



FLORIDA SCHOOL OF THE ARTS

ST. JOHNS RIVER STATE COLLEGE

PERFORMING ARTS

- Dance Studies/Dance Performance
- Acting
- Musical Theater

PRODUCTION DESIGN

- Costume Design and Technology
- Scenic/Lighting Design and Technology
- Stage Management

VISUAL ARTS

- Graphic Design/New Media
- Graphic Design
- New Media Photography
- Studio Art



FLORIDA SCHOOL OF THE ARTS

ST. JOHNS RIVER STATE COLLEGE

PURPOSE

Florida School of the Arts is dedicated to the premise that both intense, individualized instruction and practical “hands-on” experience are essential to the full development of a student’s creative abilities. As part of public education in the state, Florida School of the Arts provides comprehensive artistic training appropriate to each student’s talent, enabling each student to acquire the knowledge, skills, and appreciation of the chosen arts discipline required for employment in the arts profession. Students receive professional art instruction and rigorous training from the beginning of enrollment. As a professional arts school, Florida School of the Arts provides a learning environment in which students are expected to adhere to standards of professionalism and academic excellence.

THE SCHOOL

Florida School of the Arts, established in 1974 by the Florida State Board of Education, specializes in preparing students for successful careers in visual and performing arts.

Florida School of the Arts is located on the Palatka campus and is part of the academic and administrative structure of St. Johns River State College. It is administered by a dean under the general supervision of the St. Johns River State College District Board of Trustees and the College president. The school, however, is statewide in scope, and has its own arts facility, faculty, administrative staff, mission statement, and curricula specific to each degree program. This information can also be obtained on the school website at floarts.org.

The academic year at Florida School of the Arts consists of a fall term, spring term, and summer session I. Enrollment is recommended during each of the three terms.

ADMISSION

Admission to Florida School of the Arts is by audition or portfolio review only. Separate application paperwork and procedures are also required by St. Johns River State College because all Florida School of the Arts students must also be admitted to St. Johns River State College and are responsible for compliance with all college policies and procedures.

The application for Florida School of the Arts is available for submission from the website at www.floarts.org. The application fee of \$30 is deferred until an applicant is accepted into a Florida School of the Arts program and registers for classes. As part of completing the application, a potential student will select an audition or portfolio review date. The following additional paperwork for Florida School of the Arts will then be due before the selected date: an arts resume, a statement of purpose, two letters of recommendation and high school and/or college transcripts current at the time of the scheduled audition or portfolio review. We will accept paperwork by mail to Florida School of the Arts, Attention: Admissions Coordinator, 5001 St. Johns Avenue, Palatka FL 32177 or email to kittyclarke@sjrstate.edu.

Specific audition and portfolio requirements differ by discipline. They are available online at www.floarts.org, or by mail or email by request. For the performing arts programs (Acting, Musical Theater, and Dance Performance), applicants are required to schedule an audition on one of the designated dates. For the technical theater programs (Costume Design, Scenic/Lighting Design and Stage Management), applicants are required to schedule a portfolio review on one of the designated dates or call (386) 312-4300 or (386) 312-4304 to make other arrangements. For the visual arts programs (Studio Art, Graphic Design and New Media Photography), applicants may choose to review in person on one of the designated dates or they may submit a digital visual portfolio in the form of a DVD or CD furnished with all application materials listed above.

Admission requirements and procedures for St. Johns River State College may be found at SJRstate.edu.

FINANCIAL AID

College students admitted into Florida School of the Arts programs are eligible for all college financial aid programs. Among these are FloArts Talent Scholarships, college student worker programs, loan programs, government grants, and special scholarships from the state and private funds. Consult the financial aid section of this catalog for detailed information.

HOUSING

Students are responsible for securing their own housing. The office maintains a contact list to assist those students seeking roommates for each fall term.

REQUIRED COLLEGE COURSEWORK

All students must complete a minimum of 25% of all credit hours required for graduation through the Florida School of the Arts and/or St. Johns River State College.

FLORIDA SCHOOL OF THE ARTS PROBATION AND SUSPENSION POLICIES

Florida School of the Arts students are subject to the academic regulations of St. Johns River State College and Florida School of the Arts in regard to probation and suspension.

Students on full status are eligible to participate in all Florida School of the Arts classes and extracurricular activities. To remain on full status a student must maintain a cumulative grade point average of 2.0 as well as an arts grade point average of 2.5.

SPECIALIZATION AREAS

FLORIDA SCHOOL OF THE ARTS

VISUAL ART PROGRAMS

STUDIO ART

Social and technological changes have transformed the way artists work. The studio art program emphasizes fundamental principles through practical exercises while exploring the contemporary discourse that surrounds art and art communities. Studio art students are expected to explore relevant concepts while experimenting with cross-disciplinary practices which include painting, drawing, photography, printmaking, and installation art. Students in the program learn professional gallery display techniques and have the opportunity to show their works in scheduled exhibitions throughout the year.

GRAPHIC DESIGN/NEW MEDIA

Graphic Design

The new media design specialization encompasses the use of new technologies in the making of art for both functional and creative arenas. New media involves practices ranging from conceptual and virtual art to commercial and visual communications. The specialization is a cross-disciplinary field involving computer graphics, photography, digital video, vector imaging and animation.

New Media Photography

From pinhole to pixel, silverprint to pigment ink, the photography specialization brings historical perspective to digital technologies. This is confirmed by the belief that teaching essential technical skills along with contemporary practices and ideas allows for the broadest opportunities and for the boldest solutions to an evolving medium.

PRODUCTION/DESIGN PROGRAMS

COSTUME DESIGN AND TECHNOLOGY

The costume design curriculum at Florida School of the Arts begins with an examination of the fundamental techniques utilized in design and construction through a series of historical and problem-oriented projects. Emphasis is placed on research, imagination, problem solving and presentation of work. Students in the costume program also have the unique opportunity to create work for the many school productions throughout the year. Upon completion of the costume program, a student is prepared for employment as a costume/wardrobe professional or as a costume technician in a professional shop. Students may also choose to continue their education in costume design and construction at the university level.

SCENIC/LIGHTING DESIGN AND TECHNOLOGY

The scenic and lighting design curriculum at Florida School of the Arts is unique in that it provides students instantaneous, practical stage experience balanced with classroom and laboratory instruction.

There is a strong emphasis in script analysis, creative problem solving, and artistic collaboration, as well as strong foundational development of knowledge in the equipment, materials, and skills practices of the theatre production industry. The program requires students to develop and present major projects in scenic design, lighting design, and accompanying technologies as well as other contributing areas, including scene painting, sound, CAD for theatre, and stage properties. These projects ultimately contribute to a well-developed and versatile portfolio. Upon successful completion of the degree, students are prepared to continue their education in scenic design, lighting design, technical direction, or any other design/production practice or to seek employment in professional theatre houses, touring companies or professional scenic or lighting shops.

STAGE MANAGEMENT

The stage management curriculum at Florida School of the Arts focuses on building strong communication, organizational and problem-solving skills in all phases of the production process. Practical hands-on experience is gained through participation as stage managers or assistant stage managers for the school's heavy production schedule. Upon completion of the stage management program, students have received the skills and training necessary to either begin their career or seek advanced level training.

STAGE TECHNOLOGY

The purpose of this program is to prepare students for employment as theater and entertainment technicians, lighting equipment operators, stage hands and design assistants or to provide supplemental training for persons previously or currently in these occupations.

PERFORMANCE PROGRAMS

The performance curricula offer students well-rounded, creative, and practical training in dance, musical theater and acting. The department's accelerated programs, along with their production schedules, allow incoming students immediate "hands-on" experience. Upon program completion, performance students have received an excellent foundation to either begin their professional careers or to continue on to a university or conservatory for advanced level training.

ACTING

A Florida School of the Arts acting major has the unique opportunity to audition and perform in a number of productions each year, including four main stage and other productions. Students receive practical, creative and insightful instruction in the classroom and on the stage. This intensive training, consisting of the development of the voice, body, gesture, and creative imagination, enables the actor to work in a myriad of theatrical styles from the classics to contemporary comedy, drama and musicals. In Acting for the Camera, students adapt those skills for the specific demands of television and film. Students also gain valuable instruction in all phases of theatre

production, including stage construction, lighting, sound, costume design/construction, make-up and stage movement. Upon completion of the program, acting students are prepared for entry-level positions in the acting profession or to proceed to four-year university or conservatory programs to further their training and study.

MUSICAL THEATER

Musical theater majors at Florida School of the Arts receive professional training in three core areas: music/singing, dancing, and acting. The music component of the degree requires that students study and pass music theory, sight singing, voice, and piano. For the dance component, students are cross-trained in ballet, jazz, and tap techniques. For the acting component, the coursework consists of practical, hands-on training to develop the actor's voice, gesture, body, and creative imagination. As part of the acting component, students also gain valuable instruction in all phases of theater production, including stage design/construction, lighting, sound, costume design/construction, makeup, and stage movement. Upon completion of this intense curriculum, graduates may go directly into a career in musical theater or the entertainment industry.

DANCE PERFORMANCE

This progressive dance program consists of intensive technical training in the areas of ballet and contemporary dance. Students also study various stylized forms of dance including jazz, musical theater, tap and ethnic forms. As part of the students' creative development, course work is required in improvisation and choreography. Students also have the option to choose from a variety of dance electives to develop their craft and explore practical applications in the field of dance through course work in dance history, dance ensemble performance work and a conditioning class. Upon graduation, the student is prepared for current career choices in professional dance companies, the entertainment industry or to continue on to a conservatory or four-year bachelor of fine arts institution.

DEGREE PROGRAMS

FLORIDA SCHOOL OF THE ARTS

The Associate in Science Degree: Each Florida School of the Arts student must complete a planned A.S. degree program that combines foundational and specialized coursework in the student's artistic discipline with prescribed general education requirements for English composition, humanities, social science, mathematics and science.

ASSOCIATE IN SCIENCE DEGREE

- ACTING
- DANCE STUDIES
 - Dance Performance
- MUSICAL THEATER
- PRODUCTION DESIGN
 - Costume Design and Technology
 - Scenic/Lighting Design and Technology
- STAGE MANAGEMENT
- VISUAL ART
 - Studio Art
 - Graphic Design/New Media
 - New Media Design
 - New Media Photography

The Associate in Science + Associate in Arts Degree Option: Any Florida School of the Arts student may complete a *dual degree pathway* by fulfilling the additional general education requirements for the A.A. degree over and above those already required as part of the A.S. degree. These requirements will include an additional three credits in each of the following areas: humanities, social science, mathematics, literature, as well as an additional science class with a lab. If a student did not have two years of a foreign language in high school, they will also need to take 6 credits of a foreign language in college in order to earn the A.A. degree.

The College Credit Certificate in Theater Technology: The Stage Technology certificate is generally earned by students who are pursuing the A.S. in Production/Design with a specialization in scenic and Lighting Design and Technology. It marks successful completion of 17 credit hours of coursework in that area. It does not require any General Education courses. Often, students in our Scenic and Lighting Design program earn this certificate during their first year of that two-year program. Stage Management students who have completed the specified 17 credit hours may also be awarded this certificate.

SPECIAL ASSOCIATE IN SCIENCE DEGREE REQUIREMENTS

The following majors require students to demonstrate proficiency in the area of their specialization.

- Visual Arts - A graduation exhibition show is required for all Studio Art, new media design and photography majors in the last year of residence.
- Acting - The main stage and studio theater productions shall

serve as the proficiency exam for students in the acting program. Students who do not perform on main stage or in the studio theatre in their final year may be required to perform a special proficiency exam consisting of three monologues: one comic, one serious and one classical.

- Dance Studies - Students are required to perform in at least one main stage production per year, as well as perform a solo for a final performance review.
- Musical Theater - All musical theater majors must perform and pass a final vocal jury examination which shows an intermediate level of performance. The student will also present a completed vocal audition notebook.
- Theater Design and Technology students are required to present their portfolio and resumes at the end of every fall and spring semester.
- Stage Management - Exit Exam: Each student is required to serve as the stage manager or assistant stage manager for a main stage production during their final year.

STATE UNIVERSITY SYSTEM - FOREIGN LANGUAGE REQUIREMENT

Florida Statute requires any student admitted to the State University System to have completed two credits of sequential foreign language at the secondary level or its equivalent (8-10 credit hours) at the postsecondary level. An A.A. degree student who does not meet the exemption may be admitted to the upper division of some universities but must fulfill the requirement before graduation. To avoid transfer and admission problems, students who have not yet completed the foreign language requirement should plan on doing so prior to their graduation and transfer to the State University System.

STUDIO ART (2506)

ASSOCIATE IN SCIENCE

VISUAL ART

All visual art students will be provided a solid art foundation in the principles of drawing, composition, design, and art history. This program prepares student artists for careers with professional art galleries and /or transfer to four-year BFA programs. The student will complete a professional portfolio for pursuing their future as an artist.

GENERAL EDUCATION COURSES:			22
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
	ARH 2050	Art History I.....	3
*	— —	Mathematics.....	3
*	— —	Social Science.....	3
+	HUM 2020	Introduction to Humanities.....	3
*	— —	Science and Lab.....	4
FOUNDATION:			21
	ARH 2051	Art History II.....	3
	ART 1201C	Two Dimensional Design.....	3
	ART 1300C	Drawing I.....	3
+	ART 1301C	Drawing II.....	3
+	ART 2203C	Three Dimensional Design.....	3
	DIG 1000	Introduction to Digital Media.....	3
	PGY 1800	Photographic Techniques.....	3
SPECIALIZATION:			13
	ARH 1006	Visual Ideas: Portfolio Seminar.....	1
	ART 2500C	Painting I.....	3
	ART 2701C	Sculpture I.....	3
	ART 1400C	Printmaking.....	3
+	ART 2955	Portfolio Presentation: Capstone Seminar.....	1
	GRA 1413	Professional Development: Portfolio Seminar.....	1
	DIG 2580	Digital Portfolio: Portfolio Seminar.....	1
ELECTIVES:			8
Any courses with the prefix of ARH, ART, DIG, GRA, or PGY			
REQUIRED TOTAL CREDIT HOURS			64

**Students who wish to complete the A.S. to A.A. degree pathway and earn dual degrees must additionally take the following 13 credits of college-level general education courses: 3 credits in communications, 3 credits in math, 3 credits in social science, and 4 credits in science.

*Refer to A.A. degree general education requirements.
 + Prerequisite course required. See course description in catalog.

GRAPHIC DESIGN/NEW MEDIA (0151)

ASSOCIATE IN SCIENCE

VISUAL ART

An interdisciplinary approach to the use of digital and emerging technologies based on creative convergence of art, science, and technology for human expression, social communication, and interaction.

GENERAL EDUCATION COURSES:.....22

	ENC	1101	Composition I.....	3
+	ENC	1102	Composition II.....	3
*	_____	_____	Mathematics.....	3
*	_____	_____	Social Science.....	3
+	HUM	2020	Introduction to Humanities.....	3
	ARH	2050	Art History I.....	3
*	_____	_____	Science & Lab.....	4

FOUNDATION:.....21

	ARH	2051	Art History II.....	3
	ART	1201C	Two Dimensional Design.....	3
	ART	1300C	Drawing I.....	3
+	ART	1301C	Drawing II.....	3
+	ART	2203C	Three Dimensional Design.....	3
	DIG	1000	Introduction to Digital Media.....	3
	PGY	1800	Photographic Techniques.....	3

SPECIALIZATION (SELECT ONE):.....13

GRAPHIC DESIGN:

	ARH	1006	Visual Ideas: Portfolio Seminar.....	1
+	DIG	1115C	Digital Imaging.....	3
+	GRA	1206C	Typography: Expressive & Experimental.....	3
+	ART	2955	Portfolio Presentation: Capstone Seminar.....	1
	GRA	1413	Professional Development: Portfolio Seminar.....	1
	DIG	2580	Digital Portfolio: Portfolio Seminar.....	1
+	DIG	2282C	Time Based Media.....	3

NEW MEDIA PHOTOGRAPHY:

	ARH	1006	Visual Ideas: Portfolio Seminar.....	1
+	DIG	1115C	Digital Imaging.....	3
+	PGY	1201C	Media Lighting Techniques.....	3
+	ART	2955	Portfolio Presentation: Capstone Seminar.....	1
	GRA	1413	Professional Development: Portfolio Seminar.....	1
	DIG	2580	Digital Portfolio: Portfolio Seminar.....	1
+	PGY	2220C	Commercial Photography.....	3

ELECTIVES:.....8

Any courses with the prefix of ARH, ART, DIG, GRA, or PGY

REQUIRED TOTAL CREDIT HOURS.....64

**Students who wish to complete the A.S. to A.A. degree pathway and earn dual degrees must additionally take the following 13 credits of college-level general education courses: 3 credits in communications, 3 credits in math, 3 credits in social science, and 4 credits in science.

*Refer to A.A. degree general education requirements.

+ Prerequisite course required. See course description in catalog.

ACTING (0155)

ASSOCIATE IN SCIENCE

THEATER AND ENTERTAINMENT TECHNOLOGY

This intensive training, consisting of the development of the voice, body, gesture, and creative imagination, enables the actor to work in many forms of theater—from the classics to the contemporary comedy, drama, and musicals. Upon graduation the student will be prepared for careers in the theater and entertainment industries.

GENERAL EDUCATION COURSES:			19
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
*	—	Mathematics.....	3
*	—	Social Science.....	3
+	HUM 2020	Introduction to Humanities.....	3
*	—	Science & Lab.....	4
FOUNDATION:			25
	TPP 2110	Acting I.....	3
+	TPP 2111	Acting II.....	3
	TPP 1810	Stage Speech I.....	3
	TPP 1514	Stage Movement for the Actor.....	3
	or		
+	TPP 1120	Improv for the Theatre.....	3
**	THE 1020	Introduction to Theatre History.....	3
	or		
	THE 2300	Dramatic Literature.....	3
	THE 1925	Play Production.....	1
	TPA 2290L	Theatre Production Lab (Costume).....	1
	TPA 1200	Intro to Production Design.....	3
	TPA 1248	Stage Make-Up.....	3
	MVV 1111	Class Voice I.....	2
	or		
	MVV 1871	Beginning Voice.....	2
	or		
	MVV 2872	Intermediate Voice.....	2
SPECIALIZATION:			19
+	TPP 2118	Acting III.....	3
+	TPP 2119	Acting IV.....	3
	or		
	TPP 2300	Play Directing.....	3
	or		
+	TPP 2141	Acting in Shakespeare.....	3
+	TPP 1811	Stage Speech II.....	3
+	TPP 2812	Stage Speech III.....	3
+	TPP 2260	Acting for the Camera.....	3
	TPA 2290L	Theatre Production Lab (Technical).....	1
+	TPP 2220	Audition Techniques.....	3
ELECTIVES:			1
Any course with the prefix of MUT, MVV, MVK, THE, TPA, DAA, TPP, ARH, ART, PGY or any course selected from communications, social science, humanities, or mathematics			
REQUIRED TOTAL CREDIT HOURS			64

**Students who wish to complete the A.S. to A.A. degree pathway and earn dual degrees should take THE 1020 to meet 3 general education humanities credits and must additionally take the following 13 credits of college-level general education courses: 3 credits in communications, 3 credits in math, 3 credits in social science, and 4 credits in science.

*Refer to A.A. degree general education requirements.

+ Prerequisite course required. See course description in catalog.

DANCE STUDIES/DANCE PERFORMANCE (2513)

ASSOCIATE IN SCIENCE

THEATER AND ENTERTAINMENT TECHNOLOGY

This progressive dance program consists of a well-balanced curriculum in ballet and contemporary dance disciplines. Upon graduation the student is prepared for current career choices in professional dance companies as well as the entertainment field.

GENERAL EDUCATION COURSES:			22
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
*	_____	Mathematics.....	3
*	_____	Social Science.....	3
+	HUM 2020	Introduction to Humanities.....	3
	DAN 2100	Survey of Dance.....	3
*	_____	Science + Lab.....	4
FOUNDATION:			22
	DAA 1204	Ballet I.....	2
+	DAA 1205	Ballet II.....	2
+	DAA 2206	Ballet III.....	2
+	DAA 2207	Ballet IV.....	2
	DAA 1104	Contemporary Dance I.....	2
+	DAA 1105	Contemporary Dance II.....	2
+	DAA 2106	Contemporary Dance III.....	2
+	DAA 2107	Contemporary Dance IV.....	2
•	DAA 1680	Dance Ensemble I (Repeat for Credit).....	1 (2)
•	DAA 1681	Dance Ensemble II (Repeat for Credit).....	1 (2)
	DAN 2600	Music for Dance.....	2
SPECIALIZATION:			12
	DAA 2504	Jazz Dance I.....	2
+	DAA 2505	Jazz Dance II.....	2
	DAA 2250	Partnering.....	2
	DAA 2610	Dance Composition & Improvisation I.....	2
+	DAA 2611	Dance Composition & Improvisation II.....	2
	DAA 2750	Dance Conditioning.....	2
DANCE ELECTIVES:			8
	DAA 2220	Point or Men's Technique.....	2
+	DAA 2393C	World Dance.....	2
	DAA 2521	Tap I.....	2
	DAA 2522	Tap II.....	2
	DAA 2544	Musical Theatre Dance Styles.....	1
	DAA 2570	Musical Theatre Jazz.....	1
	DAA 2661	Contemporary Repertory.....	2
	DAA 2670	Ballet Repertory.....	2
+	DAA 2743	Pilates Body Conditioning.....	2
	DAA 2933	Special Topics.....	1-3
	TPA 1200	Introduction to Production Design.....	3
REQUIRED TOTAL CREDIT HOURS			64

**Students who wish to complete the A.S. to A.A. degree pathway and earn dual degrees must additionally take the following 13 credits of college-level general education courses: 3 credits in communications, 3 credits in math, 3 credits in social science, and 4 credits in science.

- * Refer to A.A. degree general education requirements
- + Prerequisite course required. See course description in catalog.
- Repeatable for 2 credits

MUSICAL THEATER (0159)

ASSOCIATE IN SCIENCE

THEATER AND ENTERTAINMENT TECHNOLOGY

Musical theater students receive professional training in three core areas: music/singing, dancing and acting. Upon completion of this intense curriculum, the student can pursue a career in musical theater or the entertainment industry.

GENERAL EDUCATION COURSES:			19
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
*	—	Mathematics.....	3
*	—	Social Science.....	3
+	HUM 2020	Introduction to Humanities.....	3
	—	Science and Lab.....	4
MUSIC:			12
	MVK —	Piano:	
		2 credits from MVK 1111, +MVK 1871, MVK 2872 based on placement test.....	2
	MUT 1001	Fundamentals of Music Theory.....	2
+	MUT 1111	Music Theory I.....	3
+	MUT 1221	Sight Singing I.....	1
	MUN 1641	Musical Theater Vocal Company (repeat for credit).....	4
VOICE:			8
	MVV —	Voice	
		5 credits from MVV 1111, MVV 2121, + MVV 1871 based on placement test.....	5
+	MVV 2872	Intermediate Voice.....	1
+	MVV 2872	Intermediate Voice.....	2
THEATER:			16
	TPP 2110	Acting I.....	3
+	TPP 2111	Acting II.....	3
+	TPP 2220	Audition Techniques.....	3
	TPA 1200	Introduction to Production/Design.....	3
	TPA 1248	Stage Make-Up.....	3
+	TPA 2290L	Theater Production Lab.....	1
DANCE[°]:			9
	DAA 1201	Fundamentals of Ballet II.....	2
	DAA 1501	Fundamentals of Jazz II.....	2
	DAA 1521	Fundamentals of Tap II.....	2
	DAA 2544	Musical Theater Dance Styles.....	1
	DAA 2562	Musical Theater Tap.....	1
	DAA 2570	Musical Theater Jazz.....	1
REQUIRED TOTAL CREDIT HOURS			64

**Students who wish to complete the A.S. to A.A. degree pathway and earn dual degrees must additionally take the following 16 credits of college-level general education courses: 3 credits in communications, 3 credits in math, 3 credits in social science, 3 credits in humanities, and 4 credits in science.

*Refer to A.A. degree general education requirements

+Prerequisite course required. See course description in catalog.

[°]Students with insufficient dance background may be required to take remedial courses in dance, as determined at audition, prior to enrolling in the required courses.

THEATER TECHNOLOGY (0161)

ASSOCIATE IN SCIENCE

THEATER AND ENTERTAINMENT TECHNOLOGY

Upon completion of the Theater Technology program the costume student will be prepared for employment as a costume/wardrobe professional or as a costume technician in a professional shop. The technical theatre student will be prepared for successful employment in professional theatre houses as well as touring companies or for transfer to a four year BFA program.

<u>GENERAL EDUCATION COURSES:</u>			22	
	ENC	1101	Composition I.....	3
+	ENC	1102	Composition II.....	3
*	—	—	Mathematics.....	3
*	—	—	Social Science.....	3
+	HUM	2020	Introduction to Humanities.....	3
*	—	—	Science & Lab.....	4
	THE	1020	Introduction to Theatre History.....	3
<u>FOUNDATION:</u>			28	
	ART	1300C	Drawing I.....	3
	THE	2300	Dramatic Literature.....	3
	TPA	1202	Stage Craft.....	3
	TPA	2290L	Theatre Production Lab (repeat for credit).....	(1) 4
+	TPA	2220	Lighting Design.....	3
	TPP	2100	Introduction to Acting.....	3
	TPA	2071	Theatre Rendering Techniques.....	3
	TPA	2000	Theatre Design Basics.....	3
	ARH	2050	Art History I.....	3
<u>SPECIALIZATION (SELECT DISCIPLINE):</u>			14	
<u>SCENIC/LIGHTING DESIGN AND TECHNOLOGY:</u>				
+	TPA	1342	Drafting for the Stage.....	3
	TPA	1274	Stage Properties.....	2
	TPA	2070	Scene Painting.....	3
+	TPA	2343	CAD for Theatre.....	3
	TPA	2063	Principles of Scenic Design.....	3
<u>COSTUME DESIGN AND TECHNOLOGY:</u>				
	TPA	1232	Costume Construction I.....	3
+	TPA	1233	Costume Pattern Drafting and Draping.....	3
	TPA	1040	Costume Design.....	3
+	TPA	2091	Advanced Design.....	1
	TPA	2083	Special Problems in Production/Design.....	1
	TPA	1248	Stage Makeup.....	3
<u>REQUIRED TOTAL CREDIT HOURS</u>			64	
Scenic and Lighting Design and Technology.....			64	
Costume Design and Technology.....			64	

**Students who wish to complete the A.S. to A.A. degree pathway and earn dual degrees must additionally take the following 13 credits of college-level general education courses: 3 credits in communications, 3 credits in math, 3 credits in social science, and 4 credits in science.

*Refer to A.A. degree general education requirements.

+ Prerequisite course required. See course description in catalog.

STAGE TECHNOLOGY (0160)

COLLEGE CREDIT CERTIFICATE

THEATER TECHNOLOGY

Upon completion of the Theater Technology certificate program, the student will have the education necessary for assisting scenic, lighting, or sound designers and will be prepared for work as a stage hand or technical assistant in professional theater houses as well as touring companies.

This program is to be used as an intermediate step for those who are currently full-time students seeking an Associate in Science degree in Theater Technology (0161) Scenic/Lighting Design and Technology.

CERTIFICATE SPECIFIC COURSES:

	TPA	1202	Stagecraft.....	3
	TPA	2290L	Theater Production Lab (repeat for credit)	4
+	TPA	2220	Lighting Design.....	3
+	TPA	1342	Drafting for the Stage.....	3
+	TPA	2070	Scene Painting.....	3
	TPA	2083	Special Problems in Production/Design	1
REQUIRED TOTAL CREDIT HOURS				17

+Prerequisite course required. See course description in catalog.

Gainful employment information regarding the cost, careers, completion and placement rates associated with this program may be found at SJRstate.edu/geprograms.html.

STAGE MANAGEMENT (2510)

ASSOCIATE IN SCIENCE

THEATER AND ENTERTAINMENT TECHNOLOGY

Upon completion of the Stage Management program, the stage management student will be prepared for employment as a production assistant or assistant stage manager in a professional company.

GENERAL EDUCATION COURSES:			19	
	ENC	1101	Composition I.....	3
+	ENC	1102	Composition II.....	3
*	—	—	Mathematics.....	3
*	—	—	Social Science.....	3
+	HUM	2020	Introduction to Humanities.....	3
*	—	—	Science & Lab.....	4
FOUNDATION:			24	
	ART	1300C	Drawing I.....	3
	MVK	1111	Class Piano I.....	2
**	THE	1020	Introduction to Theater History.....	3
		or		
	THE	2300	Dramatic Literature.....	3
	TPA	1202	Stagecraft.....	3
	TPA	1600	Stage Management.....	3
+	TPA	1342	Drafting for the Stage.....	3
	TPA	1274	Stage Properties.....	2
	TPA	2290L	Theater Production Lab (repeat for credit--1 technical, 1 costume).....	(1) 2
	TPP	2100	Introduction to Acting.....	3
		or		
	TPP	2110	Acting I (by audition only).....	3
SPECIALIZATION:			18	
	MUT	1001	Fundamentals of Music Theory.....	2
	TPA	1040	Costume Design.....	3
+	TPA	1260	Sound for the Stage.....	2
+	TPA	1603	Stage Management Preparation and Practice (repeat for credit).....	(1) 2
+	TPA	2220	Lighting Design.....	3
	TPP	2300	Play Directing.....	3
+	TPA	2343	CAD for Theater.....	3
ELECTIVES:			3	
Any courses with the prefixes of MUT, MVV, MVK, THE, TPA, DAA, TPP, ARH, ART, PGY, or any course selected from communications, social science, humanities, or mathematics				
REQUIRED TOTAL CREDIT HOURS			64	

**Students who wish to complete the A.S. to A.A. degree pathway and earn dual degrees should take THE 1020 to meet 3 general education humanities credits and must additionally take the following 13 credits of college-level general education courses: 3 credits in communications, 3 credits in math, 3 credits in social science, and 4 credits in science.

*Refer to A.A. degree general education requirements.

+ Prerequisite course required. See course description in catalog.