

# Design & Production Courses

## **DEP 1000: Production (4 to 5 credits)**

This is a practical laboratory class that is required for all Design and Production undergraduate 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.

## **DEP 1001: Introduction to Theatrical Production I (1 credit)**

An introduction to Theatrical Production which will familiarize the student with the various shops, shop procedures and shop safety to help prepare them for DEP 1000: Production. In addition, the class will cover a wide variety of subjects to orient the student to the various disciplines within Design and Production, the hierarchy, the vocabulary, the operations and the paperwork involved in modern theatrical production.

## **DEP 1002: Introduction to Theatrical Production II (1 credit)**

A continuing introduction to Theatrical Production which will familiarize the student with the various shops, shop procedures and shop safety to help prepare them for DEP 1000: Production. In addition, the class will cover a wide variety of subjects to orient the student to the various disciplines within Design and Production, the hierarchy, the vocabulary, the operations and the paperwork involved in modern theatrical production.

## **DEP 1011: Technical Theatre Production for Non-Majors (2 credits)**

An exploration of the professions of theatrical production for non-majors. Students will be introduced to the various shops, shop procedures and safety, vocabulary, roles and responsibilities, and opportunities for non-performing artists. Students will be able to apply the lessons from the classroom into practice by joining crews and teams on UNCSA productions.

## **DEP 1020: Technical Theatre for Drama (1 credit)**

Students work as stage crew on School of Drama productions in various capacities. Graded Pass/Fail.

## **DEP 1111: Drawing I (2 credits)**

A practical study in developing a solid drawing foundation, including elements of line, gesture, shape, value, texture, space, scale, proportion, composition, and perspective. This course utilizes a variety of media and techniques in the exploration of two-dimensional space as it pertains to drawing as an art form, as well as a means to express and convey ideas relevant to students' course of study.

## **DEP 1112: Drawing II (2 credits)**

A continuing practical study in developing a solid drawing foundation, including elements of line, gesture, shape, value, texture, space, scale, proportion, composition, and perspective. This course utilizes a variety of media and techniques in the exploration of two-dimensional space as it pertains to drawing as an art form, as well as a means to express and convey ideas relevant to students' course of study.

## **DEP 1121: Color and Design I (2 credits)**

An introduction to the basic elements of design and color, focusing on the application of these elements in a series of projects which involve visual problem solving and graphic decision making. A variety of mediums are used with an emphasis on vocabulary and refinement of craft. Critique sessions are a major component of this class, during which students verbally articulate visual ideas and concepts.

**DEP 1122: Color Theory & Painting (1 credit)**

This course will cover basic color theory, color-mixing, and color systems in painting. Acrylic paints will be used to explore these principles in a series of exercises and designs. Visual image presentations (slides, films, etc.) will be shown to prompt discussion on the use of color in theatrical contexts.

**DEP 1123: Color and Design II (2 credits)**

A continuing introduction to the basic elements of design and color, focusing on the application of these elements in a series of projects which involve visual problem solving and graphic decision making. A variety of media are used with an emphasis on vocabulary and refinement of craft. Critique sessions are a major component of this class, during which students verbally articulate visual ideas and concepts.

**DEP 1124: Drawing for the Visual Artist I (3 credits)**

Through the exploration of both traditional and nontraditional media, surfaces, and approaches in mark making, this two semester course will emphasize the development of individual modes of expression and expand the conventional parameters of what defines a “drawing” in contemporary culture. Alternative processes, concepts, and influences that have changed how we view drawing as a medium will be explored. Research, critique sessions, and classroom discussions focusing on aesthetic issues and contemporary artists will also be vital components of this course.

**DEP 1125: Drawing for the Visual Artist II (3 credits)**

Through the exploration of both traditional and nontraditional media, surfaces, and approaches in mark making, this two semester course will emphasize the development of individual modes of expression and expand the conventional parameters of what defines a “drawing” in contemporary culture. Alternative processes, concepts, and influences that have changed how we view drawing as a medium will be explored. Research, critique sessions, and classroom discussions focusing on aesthetic issues and contemporary artists will also be vital components of this course.

**DEP 1131: Drafting for the Theatre (2 credits)**

This class will provide intensive training in the various elements of technical theatre and stage design graphics using traditional drafting technique. Skills will be developed in producing lettering, geometric constructions, ground plans, elevation, section, orthographic and isometric views with accepted industry standard practices and presentation.

**DEP 1132: Drafting for the Theatre II (2 credits)**

This class will provide intensive training in the various elements of technical theatre and stage design graphics using traditional drafting technique. Skills will be developed in producing lettering, geometric constructions, ground plans, elevation, section, orthographic and isometric views with accepted industry standard practices and presentation.

**Prerequisite:** DEP 1131.

**DEP 1143: CAD Drafting for Design (3 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 rendering and sketching techniques possible with such software as Vectorworks, Sketch-up, etc.

**Prerequisite(s):** Demonstrated skill in objectives and outcomes for DEP 1111: Drafting for the Theatre or instructor's approval.

**DEP 1153: Technical Graphics IA (2 credits)**

This class will teach the techniques and standard practices of technical graphic communication for entertainment technology and engineering, through exercises produced by sketches and traditional manual drafting. Projects generated will include emphasis in geometric constructions, plans, sections, elevations, orthographic and isometric projections, and lettering.

**DEP 1154: Technical Graphics IB (2 credits)**

A continuation of DEP 1153: Technical Graphics IA. The student will begin working with AutoCAD, building 2D and 3D graphic skills to an intermediate level. This will include practice in geometric constructions, plans, sections and elevations, 2D and 3D presentational views, layouts, sheet set organization, annotation style, dimensioning style and drawing scale. **Prerequisite(s):** DEP 1153 or permission of instructor.

**DEP 1411: Intro to Stagecraft (2 credits)**

An exploration of the basics of stagecraft, including tool selection and use, material and hardware selection and customary building practices as related to scenery.

**DEP 1422: Welding and Metalworking IA (2 credits)**

A laboratory exploration of the use of metal as a scenic material. Concentration is on safety, tools, and the various welding and metalworking processes.

**DEP 1423: Welding and Metalworking IB (2 credits)**

A continuation of DEP 1422: Welding and Metalworking IA. Students will transition to working with GMAW (MIG) process and basic layout and fabrication processes as these apply to constructing scenery out of metal.

**Prerequisite(s):** DEP 1422 or permission of instructor.

**DEP 1651: Costume Technology Practicum (1 credit)**

A one semester exploration of theatrical costume shop organization, industry standard construction techniques, commonly used tools, and machinery operation. A series of small projects may focus on: organization of a professional costume shop and an understanding of the skills required of those who work there; customary stitching techniques for the assembly and finishing of costumes; use of various patterning, cutting and marking tools; safe operation of domestic and industrial sewing machines, sergers, and steam irons.

**DEP 1652: Costume Technology I (3 credits)**

A study of beginning flat patterning and construction techniques with an emphasis on practical applications. Possible topics include: sloper development, full and half-scale pattern manipulations, rendering interpretation, and garment construction. **Prerequisite:** DEP 1651

**DEP 1741: Introduction to Makeup IA (1 credit)**

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

**DEP 1742: Introduction to Makeup IB (1 credit)**

A continuation of basic makeup materials, methods, and techniques with an emphasis on applications for theatre and film. **Prerequisite(s):** DEP 1741 or permission of instructor.

**DEP 1751: 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 1752: 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(s):** DEP 1751 or permission of instructor.

**DEP 1812: Sound System Operation (2 credits)**

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

**DEP 1912: Introduction to Stage Management (2 credits)**

Students will gain an understanding of the industry protocols by learning about the qualities and role of a successful stage manager. Through guest lectures and class discussion students will learn to respect the differences in the stage manager's working relationship between the different disciplines and become aware of industry standards and practices and what skills are required of a professional stage manager.

**DEP 2011: Digital Portfolio (2 credits)****DEP 2099: Tutorials and Contracts (1 to 10 credits)**

Credit is given for apprenticeships and tutorials, originated by the 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 2211: 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 2212: 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. Projects will include architectural moldings, columns and spray techniques. **Prerequisite(s):** DEP 2211.

**DEP 2261: Properties Management (3 credits)**

A study of the management, organization and procurement of stage properties. Emphasis is placed on safety procedures, researching and problem solving for the Property Director.

**DEP 2311: Lighting Design IA (3 credits)**

This course begins with a concise survey of the history of theatrical lighting design. As the term progresses a study of the photometrics of the current fixtures available to the designer, and an in depth study of physical principles of light and human perception will be covered.

**DEP 2312: Lighting Design IB (3 credits)**

This course is an in depth study of script analysis for the Lighting Designer. Students will apply the process to creating a complete design package and a thorough look at all paperwork required of the Lighting Designer.

**DEP 2341: Stage Electrics IA (3 credits)**

A beginning dialogue of basic stage electric equipment and lighting technology. Course discussions will include arc, dimmable and LED source instrumentation, lighting control consoles, power distribution and network/control systems. Some content of the course will be based on subjects in the ETCP Electrician Certification Exam.

**DEP 2342: Stage Electrics IB (3 credits)**

.A continuing dialogue of stage electric systems and lighting technology. Course discussions will include the development and engineering of lighting systems including ethernet and DMX systems as well as the documentation and development of those systems. Some content of the course will be based on subjects in the ETCP Electrician Certification Exam.

**DEP 2371: Introduction to Lighting Design (3 credits)**

This course is an introduction for students outside the lighting concentration to the design principles and aesthetics of lighting design for live performance. Areas of investigation will include analysis, collaboration, color, fixtures, pre-production and production from the lighting design perspective.

**DEP 2412: Stagecraft (3 credits)**

An in-depth study of the tools and techniques of scenery construction, backstage operating systems, and construction materials.

**DEP 2413: Advanced Stagecraft (3 credits)**

This is a continuation and advanced exploration and study of modern scenery construction techniques and processes. Primarily intended for the Scenic Technology students but may be taken by exceptional students from other concentrations.

**DEP 2421: Welding and Metalworking II (2 credits)**

A honing of welding and fabrication skills learned in Welding and Metalworking I. Basic machine shop operations will be covered including general tool and shop maintenance. **Prerequisite(s):** DEP 1422 or consent of the instructor.

**DEP 2422: Shop Practice and Technique (2 credits)**

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

**DEP 2511: Scene Design IA (3 credits)**

An introduction to Scene Design, emphasizing the design process from script analysis to presentational material. Students will be investigating styles of theatre and stage spaces and the application of design variables.

**DEP 2512: Scene Design IB (3 credits)**

A continuing introduction to Scene Design, emphasizing the design process from script analysis to presentational material. Students will be investigating styles of theatre and stage spaces and the application of design variables.

**DEP 2513: Introduction to Scene Design (2 credits)**

An introduction to and survey of the principles of scene design for the non-designer, focusing on understanding the process of theatrical design.

**DEP 2601: Costume Design IA (3 credits)**

This course examines the fundamental techniques of costume design for the stage through a series of skill-building projects. Emphasis will be placed on imagination, problem solving, and growth in both rendering and presentation of work.

**DEP 2602: 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(s):** DEP 2601 or permission of instructor.

**DEP 2651: Costume Technology IIA (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. **Prerequisite:** DEP 1652

**DEP 2652: Costume Technology IIB (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 2651

**DEP 2721: Prosthetics Technology IA (2 credits)**

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

**DEP 2722: Prosthetics Technology IB (2 credits)**

A continuing overview of prosthetic materials, methods, and techniques with an emphasis on creation and application for theatre and film. **Prerequisite(s):** DEP 2721 or permission of instructor.

**DEP 2731: Wig Technology IA (2 credits)**

This course covers basic facial hair and wig construction, and styling techniques. **Prerequisite(s):** DEP 1752 or permission of instructor.

**DEP 2732: Wig Technology IB (2 credits)**

This course continues basic custom wig construction and styling techniques. **Prerequisite(s):** DEP 2731 or permission of instructor.

**DEP 2741: Career Skills for the Hair & Makeup Artist (1 credit)**

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

**DEP 2742: Rendering for the Hair & Makeup Artist (2 credits)**

A study of drawing and painting and their importance to accurately portray design ideas, specifically focused on the face and hair.

**DEP 2800: 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 2811: Theatre Sound Design I (3 credits)**

This course will introduce sophomore students to the process of developing a sound design starting with the text. 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 2812: Sound System Design (3 credits)**

This course is an in-depth study for sophomore students 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 2811 or permission of instructor.

**DEP 2813: Sound System Documentation (3 credits)**

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

**DEP 2822: 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.

**DEP 2921: Stage Management IA (3 credits)**

An introduction to the fundamentals of stage management as related to current productions as well as professional union requirements. The basic techniques of the stage manager are presented, including the prompt book, rehearsal and performance procedures. In addition, stage management forms and formats will be studied to strengthen organizational skills. **Prerequisite(s):** DEP 1912.

**DEP 2922: Stage Management IB (3 credits)**

A continuing study of the fundamentals of stage management as related to current productions as well as professional union requirements. The basic techniques of the stage manager are presented, including the prompt book, rehearsal and performance procedures. In addition, stage management forms and formats will be studied to strengthen organizational skills. **Prerequisite(s):** DEP 2921

**DEP 3024: Sculpture for the Theatrical Designer (2 credits)**

This course will focus on the study of three-dimensional design and sculpture for the theatrical designer. Terminology appropriate to the planning, analysis and interpretation of the fine arts and theatrical design will complement the investigation of sculptural problems using a variety of media.

**DEP 3050: 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 3051: 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 architecture elements. The time span covered begins with the ancient world and concludes with the medieval period.

**DEP 3052: 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 3061: Arts in Context: Western Clothing I (2 credits)**

This 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 3062: Arts in Context: Western Clothing II (2 credits)**

This 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 3072: 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 3099: Tutorials and Contracts (1 to 10 credits)**

Credit is given for apprenticeships and tutorials, originated by the 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 3103: 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. May be repeated for additional credit.

**DEP 3104: 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.

**DEP 3105: Studio: 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 (outdoor) environment when composing and executing a water color 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 3103 or DEP 3143 or permission. May be repeated for additional credit.

**DEP 3111: Technical Graphics II (3 credits)**

A continuation of the Technical Graphics coursework. The student will continue to build upon 2D and 3D graphic skills with AutoCAD by producing more complex projects, and will begin to focus on specific applications. **Prerequisite(s):** DEP 1153, 1154 or permission of instructor.

**DEP 3113: 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." May be repeated for additional credit.

**DEP 3114: 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 .May be repeated for additional credit.

**DEP 3115: 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(s):** DEP 3113

**DEP 3126: 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 from 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 3133: 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. May be repeated for additional credit.



**DEP 3143: 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. May be repeated for additional credit.

**DEP 3150: Scenic Design Case Studies (1 credit)**

In this course, a series of case studies will be utilized to examine 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. **Prerequisite:** permission of instructor

**DEP 3153: 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.

**DEP 3163: Using Technology for Models and Props (1 credit)**

This course explores the use of advanced technology such as laser cutters, etchers and 3D printing for use in the construction of design models and stage properties.

**DEP 3173: 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.

**DEP 3183: 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.

**DEP 3193: 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.

**DEP 3211: 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 2212

**DEP 3212: 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 2212

**DEP 3213: 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 2212

**DEP 3262: Stage Properties (3 credits)**

A study of construction techniques and materials that can be used by the designer and technician in the construction of stage properties.

**DEP 3271: Furniture Construction (3 credits)**

A practical study of the construction, repair and refinishing of furniture, and the art of fine woodworking. By the end of this course, students will have a good knowledge of wood properties, joinery, anatomy of furniture and the uses of various species of lumber.

**DEP 3272: Furniture Upholstery (2 credits)**

A study of techniques, tools and materials used in furniture upholstery for the stage. Must be able to demonstrate proficiency with a sewing machine to the instructor prior to enrolling.

**DEP 3273: Blacksmithing (2 credits)**

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 3311: Lighting Design IIA (3 credits)**

An introduction to designing and analyzing lighting for Dance and Opera. Students will work with the Choreography students in a realized dance production. The opera portion of the semester will include survey of opera and a paper design project. **Prerequisite(s):** DEP 2312

**DEP 3312: Lighting Design IIB (3 credits)**

An in depth look at designing and analyzing lighting for Dance and Opera. This course is devoted to the application of the processes studied in previous classes. Lighting designs will be executed for each of the major venue and performance types with a focus on refining the design process while learning the requirements and individual characteristics of each venue. **Prerequisite(s):** DEP 3311

**DEP 3321: Advanced Lighting Programming I (3 credits)**

This elective lighting course will prepare students for the professional world of programming for Broadway, Concerts and/or themed entertainment. The class is designed for practical applications that focus on specific techniques, contracts, negotiations, and real world problem-solving as a programmer. **Prerequisite(s):** DEP 2342 and DEP 2312

**DEP 3322: Advanced Lighting Programming II (3 credits)**

This elective lighting course continues to prepare students for the professional world of programming for Broadway, Concerts and/or themed entertainment. The class is designed for practical applications that focus on specific techniques, contracts, negotiations, and real world problem-solving as a programmer. **Prerequisites:** DEP 3321

**DEP 3338: Light Project (3 credits)**

Special projects in lighting design will be covered this term, including but not limited to public art projects, architectural lighting and event lighting. This may include the execution of a public art project, including the design, logistics, budgeting, and grant writing. **Prerequisite(s):** DEP 2312.

**DEP 3341: Stage Electrics IIA (3 credits)**

This course will engage students in critique and discussion of electrics work at UNCSCA and outside venues in the area. Trips will likely be required to visit commercial theatre productions. In addition, topics such as consulting, manufacturing and advanced entertainment electrics will be discussed. Students will be exposed to a variety of aspects of entertainment electrics and lighting production through research and practical assignments as well as readings. **Prerequisite(s):** DEP 2342.

**DEP 3342: Stage Electrics IIB (3 credits)**

A continuing critique and discussion of electrics work at UNCSCA and outside venues in the area. Trips will likely be required to visit commercial theatre productions. In addition, topics such as consulting, manufacturing and advanced entertainment electrics will be discussed. Students will be exposed to a variety of aspects of entertainment electrics and lighting production through research and practical assignments as well as readings. **Prerequisite(s):** DEP 3341.

**DEP 3411: Technical Direction I (3 credits)**

This course explores 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, leadership, collaboration and practical applications will be emphasized.

**DEP 3412: Technical Direction II (3 credits)**

A continuing exploration of 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, leadership, collaboration and practical applications will be emphasized. **Prerequisite(s):** DEP 3411

**DEP 3421: Theatrical Structures and Stage Dynamics I (3 credits)**

An advanced 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.

**DEP 3422: Theatrical Structures and Stage Dynamics II (3 credits)**

A continuing 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 3421

**DEP 3431: 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.

**DEP 3511: Scene Design IIA (3 credits)**

An intermediate exploration of projects in Scene Design incorporating all of the various theatrical forms, such as opera, ballet, and musicals, as well as drama. Emphasis is on the speed of conceptualization and rendering. **Prerequisite(s):** DEP 2512.

**DEP 3512: Scene Design IIB (3 credits)**

A continuing intermediate exploration of projects in Scene Design incorporating all of the various theatrical forms, such as opera, ballet, and musicals, as well as drama. Emphasis is on the speed of conceptualization and rendering. **Prerequisite(s):** DEP 3511.

**DEP 3601: Costume Design IIA (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(s):** DEP 2602 or permission of instructor.

**DEP 3602: 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(s):** DEP 3601 or permission of instructor.

**DEP 3651: Costume Technology IIIA (3 credits)**

A wide-ranging study of advanced costume patterning problems and fabrics requiring highly developed problem-solving skills and independent thinking. Possible topics include knits, stretch wear, fluid bias garments, and draping. **Prerequisite:** DEP 2652

**DEP 3652: Costume Technology IIIB (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 2652

**DEP 3653: 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. **Prerequisite(s):** DEP 2652 or permission of instructor.

**DEP 3654: 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 their usage; fabric painting mediums and applications; fabric printing techniques; aging and distressing. **Prerequisite(s):** DEP 2652 or permission of instructor

**DEP 3655: Costume Crafts (2 credits)**

Assorted projects in theatrical costume crafts emphasizing focused problem solving skills. Possible topics include: mask-making, thermoplastics, theatrical armor, jewelry, cobblers, crowns and tiaras. **Prerequisite(s):** DEP 3652 or Permission of Instructor.

**DEP 3656: 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 3720: 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 3721: Prosthetics Technology IIA (2 credits)**

An intermediate-level study of prosthetic materials, methods, and techniques with an emphasis on creation and application for theatre and film. **Prerequisite:** DEP 2722 or permission of instructor

**DEP 3722: Prosthetics Technology IIB (2 credits)**

A continuing intermediate-level study of prosthetic materials, methods, and techniques with an emphasis on creation and application for theatre and film. **Prerequisite:** DEP 3721 or permission of instructor

**DEP 3731: Wig Technology IIA (2 credits)**

This course covers skills for intermediate-level custom wig construction and styling techniques. **Prerequisite:** DEP 2732 or permission of instructor

**DEP 3732: Wig Technology IIB (2 credits)**

A continuing study of intermediate-level custom wig construction and styling techniques. **Prerequisite:** DEP 3731 or permission of instructor

**DEP 3741: 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 3811: Theatre Sound Design II (3 credits)**

This course will introduce junior 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 sound design students to composing their own music cues for theatre. **Prerequisite(s):** DEP 2812 or permission of instructor.

**DEP 3812: Sound Design Technology (3 credits)**

This course is a study of the technology used by sound designers to create the sound content for theatrical productions. In this course juniors 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 3811 or permission of instructor.

**DEP 3817: 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 3818: 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(s):** DEP 3817

**DEP 3819: 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(s):** DEP 3817

**DEP 3821: 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.

**Prerequisite(s):** DEP 2812 or permission of instructor.

**DEP 3931: Stage Management IIA (3 credits)**

An intermediate course designed specifically for stage managers to increase their awareness of the training of, and problems faced by, performers, directors and choreographers, as they relate to the functions and duties of the stage manager in production. **Prerequisite(s):** DEP 2922.

**DEP 3932: Stage Management IIB (3 credits)**

An advanced course designed specifically for stage managers to increase their awareness of the training of, and problems faced by, performers, directors and choreographers, as they relate to the functions and duties of the stage manager in production. **Prerequisite(s):** DEP 3931

**DEP 3933: Touring and Technical Management (3 credits)**

This course is designed to give the student a well-rounded understanding of the world of working of a stage manager across multiple venues. Students will explore the process of stage managing for touring productions, working with unions, labor law, advancing productions, and venue management. **Prerequisite:** Students must have C3 standing or higher to enroll.

**DEP 3934: 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. Students must have C3 standing or higher to enroll.

**DEP 3942: Theatre Management Survey (2 credits)**

An investigation of how a performing arts organization is created. Among the topics included will be mission statements, choosing artistic properties, a basic understanding of copyrights, theatre personnel, theatre unions, fundraising and budgets.

**DEP 3952: Directing (3 credits)**

Review and analysis of the principles of directing for the theatre, with emphasis on the use of various directing techniques, interpreting the playwright's intentions from a director's point of view, and understanding the director's role as it relates to the Stage Manager, Designers and Technical Director.

**DEP 4010: 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 4014: 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 individual design abilities.

**DEP 4088: 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 the Assistant Dean of Academics for the School of Design and Production.

**DEP 4089: Professional Internship (1 to 15 credits)**

A supervised work experience at a professional performing arts organization, or an organization serving the performing arts, outside of UNCOSA. 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 & Production in consultation with appropriate faculty.

**DEP 4099: Tutorials and Contracts (1 to 15 credits)**

Credit is given for apprenticeships and tutorials, originated by the 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 4111: Professional Career Development I (1 credit)**

Group discussions on resumes, portfolio formats, cover letters, personal budgets, establishing credit, taxes, health insurance, retirement, unions and the interview process. This course is designed for students in their final year, preparing for the job market and life after UNCUSA. Graded Pass/Fail.

**DEP 4112: Professional Career Development II (1 credit)**

Group discussions on resumes, portfolio formats, cover letters, personal budgets, establishing credit, taxes, health insurance, retirement, unions and the interview process. This course is designed for students in their final year, preparing for the job market and life after UNCUSA. Graded Pass/Fail.

**DEP 4123: 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. **Prerequisite(s):** DEP 3193: Digital Graphics or permission of instructor.

**DEP 4198: Special Topics in Technology (1 to 3 credits)**

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

**DEP 4211: 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 2212

**DEP 4212: 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 2212

**DEP 4271: Set Decorating (2 credits)**

An exploration of set decoration for theatre, film, television and themed entertainment. This course is designed to give the Property Director and Set Decorator a better 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 4272: Weapons and Special Effects (2 credits)**

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

**DEP 4273: Prop Finishing (2 credits)**

This course is an exploration of finishing techniques for props in live entertainment.

**DEP 4298: Special Topics in Design (1 to 3 credits)**

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

**DEP 4311: Lighting Design IIIA (3 credits)**

This course examines the aesthetics of performance and visual art. Reading and study of the major influences of theatrical design as well as ideas and concepts of other design fields and art forms will be considered.

**Prerequisite(s):** permission of instructor.

**DEP 4312: Lighting Design IIIB (3 credits)**

This course focuses on career preparation topics such as: websites, portfolio material, financial planning, tax ramifications for the independent contractor, and current readings in the various arts. **Prerequisite(s):** permission of instructor.

**DEP 4341: Stage Electrics IIIA (3 credits)**

An introduction to the business of Entertainment Lighting Technology. Subjects may include: contracts, benefits, personal finance as a free-lance technician, resume, personal web-publishing, and maintaining contacts.

**Prerequisite(s):** DEP 3342

**DEP 4342: Stage Electrics IIIB (3 credits)**

Explores contemporary and advanced challenges in Lighting Technology. Subjects will include large lighting systems, set electrics, touring and unconventional challenges. **Prerequisite(s):** DEP 4341

**DEP 4361: Lighting Seminar I (1 credit)**

This Seminar will serve as forum for designers and technicians to meet weekly and discuss production issues and to work through challenges in a collaborative think-tank environment. Special projects will be assigned to both individuals and groups. **Prerequisite(s):** DEP 3342 or DEP 3312

**DEP 4362: Lighting Seminar II (1 credit)**

This Seminar will serve as an advanced forum for designers and technicians to meet weekly and discuss production issues and to work through challenges in a collaborative think-tank environment. Special projects will be assigned to both individuals and groups. **Prerequisite(s):** DEP 3342 or DEP 3312

**DEP 4398: 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 4451: Motion Control IA (3 credits)**

Motion control for the stage. A introduction to the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered. **Prerequisites:** DEP 2431 and 3431

**DEP 4452: 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 4451

**DEP 4462: Advanced Computer Techniques (2 credits)**

In-depth study of advanced software applications being used in the theatrical field and associated industries.

**DEP 4511: Scene Design IIIA (3 credits)**

An advanced study of the philosophy and techniques of design as they apply to full and complete design packages, including final-year production assignments. **Prerequisite(s):** DEP 3512

**DEP 4512: Scene Design IIIB (3 credits)**

A culminating study of the philosophy and techniques of design as they apply to full and complete design packages, including final-year production assignments. **Prerequisite(s):** DEP 4511

**DEP 4601: Costume Design IIIA (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 3602 or permission of instructor



**DEP 4602: 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:** DEP 4601 or permission of instructor.

**DEP 4651: Costume Technology IVA (3 credits)**

Wide-ranging study of costume silhouettes and historical shapes requiring highly developed problem-solving skills and independent thinking. **Prerequisite:** DEP 3652

**DEP 4652: Costume Technology IVB (3 credits)**

An intensive study of patterning and construction techniques focused on classical tailoring skills as adapted for modern theatrical requirements. **Prerequisite:** DEP 3652

**DEP 4653: Costume Technology Portfolio Capstone (3 credits)**

This course will focus on the finalized creation of a Costume Technology Portfolio in preparation for entering the job market. Capstone Projects will be focused on demonstrating a breadth of knowledge, and synthesis of prior coursework. **Prerequisite:** DEP 3652

**DEP 4661: 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. **Prerequisite(s):** DEP 2652.

**DEP 4662: 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 4661 or permission of instructor

**DEP 4720: Advanced Medical Wig Class (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 Service Learning Course.

**Prerequisite(s):** DEP 3270 Medical Wig Project

**DEP 4721: Prosthetics Technology IIIA (4 credits)**

An advanced-level study of prosthetic materials, methods, and techniques with an emphasis on creation and application for theatre and film. **Prerequisite:** DEP 3722 or permission of instructor.

**DEP 4722: Prosthetics Technology IIIB (4 credits)**

A continuing advanced-level study of prosthetic materials, methods, and techniques with an emphasis on creation and application for theatre and film. **Prerequisite:** DEP 4721 or permission of instructor

**DEP 4727: Puppetry, Design & 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. **Prerequisite(s):** Permission of Instructor.

**DEP 4731: Wig Technology IIIA (4 credits)**

This course covers advanced custom wig construction and styling techniques. **Prerequisite(s):** DEP 3732 or permission of instructor.

**DEP 4732: Wig Technology IIIB (4 credits)**

A continued study in advanced custom wig construction and styling techniques. **Prerequisite:** DEP 4731 or permission of instructor

**DEP 4811: Sound Design Seminar (1 credit)**

This course will look into the challenges and opportunities that individual senior 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. **Prerequisite(s):** DEP 3812 or permission of instructor. Graded Pass/Fail

**DEP 4817: 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 3817 and DEP 3818

**DEP 4821: 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. **Prerequisite(s):** DEP 2812 or permission of instructor.

**DEP 4917: Personal Finance for 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. Graded Pass/Fail.

**DEP 4941: Stage Management Seminar I (3 credits)**

This course provides students the opportunity for group discussion and individual projects relating to current productions for the senior stage management student. Development of the students' skills needed to survive in the marketplace will be introduced. **Prerequisite(s):** DEP 3932.

**DEP 4942: Stage Management Seminar II (3 credits)**

This course provides students the opportunity for group discussion and individual projects relating to current productions for the senior stage management student. Development of the student's skills needed to survive in the marketplace will be explored in-depth. **Prerequisite(s):** DEP 4941.

**DEP 4951: 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. **Prerequisite(s):** C4 standing

**DEP 4962: 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. **Prerequisite:** C4 standing

**DEP 5000: Production (5 to 6 credits)**

This is a practicum that is required for all Design and Production undergraduate 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.