power and schematics for Animatronic figures. Students will identify the basics of show control, documentation and practice. **Prerequisite:** DEP 7320 Figure Design and Engineering A

**DEP 7330: 3D Design, Sculpting and Animatics 2A – Advanced Tools, Model Growing/Building (2 credits)**

This course is designed to provide students with first-hand working experience creating models using a combination of techniques including traditional model building, 3D printing, and 3D cutting technologies. This course focuses on the “Digital Pipeline” for animatronics and software tool selection by exploring various “best in breed” software titles and advantages between different possible software titles. **Prerequisite:** DEP 6331 3D Design, Sculpting and Animatics 1B

**DEP 7331: 3D Design, Sculpting and Animatics 2B – Advanced Tools, Model Growing/Building (2 credits)**

This course provides students with a working knowledge of basic 3D scanning, 3D printing, and 3D sculpting technology. Students will create interactives with show timing, 3D technical coordination, and 3D animatics of designs. **Prerequisite:** DEP 7330 3D Design, Sculpting and Animatics 2A

**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 7451: Motion Control IIIA (3 credits)**

Advanced study of Motion Control in a seminar setting. This 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 course culminates 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)**

This course concentrates on the 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)**

This course continues the 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)**

This course examines costume design concepts for Shakespeare and the classics. Emphasis will be placed on imagination, organization, problem solving, and growth in both rendering and presentation of work. **Prerequisite:** DEP 6602 or permission of instructor.

**DEP 7602: Graduate Costume Design IIB (3 credits)**

This course examines costume design concepts for dance and spectacle. Emphasis will be placed on imagination, organization, problem solving, and growth in both rendering and presentation of work. **Prerequisite:** DEP 7601 or permission of instructor

**DEP 7651: Graduate Theatrical Tailoring (3 credits)**

An intensive study of patterning and construction techniques focused on classical tailoring skills as adapted for modern theatrical requirements. **Prerequisite:** DEP 6652

**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. **Prerequisite:** DEP 6652

**DEP 7653: Graduate Millinery (2 credits)**

This course develops 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. Graduate students will be expected to produce work at the graduate level.

**Prerequisite:** DEP 6651 or permission of instructor.

**DEP 7654: Graduate Fabric Modification (2 credits)**

Students will 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 (2 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 7656: Fabrics & Textiles (1 credit)**

A study of fabrics and textiles commonly encountered in garment production. Students will focus on developing and expanding skills and abilities of: fabric nomenclature, identification, and research.

**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. **Prerequisite:** DEP 6661.

**DEP 7720: Advanced Medical Wig Project (3 credits)**

An in-depth study of Advanced 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. The medical client will have 3-4 fittings scheduled within the semester to ensure comfort and fit as well as the desired style and comfortable adhesion methods. Upon successful completion of the course, the client will keep the hair prosthesis. This course is designated as a Graduate Service Learning Course. **Prerequisite(s):** DEP 6720 Medical Wig Project.

**DEP 7721: Graduate Prosthetics Design & Technology IIA (3 credits)**

An intermediate study of prosthetic materials, methods, and techniques with an emphasis on design, creation, and application for theatre and film. **Prerequisite:** DEP 6722 or permission of instructor

**DEP 7722: Grad Prosthetics Design & Technology IIB (3 credits)**

A continuing intermediate study of prosthetic materials, methods, and techniques with an emphasis on design, creation, and application for theatre and film. **Prerequisite:** DEP 7721 or permission of instructor

**DEP 7731: Graduate Wig Technology IIA (3 credits)**

This course covers intermediate-level custom wig construction and styling techniques. **Prerequisite:** DEP 6732 or permission of instructor

**DEP 7732: Graduate Wig Technology IIB (3 credits)**

A continuing study of intermediate-level custom wig construction and styling techniques. **Prerequisite:** DEP 7731 or permission of instructor

**DEP 7741: Grad Career Skills for the Hair & Makeup Artist (1 credit)**

An overview of the hair and makeup industry for theatre and film, including expectations, etiquette, and how to be a successful freelance artist.

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

This course will introduce graduate sound design students to the advanced techniques necessary to create original sound compositions and designs for multiple forms of live and recorded entertainment. Students will also engage in sound editing, manipulation, and the programming of multi-channel playback systems. **Prerequisite(s):** DEP 6811 or permission of instructor.

**DEP 7812: Graduate Sound Design Technology (2 credits)**

This course is a study of the technology used by sound designers to create the sound content for 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 7816: Foley and Story (2 credits)**

Graduate students will evolve as sound designers by crafting custom tailored Foley to a moving image sequence. Students will work on pre-selected material that require foot Steps, props, and movement. Students will be immersed in the craft of performing in real time to a moving image. **Prerequisite:** DEP 7817

**DEP 7817: Grad Intro to Moving Image Sound Design (2 credits)**

This course is designed to give the student a solid 360 view of the work of a professional sound designer and editor within the area of moving image arts. The course material is designed to develop a basic understanding of sound design and editing that enhances and thoughtfully helps tell the story. The course work and assignments use Pro Tools software.

**DEP 7818: Sound Design for Animation (2 credits)**

This course assists the student in discovering the creative power of sound design in storytelling for animation by engaging in the process and techniques of designing custom sound tracks for animated sequences. Over a series of projects, students will design custom sound effects, audio backgrounds, and record dialogue and voice overs as they evolve as audio professionals. **Prerequisite:** DEP 7817

**DEP 7819: Sound Design for Computer Entertainment and Games (2 credits)**

This course will help the student discover the creative power of a thoughtful, well-designed sound track that moves a computer-based story or game experience forward. Sound design students will advance their training as audio professionals through designing custom audio tracks for assorted forms of computer entertainment and games.

**Prerequisite:** DEP 7817

**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 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 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 8089: Professional Internship (1 to 13 credits)**

A supervised work experience at a professional performing arts organization, or an organization serving the performing arts, outside of UNCSCA. The number of credits varies according to the nature and scope of the internship. Graded pass/fail. **Prerequisite(s):** Approval of the Dean or Associate Dean of the School of Design and Production in consultation with appropriate faculty.

**DEP 8211: Graduate Advanced Scene Painting I (3 credits)**

An advanced course building on the foundations of trompe l'oeil and three dimensional applications for realistic finishes used by the professional scenic artist. **Prerequisite:** DEP 6212

**DEP 8212: Graduate Advanced Scene Painting II (3 credits)**

An advanced course continuing skills in trompe l'oeil and three dimensional applications for realistic finishes used by the professional scenic artist. **Prerequisite:** DEP 6212

**DEP 8310: Animatronic Design 3A (2 credits)**

This course focuses on designing the figure finishing aspect of Animatronics. Students will design costumes, wigs and fur for Animatronics with special emphasis on maintenance, boning and costume structure. The final project will include designing a simple figure with all elements of figure finishing and fully documenting the design/sample process. **Prerequisite:** DEP 7311 Animatronic Design 2B

**DEP 8311: Animatronic Design 3B (2 credits)**

This course synthesizes all previous years of study into a series of design projects that allow the student to express all the combined elements into figures of increasing complexity including flexible skins, hair and/or fur. **Prerequisite:** DEP 8310 Animatronic Design 3A

**DEP 8320: Animatronic Programming A (2 credits)**

This course focuses on the art and technology behind bringing a figure to "life." The course is grounded in animation functions, range of motions, speeds and technical design challenges to support the artistic design intent. Students will focus on figure calibration, operation, and adjustment. **Prerequisite:** DEP 7321 Figure Design and Engineering B

**DEP 8321: Animatronic Programming B (2 credits)**

This course continues work on the art and technology behind bringing a figure to "life." Students will focus on set-up and calibration of equipment and interface by looking at show timing, dialogue and programming life-like movement. The course will encompass a series of programming challenges for figures of varying complexity, and creating show files with documentation to demonstrate mastery of programming. **Prerequisite:** DEP 8320 Animatronic Programming A

**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 directed study in scenic design for theatre, opera, ballet and musical theatre for the most advanced student. **Prerequisite(s):** DEP 7512.



**DEP 8512: Graduate Scene Design IIIB (3 credits)**

A 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)**

This course develops skills for larger and more complex costume design projects. Students will hone multi-tasking and time management skills. Emphasis will be placed on imagination, organization, problem solving, and growth in both rendering and presentation of work. **Prerequisite(s):** DEP 7602 or permission of instructor

**DEP 8602: Graduate Costume Design IIIB (3 credits)**

This course develops skills for larger and more complex costume design projects. Students will hone their portfolios and personal marketing materials. Emphasis will be placed on imagination, organization, problem solving, and growth in both rendering and presentation of work. **Prerequisite(s):** DEP 7602 or permission of instructor.

**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 8721: Grad Prosthetics Design & Tech IIIA (3 to 4 credits)**

An advanced-level study of prosthetic materials, methods, and techniques with an emphasis on design, creation, and application for theatre and film. **Prerequisite:** DEP 7722 or permission of instructor

**DEP 8722: Graduate Prosthetics Design & Technology IIIB (3 to 4 credits)**

A continuing advanced-level study of prosthetic materials, methods, and techniques with an emphasis on design, creation, and application for theatre and film. **Prerequisite:** DEP 8721 or permission of instructor

**DEP 8731: Grad Wig Technology IIIA (4 credits)**

This course covers advanced custom wig construction and styling techniques. **Prerequisite:** DEP 7732 or permission of instructor

**DEP 8732: Graduate Wig Technology IIIB (4 credits)**

A continued study in advanced custom wig construction and styling techniques. **Prerequisite(s):** DEP 8731 or permission of instructor.

**DEP 8741: Graduate Editorial Hair & Makeup (2 credits)**

A study of Editorial/High Fashion hair and makeup, from design to realization. Students will work on models and learn about skin care, makeup and hair design, and methods of execution. Students will complete a series of photo shoots including one group photo shoot.

**DEP 8811: Graduate Sound Design Seminar I (1 credit)**

This course will have third-year graduate students look into advanced concepts and strategies in sound design for entertainment in relation to aesthetics and audience cognition. Students will engage in advanced research to discover the myriad options of sound's placement in the entertainment industry and engage in group discussion regarding the future of sound design. **Prerequisite(s):** DEP 7812 or permission of instructor. Graded Pass/Fail.

**DEP 8812: Graduate Sound Design Seminar II (1 credit)**

This course will assist in preparing graduating students for engagement in the professional community through resume preparation, portfolio creation, networking techniques, and interviewing skills. Students will explore career options and explore early-career involvement in professional organizations. **Prerequisite(s):** DEP 8811. Graded Pass/Fail.

**DEP 8817: Moving Image Sound Design I (2 credits)**

Students will evolve as artists by refining their personal processes and techniques through designing increasingly sophisticated sound tracks that support story for the moving image arts. This course focuses on designing sound effects, backgrounds, and editing music to the moving image. **Prerequisites:** DEP 7817 and DEP 7818

**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, rigorous thesis for a student's area of concentration. Depending on area of concentration, one of the following categories will be required: Production Thesis, Research Project Thesis, Thesis Portfolio Gallery. A Production Thesis will be a fully produced physical production, presented before the public, and documentation will include design or engineering concepts, research material, renderings, fabric/paint samples, elevations, complete construction and mechanical drawings, cost estimates, schedules, and photographs of the completed production as appropriate to the area of concentration. A Research Project Thesis will be conducted under the close supervision of the thesis advisor. A thesis Portfolio Gallery presentation will showcase the entire body of the student's work, which will be fully documented and include a final Thesis Gallery Review. See THESIS REQUIREMENTS FOR MFA CANDIDATES - SCHOOL OF DESIGN AND PRODUCTION for the 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 8950: PPM Portfolio Projects (1 to 3 credits)**

A one-semester course devoted to techniques, methods and issues in Production and Project Management.

**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.