

including historical perspectives, business of ad design, and the design processes used to create such things as magazine ads, package design, editorial pages and various other commercial media. Students investigate marketing design and branding strategies through process oriented experiments and client interaction. An exit grade of "C" or higher is required.

DIG 2282C

Time Based Media ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 1000. An introduction to the four-dimensional fundamentals of time based media. Aspects and elements of time will be emphasized along with basic production techniques and project planning. Aesthetic, historical, and conceptual issues will also be addressed as students explore time based media as an expressive and communicative art form. An exit grade of "C" or higher is required.

DIG 2284C

Imagery in Motion ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 2282C. Concentration on experimental video and digital imaging methods. Using non-linear editing techniques and contemporary presentation concepts, students expand on previous studies of process development as they work toward incorporating various digital media into the production of technically accomplished and conceptually rich moving image projects. An exit grade of "C" or higher is required.

DIG 2930C

Special Topics in New Media Design ♦

(1 - 3 Credits)

An independent study course designed to enable a student to pursue a studio or research project not covered in his area of specialization. The direction of the study will be formulated with the instructor. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of "C" or higher is required.

NEW MEDIA/PHOTOGRAPHY

PGY 1201C

Media Lighting Techniques ♦

(3 Credits - 6 Hours)

Prerequisite: PGY 1800. Effective quality of light is at the heart of every effective photographic image. Using the five characteristics of light as a foundation, this course examines artificial and natural sources in and out of the studio. Successful students learn to effectively design lighting solutions through placement, modification and balance of light for a variety of imaging objectives.

PGY 1446C

Experimental Photography ♦

(3 Credits - 6 Hours)

Prerequisite: PGY 1800. This course explores non-traditional methods in photographic image making. Digital and chemical photography techniques are explored with an emphasis on creative approaches. Students will use the processes addressed in this course as the formal elements of conceptual visual communication. While experience in photography is not required, it is preferred. An exit grade of "C" or higher is required.

PGY 2107C

Large Format Photography ♦

(3 Credits - 6 Hours)

Prerequisite: PGY 1800 and permission of instructor. Development of photographic vision and technical craft through the introduction and use of large format materials. Discussion and coursework will focus on the aesthetic possibilities and technical strategies of large format photography in relationship to various contemporary genres, as well as the role of scale, presentation and installation of the photographic print will be addressed. An exit grade of "C" or higher is required.

PGY 2220C

Commercial Photography ♦

(3 Credits - 6 Hours)

Overview of studio practices and location photography with an emphasis on the commercial context of image making. This will include both creative and technical assignments that challenge the student to sync vision with technique, beauty with function and content with craft. A exit grade of "C" or higher is required.

PGY 2905C

Special Topics in Photography ♦

(1 - 3 Credits)

An independent study course designed to enable a student to pursue a studio or research project not covered in the area of specialization. The direction of the study will be formulated with the instructor. Application to do work in the special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of "C" or higher is required.

ANIMATION

ART 2370C

Drawing for Animation ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 2300C Principles of 2D Animation. This course is designed to develop the drawing skills that are most essential for effective animation. Life drawings accompanied by a study of structural anatomy in both humans and animals will be the emphasis of the course curriculum. Additional topics will include sequential drawing, the role of exaggeration and simplification in character development, composition of scenic elements as related to the development of mood and context, and the development of a smooth animated sequence.

DIG 2300C

Principles of 2D Animation ♦

(3 Credits - 6 Hours)

Prerequisite: ART 1300C Drawing I. Studio/lecture based course applies methods for traditional animation using digital tools. Students will examine hand-drawn animation techniques and principles.

DIG 2341C

Introduction to Motion Graphics and Compositing ♦

(3 Credits - 6 Hours)

Prerequisite: DIG 2300C Principles of 2D Animation. This course focuses on digital post-production used for film animation, video, digital media and the web. It identifies production methods, compositing and sophisticated motion control for high-quality, two-dimensional animation. Focus is placed on digital media components, video tape and screen outputs for special and specialty projects while exploring foundations for computer-aided digital production. The topics of work flow issues and the variety of design and production vehicles will be addressed.

DIG 2437C

Storytelling ♦

(3 Credits - 6 Hours)

Prerequisite: ART 1300C Drawing I. This course is for students majoring in animation and game art. It introduces the conceptual structure and design of visual storytelling. Students will learn principles of animation, mechanics, cinematics, character development, structure of story and adapting movement for the animation medium.

DANCE

STUDIO TECHNIQUE: BALLET

DAA 1200

Fundamentals of Ballet (non-majors) + ♦

(1 Credit - 2 Hours)

Study of classical ballet technique with emphasis on positions, barré exercises,

center work and vocabulary.

DAA 1201
Fundamentals of Ballet II (non-majors) ♦

(2 Credits - 3 Hours)

Prerequisite: DAA 1200 or permission of instructor. Continuation of the study of classical ballet technique with emphasis on strength and technical development.

DAA 1204
Ballet I ♦

(2 Credits - 5 Hours)

Prerequisite: Audition and acceptance into Florida School of the Arts Dance program or permission of the instructor. This is the first of four leveled technique courses in the study of classical and contemporary ballet. An emphasis will be placed on correct alignment of the body, a progressive development of positions and barré exercises, as well as the application of classical ballet terminology at a beginner/intermediate level.

DAA 1205
Ballet II ♦

(2 Credits - 5 Hours)

Prerequisite: DAA 1204 or permission of the instructor. A continuation of first year ballet instruction to include more advanced and complex movement sequences within the study of classical and contemporary ballet with the emphasis still being placed on correct alignment, strength and technical development at an intermediate level.

DAA 2206
Ballet III ♦

(2 Credits - 5 Hours)

Prerequisite: DAA 1205 or permission of the instructor. Second year ballet technique courses include more evolved technical instruction with intensification of barré and center exercises for development of strength and form. An emphasis will be placed on the artistic quality of movement and phrasing at an intermediate/advanced level.

DAA 2207
Ballet IV ♦

(2 Credits - 5 Hours)

Prerequisite: DAA 2206 or permission of the instructor. A continuation of second year ballet instruction with emphasis on artistry, stylization and performance at an intermediate/advanced level.

DAA 2220
Point Technique ♦

(2 Credits - 3 Hours)

The study of intermediate/advanced ballet technique with special emphasis on point work through classical ballet exercises at barre, in center and traveling. Exercises will be specifically designed to increase foot and ankle strength, balance and fast footwork.

DAA 2230
Men's Technique ♦

(2 Credits - 3 Hours)

The study of intermediate/advanced ballet technique with special emphasis on the role of the male dancer in the classical ballet exercises at the barre, in center and traveling. Exercises will be specifically designed to increase muscle strength needed for more complex turns and higher jumps typically performed by the male dancer.

DAA 2250
Partnering ♦

(2 Credits - 3 Hours)

Prerequisite: Students must be enrolled in a Dance Majors level ballet class or have instructor permission. Introduces the intermediate student to the classical pas de deux in ballet technique. In this class male and female dancers learn their perspective roles in a partnership and learn the balance,

coordination and artistic line involved in dancing a pas de deux. Female dancers are encouraged to wear pointe shoes throughout this course.

DAA 2670
Ballet Repertory ♦

(2 Credits - 3 Hours)

Study and preparation of classical and contemporary ballet variations with emphasis on style, musical interpretation and dramatic intensity. Video reconstruction skills will be implemented to prepare students for professional company life.

STUDIO TECHNIQUE: CONTEMPORARY

DAA 1100

Fundamentals of Contemporary Dance I (non-majors) + ♦

(1 Credit - 2 Hours)

This course will introduce students to the fundamentals of contemporary dance techniques. An emphasis will be placed on proper placement, execution of skills, and combinations of simple steps. Students will develop an artistic awareness of how to use movement as an expression of idea through physicality, kinesthetic self-awareness and development of musicality.

DAA 1104
Contemporary Dance I ♦

(2 Credits - 5 Hours)

Prerequisite: Audition and acceptance into the Florida School of the Arts Dance program or permission of instructor. First year exploration of modern dance technique. Creative, theoretical and conceptual components based on modern dance pioneers as well as contemporary approaches will be emphasized. The course includes, but is not limited to, proper body alignment, mechanics of breathing and phrasing, and verbal and movement vocabulary.

DAA 1101
Intermediate Contemporary Dance (non-majors) + ♦

(2 Credits - 2 Hours)

This course will develop students' skills in contemporary dance. Further development of basic technique skills will be gained as well as a special emphasis on retention and performance abilities. Continued focus on proper placement, execution of skills, and performing combinations of more advanced steps will be introduced in this course. Students will continue to develop an artistic awareness of how to use movement as an expression of idea through physicality, kinesthetic self-awareness and development of musicality. This course is open to the public; however, the student must have instructor permission or have taken Fundamentals of Contemporary Dance. The student with prior dance training may use the first day of class to audition for placement without having previously taken Fundamentals of Contemporary Dance.

DAA 1105
Contemporary Dance II ♦

(2 Credits - 5 Hours)

Prerequisite: DAA 1104 or permission of the instructor. A continuation of first year modern dance instruction. Study will include, but is not limited to, proper body alignment, mechanics of breathing and phrasing, and verbal and movement vocabulary.

DAA 2106
Contemporary Dance III ♦

(2 Credits - 5 Hours)

Prerequisite: DAA 1105 or permission of the instructor. Intermediate study and exploration of modern dance technique and its theoretical concepts within the traditions of modern and contemporary dance. It emphasizes the mastery of modern dance technique at an intermediate level. The course combines movement artistry, quality, and phrasing with intermediate technical skills.

DAA 2107
Contemporary Dance IV ♦

(2 Credits - 5 Hours)

Prerequisite: DAA 2106 or permission of the instructor. As the fourth and last course in the contemporary dance technique sequence, this course will emphasize the mastery of modern dance technique at an intermediate to advanced level. The course combines movement artistry, quality, and phrasing with advanced technical skills.

DAA 2661
Contemporary Repertory ♦

(2 Credits - 3 Hours)

Prerequisite: DAA 1105 or permission of the instructor. The study and preparation of modern dance repertory with concentration on phrasing, musical interpretation, and style. Video reconstruction skills will be emphasized to prepare students for professional company life.

STUDIO TECHNIQUE: JAZZ

DAA 1500

Fundamentals of Jazz Dance (non-majors) + ♦

(1 Credit - 2 Hours)

Exploration of basic/intermediate jazz dance technique and principles. An exit grade of "C" or higher is required for musical theater majors.

DAA 1501
Fundamentals of Jazz II (non-majors) ♦

(2 Credits - 3 Hours)

Prerequisite: DAA 1500 or permission of instructor. The continuation of jazz technique with emphasis on vocabulary, steps, and technical development.

DAA 2504
Jazz Dance I ♦

(2 Credits - 3 Hours)

Prerequisite: Audition and acceptance into the Florida School of the Arts Dance program or permission of instructor. Introduction to the fundamental vocabulary and technique of basic jazz dance, positions, weight distribution, arm movements, and syncopation.

DAA 2505
Jazz Dance II ♦

(2 Credits - 3 Hours)

Prerequisite: DAA 2504 or permission of the instructor. Introduction to the fundamentals of vocabulary and technique of jazz dance, incorporating a fusion of styles from popular dance and traditional contemporary modern jazz choreographers.

STUDIO TECHNIQUE: TAP

DAA 1520

Fundamentals of Tap Dance (non-majors) + ♦

(1 Credit - 2 Hours)

The study of elementary/intermediate tap dance technique with emphasis on vocabulary, steps, rhythm, and dynamics. An exit grade of "C" or higher is required for musical theater majors.

DAA 2521
Tap Dance I ♦

(2 Credits - 3 Hours)

Prerequisite: Audition and acceptance into the Florida School of the Arts Dance program or permission of instructor. Beginning level tap technique course with emphasis on steps, rhythm, dynamics, style, phrasing, and performance.

DAA 2522
Tap Dance II ♦

(2 Credits - 3 Hours)

Prerequisite: DAA 2521 or permission of the instructor. Intermediate level tap technique course with emphasis on steps, rhythm, dynamics, style, phrasing, and performance.

STUDIO TECHNIQUE: MUSICAL THEATER

DAA 2544

Musical Theater Dance Styles ♦

(1 Credit - 2 Hours)

This course, designed for the musical theater major, presents basic styles of dance which commonly occur in musical theater. Study will include, but is not limited to, folk, ballroom and period movement.

DAA 2562
Musical Theater Tap ♦

(1 Credit - 2 Hours)

Prerequisite: DAA 1520 or DAA 2521. Designed for the musical theater major, presents a study of tap technique directed to the needs of theatrical performance with emphasis on style, musical interpretation, rhythm, and dynamics.

DAA 2570
Musical Theater Jazz ♦

(1 Credit - 2 Hours)

Prerequisite: DAA 1500 or DAA 2504. A continued study of jazz technique with an emphasis on theatrical jazz dance repertory. Student will learn a diverse selection of stylized jazz dances to advance the student's skills as performed within an ensemble and the theatrical environment.

CREATIVE STUDIES

DAA 1000

Fundamentals of Dance (non-majors) + ♦

(1 Credit - 2 Hours)

This course will introduce the non-major student to the basic elements of dance performance. This is a course intended for beginning students interested in obtaining the fundamentals skills necessary to perform a variety of dance techniques including: ballet, jazz, contemporary, among others. The course will involve significant physical study with additional work including viewing filmed or live works, discussion, performance, lecture, and writing projects. This class is open to the public.

DAA 1680, 1681
Dance Ensemble I, II ♦

(1 Credits - 3 Hours)

The study, preparation and performance of dance works with emphasis on technique, style, stage presence and professionalism as required for work in a dance ensemble.

DAA 2393C
World Dance +

(2 Credits - 2 Hours)

The study of cultural expressions of dance from across the globe. Students will study basic elements of specific artistic and cultural dances selected from a wide range of regions around the world. Study will include reviewing historical and contemporary works. Students will interact with course material through physical practice, lectures, video, discussions, and creative projects.

DAA 2610
Dance Composition & Improvisation I ♦

(2 Credits - 3 Hours)

This course includes individual experience in developing movement phrases and combinations based on solving problems within a form and a movement framework, as well as the movement imagery designed to develop the dancer's creative imagination.

DAA 2611
Dance Composition & Improvisation II ♦

(2 Credits - 3 Hours)

Prerequisite: DAA 2610. This course includes individual experience in developing movement phrases and combinations based on solving problems within a form and a movement framework, as well as the movement imagery designed to develop the dancer's creative imagination. Individuals will experience composition using the basic elements of movement theory with an emphasis on improvisation. Individuals will also experience the basic

elements of choreography through composing phrases, sketches, transition and themes and variation in the form of studies for the solo dancer.

DAA 2743

Pilates Body Conditioning + ♦

(2 Credits - 2 Hours)

This course will introduce students to Pilates mat-work, standing exercises, and apparatus work. Through physical practice and discussion, this course emphasizes the development of core stability, flexibility, kinesthetic self-awareness, proper alignment and coordination to improve physical performance. Students completing the course will also leave with a working knowledge of Pilates repertory and physical training fundamentals as preparation to pursue Pilates and/or physical trainer certifications.

DAA 2750

Dance Conditioning + ♦

(2 Credits - 2 Hours)

This course will prepare dancers with the physical and intellectual understanding to increase performance demands and longevity in professional dance careers. Through physical exercises, lectures and reading assignments, this course emphasizes training methods with special attention given to the concerns of the dancer: core stability, flexibility, kinesthetic self-awareness, proper alignment, coordination, nutrition, and basic anatomical understanding.

DAA 2933

Special Topics in Dance ♦

(1-3 Credits)

Directed study in an area of dance and the dance profession. Application to do special studies must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit.

DANCE THEORY

DAN 2100

Survey of Dance + ♦

(3 Credits - 3 Hours)

This course is designed as an introduction into the multicultural world of dance. It will include information on history, cultures and performance aspects of dance as an art form.

DAN 2600

Music for Dance ♦

(2 Credits - 2 Hours)

Introductory course in music to introduce the dancer to the vocabulary and theoretical foundations of music. The acquisition of specific technical skills with regard to performance will be accomplished through intensive drill as well as practical application.

MUSICAL THEATER

MUN 1641

Musical Theater Vocal Company ♦

(1 Credit - 3 Hours)

An ensemble designed for musical theater majors, or permission of instructor to improve vocal and physical presentation skills. A variety of musical styles including musical theater excerpts will be studied and performed. May be repeated 3 times for credit.

MUS 1010

Student Recital

(0 Credits - 1 Hour)

Corequisites: MVV 1011, MVV 1311, MVV 1312, MVV 2321, MVV 2322, MVV 1111 or permission of instructor. Performance element for Applied Voice Prep, Applied Major Voice and Class Voice I. Performance of literature studied in class for an audience. May include special lectures by faculty and guest artists. May be repeated.

MUS 2905

Special Problems in Musical Theater ♦

(1 - 3 Credits)

Directed studies in the area of music. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit.

MUT 1001

Fundamentals of Music Theory + ♦

(2 Credits - 2 Hours)

Beginning theory instruction for the student with little or no music theory study. Introduction to music fundamentals, including notation, terminology, key signatures, scales, intervals, basic keyboard harmony and ear training. An exit grade of "C" or higher is required for musical theater majors.

MUT 1111

Music Theory I ♦

(3 Credits - 3 Hours)

Prerequisites: MUT 1001 and MVK 1111. Corequisite for musical theatre majors: MUT 1221. A continuation of MUT 1001 with emphasis placed on mastery of music fundamentals. May be repeated once for credit.

MUT 1221

Sight Singing I ♦

(1 Credit - 2 Hours)

Prerequisite: MUT 1001 and MVK 1111. Corequisite for musical theater majors: MUT 1111. A study of sight singing and ear training with emphasis upon diatonic materials.

MVK 1111

Class Piano I + ♦

(2 Credits - 2 Hours)

Beginning piano instruction for the student with little or no piano study. Emphasis is on general musicianship and basic piano techniques developing the student's ability to play and enjoy music on the elementary level. May be repeated once for credit. An exit grade of "C" or higher is required for musical theater majors.

MVV 1111

Class Voice I + ♦

(2 Credits - 2 Hours)

Voice production fundamentals: correct posture, use and control of breath, placement and development of tone, diction (vowels and consonants), and vocal expression. May be repeated once for credit. An exit grade of "C" or higher is required for musical theater majors.

APPLIED MUSIC - PRIVATE INSTRUCTION

MVK 1871

Beginning Piano ♦

(1 Credit - 1/2 Hour) (2 Credits - 1 Hour)

Prerequisite: MVK 1111 with a grade of "C" or higher or permission of the instructor. Private instruction on the Elementary I-II level. May be repeated 3 times for credit.

MVK 2872

Intermediate Piano ♦

(1 Credit - 1/2 Hour) (2 Credits - 1 Hour)

Prerequisite: At least two terms of MVK 1111 with a grade of "C" or higher or permission of the instructor. Private instruction on the Intermediate I-II level. May be repeated 3 times for credit.

MVV 1011

Applied Voice Prep ♦

(1 Credit - 1/2 Hour) (2 Credits - 1 Hour)

Permission of the instructor. Private instruction on the elementary level.

Emphasis on developing strong foundation fundamentals of breath control and correct vowel placement. Foundation work accomplished through use of musical theater and classical literature. Placement into Applied Major Voice I determined by exit vocal jury.

MVV 1011L
Applied Voice Prep Lab

(0 Credit - 1 Hour)

Group technique lab component for students taking Applied Voice Prep. Emphasis given to warming up body and voice for singing. Technical exercises will be used to strengthen voice and prepare the student for a day of vocal use.

MVV 1311
Applied Major Voice I ♦

(1 Credit - 1/2 Hour) (2 Credits - 1 Hour)

Prerequisite: MVV 1011 or permission of the instructor. Second semester of private instruction on the elementary level. Continued foundation work with emphasis on developing strong fundamental principles of breath control and correct vowel placement. Foundations accomplished through works in musical theater and classical literature. An exit grade of "C" or higher is required.

MVV 1311L
Applied Major Voice I Lab

(0 Credit - 1 Hour)

Group technique lab component for students taking Applied Major Voice I. Emphasis given to warming up body and voice for singing. Technical exercises will be used to strengthen voice and prepare the student for a day of vocal use.

MVV 1312
Applied Major Voice II ♦

(1 Credit - 1/2 Hour) (2 Credits - 1 Hour)

Prerequisite: MVV 1311 or permission of the instructor. Third semester of private instruction on the elementary-intermediate level. Continued emphasis on developing a strong foundation of breath control and correct vowel placement. Foundations accomplished through works in musical theater, pop and classical literature. Placement into MVV 2321 Applied Major Voice III determined by exit vocal jury.

MVV 1312L
Applied Major Voice II Lab

(0 Credit - 1 Hour)

Group technique lab component for students taking Applied Major Voice II. Emphasis given to warming up body and voice for singing. Technical exercises will be used to strengthen voice and prepare the student for a day of vocal use.

MVV 2321
Applied Major Voice III ♦

(1 Credit - 1/2 Hour) (2 Credits - 1 Hour)

Prerequisite: MVV 1312 or permission of the instructor. Fourth semester of private instruction on the elementary-intermediate level. A continuation of skills studied in MVV 1312. A course designed to further develop the student's musical voice potential while exploring vocal techniques used in musical theater styles of singing. Concepts are practiced through use of musical theater, pop, rock, and classical literature. An exit grade of "C" or higher is required.

MVV 2321L
Applied Major Voice III Lab

(0 Credit - 1 Hour)

Group technique lab component for students taking Applied Major Voice III. Emphasis on expansion of techniques given to warming up body and voice for singing. Technical exercises will be used to strengthen voice and prepare the student for a day of vocal use.

MVV 2322
Applied Major Voice IV ♦

(1 Credit - 1/2 Hour) (2 Credits - 1 Hour)

Prerequisite: MVV 2321 or permission of the instructor. Fifth semester of private instruction on an intermediate level. A course designed to further develop the student's musical voice potential via foundations established in MVV 2321 of breath control and correct vowel placement. Continued exploration of musical theater styles of singing. Concepts are practiced through use of musical theater, pop, rock, operetta and classical literature. An exit grade of "C" or higher is required, together with either an exit jury OR completion of MUN 2905.

MVV 2322L
Applied Major Voice IV Lab

(0 Credit - 1 Hour)

Group technique lab component for students taking Applied Voice IV. Emphasis on expansion of techniques given to warming up body and voice for singing. Technical exercises will be used to strengthen voice and prepare the student for a day of vocal use.

PRODUCTION DESIGN

TPA 1040
Costume Design + ♦

(3 Credits - 3 Hours)

Examination of the fundamental techniques of costume design through a series of projects focusing on script/ character analysis, design principles, figure drawing, and visualization of design concept. Emphasis will be placed on imagination and problem solving shown through the design process and growth in both costume rendering and presentation.

TPA 1200
Introduction to Production/Design + ♦

(3 Credits - 3 Hours)

An introduction to the theories and methods used in script analysis, research design, construction and operation of production elements. Twenty hours of production work required. For non-production/design majors.

TPA 1202
Stagecraft ♦

(3 Credits - 3 Hours)

Development of technical craft skills necessary to work in the Production/Design shops for theatre. An introduction to equipment, tools, and materials basic to the stage and shops are applied to the interpretation of drawings and their execution. For Production/Design majors only or permission of the instructor.

TPA 1232
Costume Construction I + ♦

(3 Credits - 3 Hours)

An introduction to the study of theatrical costume construction techniques through work with costume shop equipment, basic hand and machine sewing, flat pattern drafting/ draping, textiles/dyeing, and basic costume crafts. Emphasis is placed on the various skills needed to interpret a two dimensional design into a three dimensional costume for the stage.

TPA 1233
Costume Pattern Drafting and Draping + ♦

(3 Credits - 3 Hours)

Prerequisite: TPA 1232 or permission of instructor. The study and creation of advanced costume patterns through the use of flat patterning and draping techniques.

TPA 1248
Stage Makeup ♦

(3 Credits - 3 Hours)

Development of the skills needed to analyze and reproduce various physical characteristics in theatrical makeup. Stage makeup kit required.

**TPA 1260
Sound for the Stage** ◆

(3 Credits - 3 Hours)

Prerequisite: TPA 1200, or TPA 1202, or permission of the instructor. An introduction to production sound design and basic audio equipment and systems. The course includes recording techniques, sound reinforcement, sound and sound effects research and sound composition for the stage and production.

**TPA 1274
Stage Properties** ◆

(2 Credits - 2 Hours)

An introduction to the design and creation of practical scenic and hand properties. The course includes specialty tools, materials, crafting techniques and detailed processes required for the creation and or reproduction of stage properties.

**TPA 1342
Drafting for the Stage** ◆

(3 Credits - 3 Hours)

Prerequisite: TPA 1200 or TPA 1202 or permission of instructor. Creation of drafted plates to build or implement scenery into shops and the theatrical spaces is fundamental. The course includes an introduction to the tools and techniques of drafting as well as theatrical standards, architectural research, and preparation of plates showing construction details and perspectives.

**TPA 1600
Stage Management** ◆

(3 Credits - 6 Hours)

Prerequisite: Permission of the instructor is required for all non-majors. This course is the study and application of the methods and techniques used by the stage manager in all phases of the production process. The class is structured to mirror the production process beginning with pre-production and moving through auditions, rehearsals, production meetings, performances and strike. Particular focus is given to the stage manager's role as the communication and organizational hub of the production in each phase of the process. In addition to class assignments, students serve as stage managers, assistant stage managers or production assistants in a realized production from the semester's production schedule.

**TPA 1603
Stage Management Preparation and Practice** ◆

(1 Credit - 2 Hours)

Prerequisite: TPA 1600 Stage Management. Working on an actual stage management project from the production schedule, the student will be mentored through each phase of the rehearsal process. Particular emphasis is given to problem-solving, clarity in both written and verbal communication skills, organization and use of the production book, and managing rehearsals, performances and meetings. Class projects will also include developing a resume, portfolio, and stage management kit. This course will be repeated 2 times for credit.

**TPA 2000
Theatre Design Basics** + ◆

(3 Credits - 3 Contact Hours)

An exploration of the fundamental elements and principles of design and how they are applied in designing for the stage. Emphasis is placed on the visualization and execution of design concepts.

**TPA 2063
Principles of Scenic Design** ◆

(3 Credits - 3 Hours)

Prerequisite: TPA 1342 or permission of instructor. An introduction to beginning design techniques. The course includes design process, research, design development, sketching, ground plan, perspective, rendering and model building.

**TPA 2070
Scene Painting** ◆

(3 Credits - 3 Hours)

The study and application of stage scenery painting techniques. Involves equipment, preparation, color mixing, faux finish techniques, and lay-out. May be repeated 2 times for credit.

**TPA 2071
Theatre Rendering Techniques** + ◆

(3 Credits - 3 Hours)

This course explores specific rendering techniques used to create images that enhance visual communication in scenic, lighting, or costume design.

**TPA 2083
Special Problems in Production/Design** ◆

(1 - 3 Credits)

A directed study in the area of Production/Design that provides for independent work related to the profession. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit.

**TPA 2091
Advanced Design** ◆

(1 Credits - 3 Hours)

Course demonstrates, through theory and practice for the student, a clear process in developing a design idea all the way through to executing the final presentation. May be repeated 3 times for credit.

**TPA 2220
Lighting Design** ◆

(3 Credits - 3 Hours)

An introduction to the design and use of light on stage. Coursework includes experimentation with properties of light, research and script analysis in regards to light design and application, practical work with stage lighting instruments and programming control boards, drafting the plot and developing lighting paperwork, and the development of lighting techniques for theatre and dance.

**TPA 2290L
Theatre Production Laboratory** ◆

(1 Credit - 6 Hours)

The development of practical work in the various areas of theatrical production including pre-production and running crew assignments. May be repeated 4 times for credit.

**TPA 2343
CAD for Theatre** ◆

(3 Credits - 3 Hours)

Prerequisite: TPA 1208 or permission of instructor. Projects oriented course covering fundamental through advanced material in computer aided drafting and design and its application for theatre.

THEATER**THE 1925
Play Production** ◆

(1 Credit - 2 Hours)

Practical work in many of the aspects of play production, including performance, technical and costuming work, performance assignments, running crews, stage management, and directing. May be repeated three times for credit.

**THE 2300
Dramatic Literature** + ◆

(3 Credits - 3 Hours)

Prerequisite: ENC 1101 with a grade of "C" or higher OR permission of

Instructor. Using Aristotle's Poetics as a foundation for script analysis, the class analyzes selected masterpieces of dramatic literature from a wide variety of genres. For selected texts the class examines not only the dramatic structure of the specific text, but also the relationship between the theatre and the society which shapes it. This relationship is examined by exploring the historical and social contexts in which the playwrights were working.

THE 2304

Script Analysis ♦

(3 Credits - 3 Hours)

This course will provide students with a formalist analysis of a script. Students will develop the skills to analyze a script in a way that will help them better communicate and collaborate their ideas working as designers and technicians.

TPP 1120

Improvisation for the Theater ♦

(3 Credits - 3 Hours)

This class explores the use of creativity and imagination, engaging the actor in a wide variety of theatre games and improvisations in a laboratory setting.

TPP 1514

Stage Movement for the Actor ♦

(3 Credits - 3 Hours)

Development of the kinesthetic awareness and skills necessary for actors to function successfully in rehearsal and performance. The class uses a variety of physical skills and exercises to develop the actor's sense of balance, relaxation, coordination and control.

TPP 1710

Stage Voice I + ♦

(3 Credits - 3 Hours)

Analysis, interpretation, and presentation of selections from various types of literature, including narrative prose, poetry, and drama.

TPP 1810

Stage Speech I ♦

(3 Credits - 3 Hours)

This class provides actors the foundation skills necessary to care for and develop the full potential of their speaking voice. The physical mechanisms of speech and the corresponding vocabulary are identified. Core breathing techniques are introduced and explored. Proper articulation of speech sounds is emphasized through ongoing drills and exercises. Habits, techniques and concepts introduced in this class will be developed further in subsequent speech courses.

TPP 1811

Stage Speech II ♦

(3 Credits - 3 Hours)

Prerequisite: TPP 1810 with a grade of "C" or higher. Building on the foundation skills and vocabulary introduced in TPP 1810, TPP 1811 is a continuation of the development of the actor's voice to its full potential. Proper breath support and articulation continue to be particular points of focus. The International Phonetic Alphabet is introduced and used to correct speech problems as well as lay a foundation for dialect work. Cold reading and impromptu speaking skills are developed through exercises and assignments which allow the students to gain practical experience in front of an audience with minimal preparation time. Finally, the elements of a vocal warm-up are introduced and explored. Students learn to prepare warm-ups tailored to the needs of their own voices.

TPP 2100

Introduction to Acting + ♦

(3 Credits - 3 Hours)

A survey course for non-acting majors in methods and acting techniques used to develop and perform a role from the text.

TPP 2110

Acting I ♦

(3 Credits - 6 Hours)

An introduction to the concepts, principles, and skills needed to create and effectively communicate a believable character to an audience. The class places heavy emphasis on using the given circumstances as the source for character choices, using simple objectives to play identifiable actions, and using appropriate and effective rehearsal techniques to achieve performance goals. Students will apply the above concepts to specific acting challenges in a variety of monologue and scene performances. The class culminates in combining a written character analysis with a performance of a scene from the selected text.

TPP 2111

Acting II ♦

(3 Credits - 6 Hours)

Prerequisite: TPP 2110 with a grade of "C" or higher. This course augments the creative process of character development by applying the principles of Stanislavsky through the use of in-class discussion, studio exercises, monologue and scene application.

TPP 2118

Acting III ♦

(3 Credits - 6 Hours)

Prerequisite: TPP 2111 with a grade of "C" or higher. A.A. students must have permission of the instructor. Scene study. Utilizing selections from contemporary plays, the focus of the course is placed upon character-to-character relationships within the context of a scene.

TPP 2119

Acting IV ♦

(3 Credits - 6 Hours)

Prerequisite: TPP 2111 with a grade of "C" or higher. Beginning with an examination of the nature of "style" itself, this class presents actors with an approach to tackling the challenges of the period text. Techniques for unlocking the particular style of a text are explored and then applied to the performance of selected scenes from several different periods: Greek, Elizabethan and Comedy of Manners. The course identifies and provides solutions for the acting challenges specific to each of these styles. Additionally, the class explores how the techniques learned in approaching these styles can be more widely applied to other non-realistic styles of theatre.

TPP 2141

Acting in Shakespeare ♦

(3 Credits - 3 Hours)

Prerequisite: TPP 2111 with a grade of "C" or higher. An introduction to the concepts, principles, and skills needed to bring the characters of Shakespeare to life on the stage. Following the precepts of John Barton in *Playing Shakespeare*, this course focuses on how to use the hidden directions given by Shakespeare in the text to unlock character choices. Specific analysis techniques and poetic terminology are introduced and examined as they relate to characterization. Application of these techniques will be presented in several performances of Shakespearean scenes and monologues.

TPP 2220

Audition Techniques ♦

(3 Credits - 3 Hours)

Prerequisite: TPP 2111 with a grade of "C" or higher or permission of the instructor. This class is built on the following premise: successful auditions begin with a clear understanding of the casting process and the development of a healthy relationship to that process. Starting with selecting successful material, the class moves chronologically through each phase of the audition experience with a focus on practical preparation. All of the "business" aspects of auditioning will be covered including resumes, headshots, interviews, unions and self-management. To demonstrate mastery of the material each student will prepare and perform a well-rounded audition package selected to highlight his or her unique strengths.

TPP 2260**Acting for the Camera** ◆

(3 Credits - 3 Hours)

Prerequisite: TPP 2111 with a grade of "C" or higher. An approach designed for the actor to meet the demands of working in television or film.

TPP 2300**Play Directing** ◆

(3 Credits - 3 Hours)

Prerequisites: TPP 2111 Acting II and permission of instructor or THE 2304 Script Analysis with a grade of "C" or higher. An introductory course examining the fundamental elements of the director's craft. Interpretation and communication skills are explored at length, along with developing the directorial concept into practical aspects of stage composition, movement, rhythm, and overall story and dramatic action.

TPP 2803**Stage Speech IV** ◆

(3 Credits - 3 Hours)

Prerequisite: TPP 2812 with a grade of "C" or higher. Study of regional and foreign dialects for character impersonation.

TPP 2812**Stage Speech III** ◆

(3 Credits - 3 Hours)

Prerequisite: TPP 1811 with a grade of "C" or higher. Special and advanced work in the interpretation and presentation of various forms of literature, particularly classical selections.

TPP 2280**Special Problems in Acting** ◆

(1 - 3 Credits)

This course is designed to provide individual investigation into an area of acting of particular interest or need to the student. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. This course may be repeated 3 times for credit.