

COURSE DESCRIPTIONS

COURSE NUMBERS

The course-numbering system indicates the college level at which courses are normally taken.

NUMBERING SYSTEM GUIDE

001-009	precollege course-no credit
010-099	credit granted but not applicable to graduation
100-199	primarily for first-year students
200-299	primarily for second-year students
300-499	primarily for upper division students
500-599	graduate courses
600-799	doctorate courses

At the end of each description, course credits are listed. Courses with variable hours and credits are so indicated.

SEMESTER SCHEDULE

Notation to the right of the course name indicates when the course is offered. If a notation is not included, the course is offered as needed.

DEPARTMENTAL OFFERINGS

ARTS MANAGEMENT

AMGT 216 Development for the Arts

3 credits

Examines the different aspects of development including the roles played by the board of directors and staff in raising funds for arts organizations. An overview of corporate, foundation and government grant-seeking. Individual donor drives and their relationship to audience-building. The components of, and differences between annual, multi-year, challenge and capital campaigns, and how general operating funds and project funds support arts organization activities. Students will visit and learn to use the Foundation Center at the Carnegie Library. Prerequisite: Junior/Senior Standing; Film and Video, Digital Arts and Cinema, Film and Video Production, and Photography Majors Only.

AMGT 455, AMGT 456 Arts Management Internship I, I

6 credits

On-site experiences in non-profit organizations with assignments directly related to course study and level of proficiency. Flexible hours may be controlled by the arts organization, but a minimum of 24 to 30 hours per week is required. Students must keep a portfolio and a journal and provide satisfactory supervisor and self-evaluations. Internships are secured by the student in consultation with an advisor and/or the written approval of the department chair.

AMGT 296, AMGT 396, AMGT 496

Independent Study in Arts Management I, II, III

1-6 credits

Special Request Independent Study Fee: \$50 per credit

BALLET

BAL 101 Supplemental Classical Ballet I – B.A., Non-Concentration

1-2 credits

A study of classical ballet technique and theory with an emphasis on proper placement and correct execution. Class placement is determined by student potential and previous training.

BAL 102 Supplemental Classical Ballet II – B.A., Non-Concentration

1-2 credits

Continued study of classical ballet technique and theory with an emphasis on proper placement and correct execution at novice to intermediate level.

BAL 111 Classical Ballet I

3 credits

A study of classical ballet technique theory with an emphasis on proper placement and correct execution.

Class placement is determined by student potential and previous training. Prerequisites: Freshman Dance Major; Audition.

- BAL 121 Classical Ballet II** **3 credits**
Continued study of classical ballet technique and theory with an emphasis on proper placement and correct execution at novice to intermediate level. Prerequisite: BAL 111.
- BAL 131 Pointe I** **1 credit**
Basic techniques of dancing en pointe. An introduction to correct pointe positions and exercises to strengthen the feet and legs. Prerequisite: Audition.
- BAL 141 Pointe II** **1 credit**
Basic techniques of dancing en pointe. An introduction to correct pointe positions and exercises to strengthen the feet and legs. Prerequisite: BAL 131.
- BAL 151 Male Technique I** **1 credit**
Specific attention to the technical requirements needed to perform classical male variations. Prerequisite: Audition.
- BAL 161 Male Technique II** **1 credit**
Specific attention to the technical requirements needed to perform classical male variations. Prerequisite: BAL 151.
- BAL 171 Pas de Deux I** **1 credit**
These courses introduce the basic technique required to perform classical partnering. Various styles, supported pirouettes, promenades and lifts will be included. Prerequisite: Audition.
- BAL 181 Pas de Deux II** **1 credit**
These courses introduce the basic technique required to perform classical partnering. Various styles, supported pirouettes, promenades and lifts will be included. Prerequisite: BAL 171.
- BAL 201 Supplemental Ballet III** **1-2 credits**
Additional studies in ballet. Prerequisite: BAL 121 or Instructor Placement.
- BAL 202 Supplemental Ballet IV** **1-2 credits**
Additional studies in ballet. Prerequisite: BAL 201 or Instructor Placement.
- BAL 211 Classical Ballet III** **3 credits**
A continuation of ballet technique with an emphasis on technical proficiency and musicality. Prerequisite: BAL 121 or Instructor Placement.
- BAL 221 Classical Ballet IV** **3 credits**
A continuation of ballet technique with an emphasis on technical proficiency and musicality. Prerequisite: BAL 211.
- BAL 231 Pointe III** **1 credit**
A continuation of BAL 141 with particular emphasis placed on increasing strength and executing movements on one leg. Prerequisite: BAL 141.
- BAL 241 Pointe IV** **1 credit**
A continuation of BAL 231 with particular emphasis placed on increasing strength and executing movements on one leg. Prerequisite: BAL 231.
- BAL 251 Male Technique III** **1 credit**
A continuation of BAL 161 with emphasis on study of selected male variations. Prerequisite: BAL 161.
- BAL 261 Male Technique IV** **1 credit**
A continuation of BAL 251 with emphasis on study of selected male variations. Prerequisite: BAL 251.
- BAL 271 Pas de Deux III** **1 credit**
A continuation of BAL 181 with emphasis on techniques of partnering and studies of selected classical pas de deux. Prerequisite: BAL 181.

- BAL 281 Pas de Deux IV** **1 credit**
 A continuation of BAL 271 with emphasis on techniques of partnering and studies of selected classical pas de deux. Prerequisite: BAL 271.
- BAL 291 Ballet Repertoire** **1 credit**
 This course is an introduction to classical and neoclassical ballet repertoire focusing on the technical, stylistic, musical and artistic standards of each work. Classes will culminate in an informal performance at semester end. Prerequisite: Sophomore standing.
- BAL 194, BAL 294 Special Topics (CORE)** **3 credits**
- BAL 301 Supplemental Ballet V** **1-2 credits**
 Additional studies in ballet. Prerequisite: BAL 202 or Instructor Placement.
- BAL 302 Supplemental Ballet VI** **1-2 credits**
 Additional studies in ballet. Prerequisite: BAL 301 or Instructor Placement.
- BAL 311 Classical Ballet V** **3 credits**
 A continuation of ballet technique with an emphasis on technical strength and stamina. Prerequisite: BAL 221.
- BAL 321 Classical Ballet VI** **3 credits**
 Continued study of ballet technique with an emphasis on technical strength and stamina, from intermediate to advanced level. Prerequisite: BAL 311.
- BAL 401 Supplemental Ballet VII** **1-2 credits**
 Additional studies in ballet. Prerequisite: BAL 302 or Instructor Placement.
- BAL 402 Supplemental Ballet VIII** **1-2 credits**
 Additional studies in ballet. Prerequisite: BAL 401 or Instructor Placement.
- BAL 411 Classical Ballet VII** **3 credits**
 Continued study of classical ballet technique with an emphasis on speed and movement quality. Prerequisite: BAL 321.
- BAL 421 Classical Ballet VIII** **3 credits**
 Capstone study of classical ballet technique with an emphasis on speed and movement quality; preparation for career in dance performance. Prerequisite: BAL 411.

CINEMA ARTS

- CINE 101 Introduction to Cinema** **3 credits**
 This course is an introduction to techniques and technologies of cinema production. The fundamental principles and practices of producing, cinematography, editing, directing and sound-design will be studied. Both traditional film and state-of-the-art digital tools and techniques will be discussed.
- CINE 102 History of American Cinema** **3 credits**
 The course will focus on the history of American cinema, decade by decade, from the early experiments with moving images through the invention of sound, color, and digital effects. Students will study the evolution of cinematic form, style and language as well as the social and artistic impact of the medium on society.
- CINE 105 Introduction to Screenwriting** **3 credits**
 This course is designed as an introduction to screenwriting. Students will, for the first part of the semester, learn the elements of storytelling and apply that knowledge to the analysis of short and feature length stories. For the second part of the semester, students will take the knowledge gained in the first part of the semester and apply it to short scripts that they will develop and rewrite.
- CINE 110 History of International Cinema** **3 credits**
 This course is designed as an introduction to the history of international/global film. Students will screen films from around the globe and will study the economic and geo-political forces that shaped the film industries of certain countries and created film movements and genres. Prerequisites: CINE 102.

CINE 150 Production I**6 credits**

This course is an introduction to the basic principles and practices of cinema production. Students will learn the fundamentals of single-camera production including the basic aesthetic and technical aspects of producing, directing, cinematography and film editing. Lectures, screenings and in-class exercises will focus on teaching students the skills they need to produce, shoot and edit various projects for the class. Each project will incorporate new skills and demand a higher level of proficiency from the filmmaker. Student work will be screened and discussed in class. Prerequisites: CINE 101 and CINE 105.

CINE 170 Introduction to Screenwriting for Non-Majors**3 credits**

Introduction to Screenwriting for Non-Majors is designed for any student in the University not currently a Cinema Arts major. For the first part of the semester, students will learn the elements of storytelling and apply that knowledge to the analysis of short and feature length motion picture stories. For the second part of the semester, students will take the knowledge gained in the first part of the semester and apply it to the development of short scripts that they will write and revise. This course employs a two-part, Lecture/Lab Workshop structure.

CINE 205 The Narrative Structure of Cinema**3 credits**

An in-depth analysis of the structure, formulas and storytelling techniques of the feature length screenplay will be the focus of the course. Students will study a wide range of successful films and discover the common elements that they share. Prerequisites: CINE 105.

CINE 207 Survey of Media Writing**3 credits**

An overview of a variety of forms including situation comedies, hour dramas, non-fiction films, theatre, and interactive media, this course outlines the fundamentals of style, content and format specific to each and gives students the opportunity to write in several different genres. Prerequisite: CINE 105.

CINE 208 Classical and Modern Drama**3 credits**

Recognizing theatre as one of the cornerstones of cinema, this course is a survey and analysis of historically significant plays that examines common elements of dramatic structure, character development, and theme as they relate to, and have influenced, cinematic forms. Prerequisite: CINE 205

CINE 210 Visual Analysis**3 credits**

This course will introduce students to systems of critical analysis of visual images, particularly of the cinema. These include contemporary critical frameworks of cinematic analysis, as well as analysis of the visual components of images in media production, and how their manipulation can help communicate meaning. Prerequisite: CINE 150.

CINE 250 Production II**6 credits**

A workshop course that builds upon the basic skills introduced in Production I to further develop students' narrative storytelling abilities with an emphasis on effective collaboration. Students, working in groups on three productions, will alternate in the roles of writer/director, cinematographer, and editor. Prerequisite: CINE 150.

CINE 301 Cinema Studies: Various Topics**3 credits**

The CINE 301 courses are designed to allow students to explore the depths, via review and analysis, of specific periods, histories and topics of cinema already covered in the freshman year sequence of courses. Some of the courses already offered have been Film Noir; Women Filmmakers; The French New Wave, an Overview; The Horror Film; Five International Masters; Comedy on Film; and American Cinema of the 1970s-The Age of the American Auteur. Prerequisite: CINE 110.

CINE 302 Cinema Authors**3 credits**

The courses comprising the Cinema Authors sequence have been developed to pinpoint one specific filmmaker's work for analysis over the span of an entire term in order for the students to have a deeper understanding of artistic evolution and an appreciation of such. Courses already offered have detailed the works of Alfred Hitchcock, Woody Allen, Stanley Kubrick, Martin Scorsese, and Joel and Ethan Coen. Prerequisite: CINE 110.

CINE 305 Intermediate Screenwriting**3 credits**

This course is designed for students who wish to advance their screenwriting skills and move beyond the introductory course. In the first half of the course students will be challenged to pitch an original short film idea and follow through with its development to a completed draft & rewrite. During the second half of the course, students will pitch an idea for a commercial feature length film, which they will continue to develop, culminating in the completion of a detailed outline of their feature. Prerequisite: CINE 205.

- CINE 306 Story Analysis** **3 credits**
Students will learn the skills of professional screenplay analysis, including, writing a concise plot synopsis, evaluating a script based on structure, character, theme and market ability, and developing a detailed plot outline. Prerequisite: CINE 250.
- CINE 307 Screenwriters and Their Work** **3 credits**
Prominent screenwriters and the work they have produced are analyzed as both screenplays and as completed cinematic works to demonstrate how masters of the craft have successfully addressed the challenges of the form. Prerequisite: CINE 110.
- CINE 308 History of TV Entertainment - 1936-2000** **3 credits**
An overview of television as a means of popular entertainment, this course also examines how social, technological, and market forces have influenced the evolution of the medium. Prerequisite: CINE 102.
- CINE 310 Intermediate Directing** **3 credits**
A workshop course on the fundamentals of film directing with a focus on directing actors. Students explore the basic relationship between actor, text and director. Students learn the craft and vocabulary of the actor through exercises and scene studies, and how to utilize that understanding in communicating with and directing actors. Other areas of study include the responsibilities of the director in each stage of the filmmaking process, basic staging for camera, and formulating an overall visual strategy for a project. Prerequisite: CINE 250.
- CINE 311 The Writer's Life** **3 credits**
An overview of a variety of media forms including situation comedies, hour dramas, non-fiction films, theatre, and interactive media, this course outlines the fundamentals of style, content and format specific to each and gives students the opportunity to research and write in various media. Further, students will engage with numerous professional writers working in various areas to gain a comprehension of the writer's life. Prerequisite: CINE 305.
- CINE 315 Intermediate Producing** **3 credits**
For students considering a concentration in producing, this course provides a detailed study of the responsibilities of the producer in pre-production, production and post-production, with a focus on the short film. Topics include: pitching, script breakdowns, scheduling, production management, personnel management, set operations, locations, and budgeting. Prerequisite: CINE 250.
- CINE 320 Intermediate Editing** **3 credits**
This course will focus on the conceptual development of editors as storytellers. Students will study terminology and practical film editing techniques, while looking at artistic choices and technological workflow options. This course will also afford hands-on experience with multiple non-linear editing software. Students will apply these concepts and skills to a short film that they will edit throughout the semester. Prerequisite: CINE 250.
- CINE 325 Intermediate Digital Tools** **3 credits**
This course provides students with an overview of the tools used in digital media, using Adobe Production software (Illustrator, Flash, Photoshop and After Effects) and Maya. Prerequisite: CINE 250.
- CINE 326 Acting and Directing for Writers and Filmmakers** **3 credits**
In order to create successful screenplays, writers must have an understanding of how directors and actors interpret their work. Students will have the opportunity to work as a director in analyzing and staging scenes, and as an actor in creating a character and developing a performance, with the goal of understanding the challenges of translating the written word to the stage or screen. Prerequisite: CINE 150.
- CINE 330 Intermediate Sound** **3 credits**
This course teaches the foundations of film audio approaches and techniques. It introduces students to sound theory, signal flow concepts, sound design methods, and the equipment used in production and post-production sound. Curriculum focuses on the use of sound in effectively communicating mood, tone and narrative. Hands-on exercises will explore field and production sound strategies, production/post workflow, as well as the fundamentals of post-production processes such as sound editing, dialogue clean-up, foley, ADR, and mixing. Prerequisite: CINE 250.

CINE 340 Intermediate Cinematography**3 credits**

Designed for the student considering a concentration in cinematography, this course will focus on techniques in rigging, lighting, and digital imaging. Class exercises are designed to develop skills in narrative and documentary camera techniques. Prerequisite: CINE 250.

CINE 345 Fundamentals of Documentary**3 credits**

Fundamentals of documentary will introduce students to the documentary filmmaking process through analysis and workshop production. The class will examine the documentary genre, processes and industry practices, and focus on the development of a documentary to be crafted in CINE 445 Documentary Workshop. The class will serve as a prerequisite for CINE 445: Documentary Workshop, and introduce concepts which will also be further explored in that course. Prerequisite: CINE 250.

CINE 348 The Cinema Arts Professional**3 credits**

This professional colloquium course will provide students with the information necessary to make it in the industry as a Cinema Production, Screenwriting or Digital Arts professional. Topics will include job search strategies, creating a reel, communication techniques, how to leverage work for additional employment, personal finance, and writing business plans. Overall, the course will cover of spectrum of topics needed to transition from being a student to creating a professional career. Prerequisite: CINE 250 or CINE 305 or DIGI 250.

CINE 350 Production III**6 credits**

Students will work in groups to produce a narrative or documentary short that approaches professional quality. Each project will be a collaborative effort, created with involvement of a student screenwriter, producer, director, cinematographer, editor, and sound designer. Prerequisite: CINE 305, 310, 315, 320, 330, or 340.

CINE 354 Alternative Forms Workshop: Various**3 credits**

This workshop course covers the history, approaches, processes, techniques of alternate forms of media. These include television commercial production, experimental film production, web series production and music video production. The course is designed to allow students to explore modes of media outside of the traditional narrative filmmaking approaches covered in the Cinema Production curriculum. It will permit students to diversify their experiences with media creation, expand their skill set, and broaden their work portfolio. Prerequisite: CINE 250.

CINE 361 Writing for Theatre**3 credits**

In this course students will write play and, in doing so, will explore the distinct challenges in structure, character development and theme involved in writing for theatre. Prerequisite: CINE 305.

CINE 362 Writing the Situation Comedy**3 credits**

With its origins in radio and its future in new media, the situation comedy has been a staple of television since its inception. In this course students study the classics of the genre, write an episode of a current situation comedy, and develop and pitch an original concept for a comedy series. Prerequisite: CINE 305.

CINE 363 Writing the Hour Drama**3 credits**

One of the principle forms of entertainment on television, the hour drama has remained popular with audiences for generations. In this course students examine the classics of the genre, write an episode of a current hour drama, and develop and pitch an original concept for a series. Prerequisite: CINE 305.

CINE 364 Writing for Multimedia**3 credits**

Technological advances allow for content to be delivered to audiences in an ever-increasing number of ways and forms. This course examines the current entertainment media landscape and allows students to develop and write projects that are designed for digital distribution, including web-based and mobile platforms. The incorporation of audience participation and other interactivity into storytelling will also be explored. Prerequisite: CINE 305.

CINE 365 Writing the Adaptation**3 credits**

Many successful screenplays are adapted from other sources. In this course, students will find pre-existing material, whether it is a book, short story, song, biography, or graphic novel, and develop it into a feature or web series or short script. Students are encouraged to obtain the rights to any materials they choose to adapt. Prerequisite: CINE 305.

CINE 367 Writing for Video Games**3 credits**

Writing for Video Games is designed to provide students an introduction to the narrative gaming industry as well as cover the functions of the narrative video game writer. Topics covered include game theory, history of video games and

games consoles, game studios today, gaming structure, and the documents created in video game development. Students will pitch and develop their own video game concepts along with corresponding documents to leave the course with a portfolio of materials. Prerequisite: CINE 305.

CINE 368 TV Animation Writing

3 credits

Television animation scripts look very much like all other kinds of scripts. Yet there are numerous differences, some subtler than others, between writing for animators to interpret rather than writing for those who produce live-action motion pictures and television. Writing for TV Animation provides students an opportunity to explore the craft of creating speculative screenplays for existing television series, enabling each student to gain an in-depth understanding of what is required to work as a professional writer in the TV animation industry. Prerequisites: CINE 305

CINE 369 Writing the Web Series

3 credits

Students will apply and practice the essential elements and conventions for writing, producing, marketing, and distributing the web series including concept, character, structure, budget, and audience. Students will create and write the pilot episode for an original web series, as well as four polished episodes of their web series. Prerequisite: CINE 350

CINE 390 Grip and Electric Workshop

3 credits

An intensive workshop course designed to build upon the skills introduced in prior Production courses to further develop students' ability to identify and work with professional Grip and Electric Equipment. Students will have the opportunity to gain extensive hands on experience with modern grip and electric equipment that is used in the commercial and film industry today. Pre Requisite: CINE 250

CINE 399 Cinema Arts Practicum

3 credits

This course allows students to gain practical, hands-on experience by acting as creative work/research assistants on projects being done by Cinema Arts faculty members or Point Park faculty members in other departments. The nature and scope of the work will be agreed upon by the student and faculty member, and approved by the Cinema Arts department. The goal of the practicum is to allow the student to broaden their knowledge on a particular subject, and to give them experience performing work at a professional level as well as meeting the deadlines given by their faculty supervisor. An additional opportunity for practicum credit is to work on an advanced cinema arts production in a capacity not being filled by a student that is completing that project for credit. (Some select examples-visual effects artist for an advanced cinema production, sound designer for an animation thesis, screenwriter for a production 4, production designer for a production 4 project.) Students seeking approval for a student project practicum would be required to arrange to be supervised by a cinema arts faculty member. A 3-credit cinema student practicum requires generally 150 hours of work, however credits per hour could vary depending on the nature of the project. Prerequisite: Sophomore standing or above.

CINE 401 Cinema Studies - Advanced Seminar

3 credits

An advanced course in Cinema analysis which explores the potential to which cinema can have a broader scope and a deeper consciousness, involving layers of idea and thought, both concrete and abstract, communicated through all of the components of the medium. Students achieve an advanced understanding of these ideas and processes, and then to be able to apply them in their own work. Prerequisite: CINE 301.

CINE 405 Advanced Screenwriting

3 credits

This course is designed for students to examine, create and pitch an original, feature film idea, and through a writers' workshop experience, develop it through outlining and crafting a polished first draft of a screenplay. Prerequisite: CINE 305.

CINE 406 Rewriting the Feature Screenplay

3 credits

Recognizing that drafting a professional quality screenplay is a process that often requires more than one academic semester, this course is designed for students who have started projects in other courses and are interested in continuing to develop and rewrite the concept. Students must have a completed draft at the start of the course. Prerequisite: CINE 305.

CINE 410 Advanced Directing

3 credits

A workshop course that focuses on directing for the camera. Students experiment with various visual styles and practice concepts essential to scene construction through shooting in-class scenes and a final project outside of class. As the final elective class in the directly concentration, the course also focuses on preparing students for their Production 4 projects and assisting them in determining a career path. Prerequisite: CINE 310

CINE 412 The Professional Writer's Life**3 credits**

This course provides an overview of professional writing forms including writing for film, television, interactive media, journalism, broadcasting and public relations. Students will engage with professional writers in various media to gain a comprehension of the professional writer's life. Topics will also include job search strategies, personal and business finance, compiling a professional portfolio, helping a student transition into a professional career.

CINE 415 Advanced Producing**3 credits**

This course is meant to serve as a workshop for the development and pre-production of a film project from a producer's perspective. It will cover the essential considerations involved with the evolution of a project from story concept through marketing of the product. The course will also expose students to the business and legal considerations of producing motion pictures and other visual media. Prerequisite: CINE 315

CINE 420 Advanced Editing**3 credits**

This course is designed to link conceptual and technical skills gained in previous courses with projects that emulate experiences found in the "real world," while also increasing knowledge of different styles of editing outside of the traditional narrative realm. Additionally, student will learn the basic terminology and skills necessary to become a professional assistant editor. Prerequisite: CINE 320.

CINE 425 Advanced Digital Tools**3 credits**

This course is the Advanced Elective in the Digital Tools sequence. Building on concepts covered in CINE 325, it covers compositing techniques, cinematography for visual effects, particle systems, and tracking techniques. Prerequisite: CINE 325.

CINE 430 Advanced Sound**3 credits**

This course focuses on advanced aesthetic approaches to sound design in effectively communicating narrative, using the methods and protocols of a professional post-production sound environment. Students learn the skills and techniques required to complete a 5.1 film sound design and mix. It also introduces students to emerging immersive sound formats and the acquisition and use the techniques of these formats. Prerequisite: CINE 330

CINE 440 Advanced Cinematography**3 credits**

Advanced lighting, filtration, and camera techniques will be studied along with post-production processes, including digital color timing. Current best practices of the camera crew in narrative filmmaking will be examined. Cinematography majors will have the opportunity to focus their studies on issues specific to their thesis project. Prerequisite: CINE 340.

CINE 445 Documentary Production Workshop**3 credits**

Students will work in groups to produce a short form documentary. Genres and styles of non-fiction cinema will be analyzed and discussed. Prerequisite: CINE 345

CINE 451 Production IV**3 credits**

CINE 451 is the first in a two-semester course sequence, along with CINE 452, for students competing the thesis requirement over two semesters. This Capstone course bridges the gap between school and the working world; students take the experience and knowledge gained as a Cinema student and apply it to an advanced project of their choice. During this first semester of a two-semester sequence, students will also demonstrate accumulated knowledge and training of the learning objectives in the Cinema Production Program through the creation of long-form, well-researched written thesis project and presentation with a focus on cinema production. Students will also finalize their individual professional portfolios, which include a resume, cover letter, demo reel, and web presence. Prerequisites: CINE 350 and one of the following: CINE 410, 415, 420, 430, or 440.

CINE 452 Production IV**3 credits**

CINE 452 is the second in a two-semester course sequence, along with CINE 451, for students competing the thesis requirement over two semesters. Production IV bridges the gap between school and the working world; students take the experience and knowledge gained as a Cinema student and apply it to an advanced project of their choice. Production IV is the capstone production course for an undergraduate in the (choice of concentration) of Cinema Production. Students have chosen their project with Department approval. The schedule and production of the project is set by student and instructor(s) at the beginning of the semester(s) and must be completed within agreed upon deadlines. Students are in charge of and responsible for their work in this course, including their collaboration with other production members to complete the work. (Choice of concentration) should plan and prepare to be active participants in the visual construction, production planning and postproduction of their chosen project. The instructor(s) functions as advisor and mentor for the

student's project, guiding the class meetings and feedback to aid the student(s) in achieving best possible finished work. Prerequisite: BFA Student and CINE 451.

CINE 453 Senior Thesis I **3 credits**

Working with their Thesis advisor, students will propose a project for the creation of a written dramatic work. Upon approval, students research, develop the concept, prepare outlines and treatments, and write a draft of their project. Emphasis is not only on the work created, but also in developing a successful working process that writers can rely on throughout their careers. Prerequisite: CINE 451.

CINE 454 Senior Thesis II **3 credits**

Continuing the work begun in CINE 453, students will complete the initial draft of their project and go through multiple rewrites to produce a polished, professional-quality work. Prerequisite: CINE 453.

CINE 460 Cinema Production Capstone **3 credits**

This Capstone course is designed to demonstrate a student's accumulated knowledge and training of the learning objectives in the Cinema Production Program. Students apply their cumulative skills in the creation of long-form, well-researched written thesis project and presentation with a focus on cinema production. Students will also finalize their individual professions portfolios, which include a resume, cover letter, demo reel, and web presence. Prerequisite: Senior Standing

CINE 194, CINE 294 Special Topics (CORE) **3 credits**

CINE 498 Internship in Cinema and Digital Arts **1-6 credits**

None - individualized based on internship location. Prerequisites: CINE 250.

CINE 499 Independent Study in Cinema and Digital Arts **1-6 credits**

Special Request Independent Study Fee: \$50 per credit.

CINE 295, CINE 495 Special Topics in Cinema and Digital Arts **1-6 credits**

CONSERVATORY OF PERFORMING ARTS

COPA 250 The Arts and Human Experience I: The Roots **3 credits**

An overview of artistic forms of expression from selected cultures with particular reference to Dance, Theatre, Music, and the Visual Arts. Students will explore how the arts reflect social, political, and religious conditions in a spectrum of cultures and civilizations. Prerequisite: ENGL 101.

COPA 251 The Arts and Human Experience II: The Experience *(not currently offered)* **3 credits**

An exposure to the content and processes inherent in the creative, artistic experience. Provides the student with an appreciation of various artistic disciplines. Live performances/event attendance required. Students describe course materials/experiences through both oral and written requirements. Prerequisite: COPA 250 or permission of instructor.

COPA 252 The Art of Creative Nonfiction **3 credits**

A course covering a broad range of prose including essay, memoir, biography, autobiography, and expository writing, as well as some fiction and short story as it has been practiced in western culture over the past five hundred years. The course will cover historic, generic, formal, and thematic aspects of prose. Students will be expected to analyze and perform close readings of individual prose texts examining content, technical aspects, and context, and to share those interpretations both verbally and in writing, as well as to create imaginative text of their own authorship (personal essay, memoir, etc.) that reflects the conventions of the genre. Prerequisite: ENGL 101 or equivalent. Dual listed as ENGL 252.

COPA 253 The Art of Poetry **3 credits**

A course covering a broad range of lyric poetry as it has been practiced in western culture over the past five hundred years. The course will cover historic, generic, formal, and thematic aspects of poetry. Students will be expected to analyze and perform close readings of individual poems including content, technical aspects, and context, and to share those interpretations both verbally and in writing, as well as to create imaginative text of their own authorship (poetry) that reflects the conventions of the genre of poetry. Prerequisite: ENGL 101 or equivalent. Dual listed as ENGL 253.

COPA 254 The Art of the Short Story **3 credits**

A course covering the development of the short story as it has been practiced in Western culture over the past two hundred years. The course will cover historic, generic, formal, and thematic aspects of the short story. Students will be expected to analyze and perform close readings of individual texts, examining content, technical aspects, and context, and to share those interpretations both verbally and in writing. Prerequisite: ENGL 101 or equivalent. Dual listed as ENGL 254.

COPA 194, COPA 294 Special Topics (CORE) 3 credits

DANCE

DANC 105 Tap Dance I 1 credit
An introduction to basic tap dance styles and vocabulary.

DANC 106 Cultural Dance Forms I 1 credit
This course serves as an introduction to basic steps, patterns and formations found in the dances of selected nations or ethnographic region, including non-western dance forms. Supplemental information will include geographic, historic and cultural context with additional emphasis on musical forms and meters.

DANC 107 Character Dance I 1 credit
A study of theatrical adaptation of Folk Dance limited to five nationalities ~ Hungarian, Russian, Polish, Italian and Spanish. This technique is built upon ethnically-based movements combined with a knowledge of classical technique. Prerequisite: DANC 106.

DANC 108 Dunham Technique I 1 credit
An introduction to the dance techniques developed by Katherine Dunham combining western dance techniques with diverse African and Afro-Caribbean styles.

DANC 109 Elements of Production for Dancers I 2 credits
This course provides an introduction to the technical aspects of dance production.

DANC 111, DANC 112 Jazz Dance I and II 3 credits
Develops a basic understanding of jazz dance techniques on a low to intermediate level. Styles include classical, contemporary, and musical theatre jazz dance. Emphasis on proper alignment, placement and coordination.

DANC 113, DANC 114 Pointe I, II 1 credit
Basic techniques of dancing on pointe. An introduction to correct pointe positions and exercises to strengthen the feet and legs. Prerequisite: Audition.

DANC 115 Music Fundamentals for Dancers 2 credits
Foundation for music reading, eurhythmics, and aural discrimination through specific keyboard, movement and ear training exercises. Integrates specific applications to dance. Dual listed as MUS 115.

DANC 116, DANC 117 Pas de Deux I, II 1 credit
This course introduces the basic technique required to perform classical partnering. Various styles, supported pirouettes, promenades and lifts will be included. Prerequisite: Audition.

DANC 118, 119 Modern Dance I, II 3 credits
Elementary concepts, technical principles and creative aspects essential to modern dance are taught. Modern Dance instruction is based on the Graham Technique. Exercises teach the functional aspects of dance technique; contraction and release; spiral, fall and recovery; and dynamic weight shift. Prerequisite: Audition

DANC 121, DANC 122 Classical Ballet I, II 3 credits
A study of classical ballet technique and theory with an emphasis on proper placement and correct execution. Class placement is determined by student potential and previous training. Prerequisite: DANC 122: DANC 121. DANC 121: Audition.

DANC 123 Theoretical Analysis of Dance I 1 credit

An introduction to the understanding and needs of a dancer in order to maintain his/her instrument and better understand his/her psychological approach to dance. This course is based on Stanislavsky's Method, adapted for dance. Required in first year of studies.

DANC 124 Theoretical Analysis of Dance II **1 credit**

An analysis of Transmission/Retention and an active use of knowledge and placement of the body. This course is based on Stanislavsky's Method, adapted for dance. Prerequisite: DANC 123.

DANC 125, DANC 126 Male Technique I, II **1 credit**

Specific attention to the technical requirements needed to perform classical male variations. Prerequisite: Audition.

DANC 130, DANC 131 Production/Rehearsal/Performance I, II **1 credits**

Production components of the dance curriculum. Performance opportunities with the Playhouse Dance Company and/or crew assignments will be included.

DANC 150 Body Alignment I **1 credit**

Students will learn the Pilates system including, mat work and the Universal Reformer, and Ideokinetic and relaxation techniques. The course focuses on the study of human body alignment through exercise systems designed to strengthen the core or powerhouse: abdominals, lower back, and hips.

DANC 163 Somatic Preparation for Technique **1 credit**

This course will assess the general, physical strengths and weaknesses of students. Specific fitness needs will be formatted into a prescribed set of exercises that will condition the following areas: cardio vascular strength; muscular strength; muscle stamina; flexibility; balance; rhythmic time; orientation to space; and neuro-muscular sensitivity. This course focuses on corrective patterning and cross-training media for the dancer. Instruction supplements traditional dance vocabulary with exercises on balance, posture, and equilibrium, weight training and isometrics ~ empowering students to prevent and remedy strain and injury, building confidence in physical exertion, and thus enhancing artistry of dance. Prerequisite: Dance major/standardized fitness testing

DANC 181 Contact Improvisation I **1 credit**

Discovery and cultivation of the principles and skills of contact improvisation dance technique practice. Contact improvisation is an improvisational duet dance form based on sensation, weight, touch, communication and essential connection between two people, influenced by modern dance, martial arts, social dance and cultural values of its time of inception. Prerequisite: Dance Major.

DANC 203 Kinesiology **3 credits**

Designed to provide a factual foundation concerning the skeletal and muscular systems of the body. Analysis of the movements of the dancer incorporating these systems. Prerequisite: Sophomore standing.

DANC 211, DANC 212 Jazz Dance III, IV **3 credits**

This course continues the study of DANC 112 on an intermediate level. More emphasis is placed on kinetic and spatial awareness, coordination, phrasing, and stylistic versatility. Prerequisite: Dance 112 or permission/audition.

DANC 213, DANC 214 Pointe III, IV **1 credit**

A continuation of DANC 114 with particular emphasis placed on increasing strength and executing movements on one leg. Prerequisite: DANC 114 or audition.

DANC 216, DANC 217 Pas de Deux III, IV **1 credit**

A continuation of DANC 117 with emphasis on techniques of partnering and studies of selected classical Pas de Deux. Prerequisite: DANC 117 or audition.

DANC 218, DANC 219 Modern Dance III, IV **3 credits**

This course is a continuation of DANC 119 focusing on skills that develop spatial awareness, dynamic play, movement organization and strength. Musicality and functional alignment are stressed. Performance skills are introduced. Prerequisite: DANC 119 with final grade of "C" or better.

DANC 221, DANC 222 Classical Ballet III, IV **3 credits**

A continuation of ballet technique with an emphasis on technical proficiency and musicality. Class placement is determined by student potential and previous training. Prerequisite for DANC 221: DANC 122. Prerequisite for DANC 222: DANC 221.

DANC 224 History of Dance

3 credits

This course provides students a theoretical and historical basis for analyzing global dance practices from pre-history through the late 19th century. Undergraduate students will investigate how dance is categorized and performed in culturally specific settings such as theatrical dance, popular dance, ceremonies, and processions. This course introduces historical methodologies including text analysis and primary source research as tools to understand dance knowledge in global contexts.

DANC 225, DANC 226 Male Technique III, IV

1 credit

A continuation of DANC 126 with emphasis on study of selected male variations. Prerequisite: DANC 126.

DANC 230, DANC 231

Production/Rehearsal/Performance III, IV

1 credits

Continued opportunities to learn choreographic works in rehearsals for performances with the Playhouse Dance Company. A continued study of technical preparation for productions at the theatre. Prerequisite: DANC 131. Performance and/or crew will be included.

DANC 236, DANC 237 Contemporary Partnering I, II

1 credit

Designed to develop and increase the partnering skills required in contemporary partnering. Students will be exposed to a wide range of contemporary styles including jazz, contemporary ballet and modern dance. Prerequisite: DANC 117 or permission of instructor.

DANC 240, DANC 241 Elective Studies in Jazz I, II

1-2 credits

Additional studies in Jazz. Prerequisite: DANC 112. May be taken up to four times for credit.

DANC 250, DANC 251 Elective Studies in Modern I, II

1-2 credits

Additional studies in Modern. Prerequisite: DANC 118 with final grade of "C" or higher. May be taken up to four times for credit.

DANC 253 Body Alignment II

1 credit

This course will continue to examine alignment through visualizations, breathing techniques, and the Pilates Method as introduced in Body Alignment I, DANC 150. The course is designed to challenge students who are interested in continuing their studies in the Pilates Method to set an individual training plan with the Professor. Instruction utilizes the Pilates equipment including the Universal Reformer, Wunda Chair, Wall Units and Magic Circles. Students have the opportunity to expand their use of the Pilates equipment and fine tune their skills within a method of exercise that balances strength with flexibility. Each student has one-on-one time with the Professor to discuss goals and methods of progress in their training programs. Body Alignments II allows students to gain a broad base of knowledge about the equipment used and methods currently being taught at the Institute and other Pilates studios. Should student wish to pursue Pilates towards certification, Body Alignment II would provide support toward that goal. Prerequisite: DANC 150.

DANC 260, DANC 261 Elective Studies in Ballet I, II

1-2 credits

Additional studies in Ballet. Prerequisite: DANC 122. May be taken up to four times for credit.

DANC 270, DANC 271 Yoga I, II

1 credit

Basic, primary Hatha Yoga asanas (postures) are introduced along with their connection to proper breathing and proper physical alignment. Pranayama (breath control) is also introduced. Prerequisite for DANC 271: DANC 270.

DANC 280 Dance Composition I

2 credits

An introductory course in the art and craft of composing dances. Students compose short studies that are specific to developing a wide range of creative skills. Studies vary per semester and may include a variety of ways of using space, time and movement, the physical expression of size, volume, texture and direction. Prerequisite: Sophomore standing.

DANC 281 Dance Composition II

2 credits

This course is a continuation of Dance Composition I. Studies vary per semester. Prerequisite: DANC 280.

DANC 311, DANC 312 Jazz Dance V, VI

3 credits

A continuation of DANC 212, this course further develops a sense of personal style and solid technique on an intermediate to advanced level. Individual creativity is encouraged. Prerequisite: DANC 212.

DANC 313, DANC 314 Pointe V, VI

1 credit

A continuation of DANC 214 including variations from classical ballet repertoire. Prerequisite: DANC 214. Prerequisite for DANC 314: DANC 313.

DANC 316, DANC 317 Pas de Deux V, VI

1 credit

A continuation of DANC 217. Prerequisite for DANC 316: DANC 217. Prerequisite for DANC 317: DANC 316.

DANC 318, DANC 319 Modern Dance V, VI

3 credits

This course is a continuation of DANC 219 providing skills that develop articulation and dynamic play as related to movement phrasing. Strength, stamina and quick response to aural and rhythmic variables are refined. Performance skills are further developed. Prerequisite: DANC 219 with a final grade of "C" or better.

DANC 321, DANC 322 Classical Ballet V, VI

3 credits

A continuation of ballet technique with an emphasis on strength and stamina. Class placement is determined by student potential and previous training. Prerequisite for DANC 321: DANC 222. Prerequisite for DANC 322: DANC 321.

DANC 324 History of Dance II

3 credits

This is a course that covers the evolution of dance as a theatrical art form in western culture from the early twentieth century to the present. The course is designed for undergraduate dance majors to explore significant historical movements and personalities and contemplate major themes and forces that have shaped the development of ballet, modern, and jazz dance as theatrical art forms in twentieth century western culture.

DANC 325, DANC 326 Male Technique V, VI

1 credit

A continuation of DANC 226. Prerequisite: DANC 226.

DANC 330, DANC 331

Production/Rehearsal/Performance V, VI

2 credits

A continuation of DANC 231. Continued performance opportunities with the Playhouse Dance Company including standard repertoire and original works. Prerequisite for DANC 330: DANC 231. Prerequisite for DANC 331: DANC 330. Performance and/or crew will be required.

DANC 336, DANC 337 Contemporary Partnering III, IV

1 credit

A continuation of DANC 236 and DANC 237 with more attention given to personal styles, breath support, and follow through in execution of class material. Specific examples of contemporary partnering from repertoire. Prerequisite: DANC 237.

DANC 340, DANC 341 Elective Studies in Jazz I, II

1-2 credits

A continuation of DANC 240, DANC 241 at the Junior Level. Prerequisite: DANC 241. May be taken up to four times for credit.

DANC 350, DANC 351 Elective Studies in Modern I, II

1-2 credits

A continuation of DANC 250, DANC 251 at the Junior Level. Prerequisite: DANC 251. May be taken up to four times for credit.

DANC 355 Aesthetics of Dance

3 credits

This course empowers students to develop the skills necessary in the critical analysis of dance as an art form, and the understanding of the basic principles of art and aesthetics. The course offers the exploration of diverse methodologies employed by master critics in analyzing dance, popular and emerging in the 21st century, and gives an in-depth look into the content and context of contemporary and historical choreographic bodies of work, the themes they explore, and the ways in which they relate to real life. Emphasis will be placed on critical observation and writing skills. Prerequisite: DANC 224

DANC 360, DANC 361 Elective Studies in Ballet I, II

1-2 credits

A continuation of DANC 260, DANC 261 at the Junior Level. Prerequisite: DANC 261. May be taken up to four times for credit.

- DANC 365 Dance Pedagogy I** **2 credits**
 The theory and practice of teaching correct dance techniques in order to assess and train students from low levels through advanced levels in a logical, progressive, and responsible manner.
- DANC 366 Dance Pedagogy II** **2 credits**
 A continuation of DANC 365, Dance Pedagogy I, with an increased emphasis on developmental stages applied to lesson plans and in class demonstrations. Outside observations and written reviews/evaluations will be a part of the experience. Prerequisite: DANC 365.
- DANC 367 Practicum** **4 credits**
 A practicum experience of four to seven hours a week teaching selected dance classes through an approved program and placement (Conservatory, Children's School, Playhouse, other). Supervision by a master teacher and the Dance Pedagogy instructor will be required. Prerequisites: DANC 365, 366.
- DANC 370, DANC 371 Yoga III, IV** **1 credit**
 Additional Hatha Yoga asanas and their variations are taught. An increased emphasis is placed on using the breath to initiate and sustain the posture. The use of pranayama and guided visualization serve to introduce the student to several relaxation techniques. Prerequisite for DANC 370: DANC 271. Prerequisite for DANC 371: DANC 370.
- DANC 380 Composition III** **2 credits**
 This course provides students with a forum to develop choreographic skills, culminating in a completed work. A journal will document the process, and a thesis will conclude the work process. The course also provides guidance and structure for hands-on work in production/technical/promotional preparation that is essential to perform the work. Prerequisite: DANC 281.
- DANC 403 Professional Seminar** **1 credit**
 Students in this senior seminar will clearly articulate connections between dance and their outside field of study. Through examining their goals and interacting with guest speakers, students will design an independent research project that integrates their artistic and academic interests. Prerequisite: Dance Major.
- DANC 404 Senior Project** **2 credits**
 This is a researched-based course. Students should be prepared to select and research a specific area of interest. The research will then be used as the foundation for the project. Prerequisite: DANC 280. By permission.
- DANC 411 DANC 412 Jazz Dance VII, VIII** **3 credits**
 A continuation of DANC 312, this course is an advanced study of jazz dance techniques. Technical accomplishment, clarity, phrasing, musicality, personal style and presentation are all emphasized. Prerequisite: DANC 312.
- DANC 413, DANC 414 Pointe VII, VIII** **1 credit**
 Advanced study in pointe variations from classical ballet repertoire. Students are expected to perform several variations of contrasting style. Prerequisite for DANC 413: DANC 314. Prerequisite for DANC 414: DANC 413.
- DANC 416, DANC 417 Pas de Deux VII, VIII** **1 credit**
 A continuation of DANC 317. Prerequisite for DANC 416: DANC 317. Prerequisite for DANC 417: DANC 416.
- DANC 418, DANC 419 Modern Dance VII, VIII** **3 credits**
 This course is a continuation of DANC 319. Class material provides students with a strong aesthetic focus, and fine-tunes personal artistry with regard to technical and performance execution. Students learn to work innovatively with technical terminology in order to execute a wide range of advanced and diverse movement motifs. Prerequisite: DANC 319 with a final grade of "C" or better.
- DANC 421, DANC 422 Classical Ballet VII, VIII** **3 credits**
 A continuation of ballet technique with an emphasis on speed and movement quality. Class placement is determined by student potential and previous training. Prerequisite for DANC 421: DANC 322. Prerequisite for DANC 422: DANC 421.
- DANC 425, DANC 426 Male Technique VII, VIII** **1 credit**
 A continuation of DANC 326. Prerequisite for DANC 425: DANC 326. Prerequisite for DANC 426: DANC 425.

DANC 430, DANC 431	
Production/Rehearsal/Performance VII, VIII	2 credits
A continuation of DANC 331. Continued performance opportunities with the Playhouse Dance Company including standard repertory and original works. Prerequisite for DANC 430: DANC 331. Prerequisite for DANC 431: DANC 430. Includes performing and crew responsibilities.	
DANC 436, DANC 437 Contemporary Partnering V, VI	1 credit
A continuation of DANC 336 and DANC 337 with greater emphasis on the student's developing improvisational skills in problem solving within the context of contemporary partnering; especially in areas like weight sharing, changing supports, and leverage. Prerequisite for DANC 436: DANC 337. Prerequisite for DANC 437: DANC 436.	
DANC 440, DANC 441 Elective Studies in Jazz I, II	1-2 credits
A continuation of DANC 340, DANC 341. Prerequisite for DANC 440: DANC 341. Prerequisite for DANC 441: DANC 440. May be taken up to four times for credit.	
DANC 450, DANC 451 Elective Studies in Modern I, II	1-2 credits
A continuation of DANC 350, DANC 351 at the Junior Level. Prerequisite for DANC 450: DANC 351. Prerequisite for DANC 451: DANC 450. May be taken up to four times for credit.	
DANC 460, DANC 461 Elective Studies in Ballet I, II	1-2 credits
A continuation of DANC 360, DANC 361 at the Junior Level. Prerequisite for DANC 460: DANC 361. Prerequisite for DANC 461: DANC 460. May be taken up to four times for credit.	
DANC 470, DANC 471 Yoga V, VI	1 credit
More advanced asanas and variations are taught with an increased emphasis placed on "holding the posture." Breath retention is introduced into pranayama. Basic meditation skills are developed to aid in stress management and centering awareness. Prerequisite for DANC 470: DANC 371. Prerequisite for DANC 471: DANC 470.	
DANC 480 Entrepreneurship and the Arts	3 credits
An exploration of capacity-building, creative/entrepreneurial strategy, and the use of technology and communication strategy as applied to the arts and culture sector. Topics include relationships between art, artist and audience, marketing and branding, common business models and failing practices, assumptions that are suffocating the field, as well as gender-, race-, and class-disparities in the arts. Together we will uncover opportunities for artists, creatives, and future arts managers in current arts and culture ecosystems.	
DANC 194, DANC 294 Special Topics (CORE)	3 credits
DANC 295, DANC 395, DANC 495 Special Topics in Dance I, II, II	1-6 credits
DANC 296, DANC 396, DANC 496 Independent Study in Dance I, II, III	1-6-credits
Special Request Independent Study Fee: \$50 per credit.	

DIGITAL ARTS

DIGI 101 Fundamentals of Design for Animation

3 credits

The course examines the creation of modern day animation and visual effects and how these images, design paradigms, techniques were developed from historical imagery, painting and design. Students will develop the aesthetics knowledge and skills necessary to be a successful designer for digital visual arts and new media.

DIGI 102 Digital Design Tools and Techniques

3 credits

This course provides students with an overview of the tools used in Digital Media, using Adobe Production software (Illustrator, Flash, Photoshop, and After Effects) and Maya. Prerequisite: DIGI 101.

DIGI 201 Cinema Production for Animation and Visual Effects

3 credits

An introduction for animation students to the basic principles, practices, and fundamentals of cinema production. Students learn the fundamentals of single-camera production including the basic aesthetic and technical aspects of producing, directing, cinematography, and film editing. Students also learn the specific requirements of production needed for creating convincing visual effects and motion study for animation. This course is open to Animation and Visual Effects students only. Pre-requisite: DIGI 101.

DIGI 210 Fundamentals of Motion Graphics and Visual Effects

3 credits

This course provides a historical overview of the evolution of visual effects, as well as an introduction to the techniques of digital visual effects for film and video. Students will be introduced to the seminal film works leading to the state of the contemporary visual effects work. They will also learn the fundamental applications of visual effects developing storyboards and pre-visualizations and putting them into practice with class exercises. Prerequisite: DIGI 102.

DIGI 220 Fundamentals of Animation

3 credits

An introduction to general animation techniques, this course combines theoretical elements of film aesthetics with practical experience in animation filmmaking. Students are exposed to all types of animated film production through lectures, film presentations, studio work and outside assignments. Class projects include: drawn animation, cell animation, stop motion, clay animation, rotoscoping and experimental techniques. This course is a prerequisite for all intermedia and advanced animation courses. Prerequisite: DIGI 102.

DIGI 225 Sound for Animation and Visual Effects

3 credits

This course teaches the foundations of film sound approaches and techniques as it applies to animation and visual effects audio post-production. It introduces students to sound theory, signal flow concepts, sound design methods, and the equipment used in production and post-production sound. Hands-on exercises will explore strategies, workflow, as well as the fundamentals of post-production processes such as sound editing, dialogue, clean-up, Foley, ADR, and mixing.

DIGI 250 Animation and Visual Effects Project I

6 credits

In this workshop course, students will work in teams, developing a motion-graphics based project. Beginning with conceptualization, storyboard, and a pitch each production team will take the work through completion exploring animation, compositing, and visual effects techniques. Prerequisites: DIGI 210, DIGI 220

DIGI 310 Intermediate Visual Effects

3 credits

This course is designed for students choosing a concentration in visual effects. It covers compositing techniques, cinematography for visual effects, particle systems, and tracking techniques. Prerequisite: DIGI 250.

DIGI 320 Intermediate Animation

3 credits

This course is designed for students choosing a concentration in animation. It focuses on the introduction of 3D animation techniques, including 3D drafting/modeling, character creation and animation. Prerequisite: DIGI 250.

DIGI 330 Theory of Game Design

3 credits

In this hands-on workshop students learn techniques and approaches they can apply to understanding and designing games of any format - from board games to digital games to real world games. Students analyze existing games to understand how they work as interactive systems; create a number of non-digital games in order to master the basic design principles as well as work on a series of exercises that explore the social, technological, and creative possibilities of games. Prerequisite: DIGI 250.

DIGI 340 Concept Art**3 credits**

This course develops students' ability to create effective concept art used in the pre-production phase of live action films, animation and video games. Students create character designs, learn to create believable and atmospheric landscape buildings and interiors, as well as designing props and vehicles. Students work in both traditional and Digital media. Prerequisites: DIGI 220.

DIGI 345 Comics and Storyboarding**3 credits**

This course explores the art of cartooning and storyboarding. It introducing the components of sequential art, and explores visual narrative theories and techniques. Students focus on observational and interpretive drawing skills and apply them to visual storytelling. Students break down ideas and scenes sequentially to promote compelling narrative. Students will learn how characters are constructed and integrated into graphic composition, and use a hands-on approach to increase their knowledge of how these skills apply to comic book, animation and motion picture fields. They will develop the fundamental skills of design for time-based media beginning with basic conceptual scripting and storyboarding techniques and ending with the creation of an "animatics" prototype. The art of visual storytelling is explored from both abstract and representational points of view, with applications ranging from comic books to cinema and character animation. Prerequisites: DIGI 220.

DIGI 350 Animation and Visual Effects Project II**3 credits**

In this workshop course, students will work in teams, developing an animation or visual effects based narrative project. They will develop a script creating storyboards and pre-visualizations. Each production team will assume specific roles in completing the final project. Prerequisites: DIGI 310, DIGI 320.

DIGI 353 Illustrating for Electronic Media**3 credits**

In today's media consumption society, electronic graphics are the cornerstone of many films, most websites and television advertising. In the course, students will learn how to apply digital media, 3-D animation, visual effects and motion graphics in a variety of electronic media. This class will explore the avenues of electronic media and work on numerous course projects. Prerequisite: DIGI 250.

DIGI 354 Project in Stop Motion**3 credits**

This course provides a structure for learning the major principles of stop motion animation. Students will explore a range of techniques developing how to create puppets, armatures and sets for physical animation. Core visual skills such as sculpture, life drawing and materials development are integral to the course as well as the technical expertise execute stop motion projects. Students will work on a number of projects/ exercises throughout the semester. Prerequisite: DIGI 250.

DIGI 355 Designing for Commercial Media Platforms**3 credits**

This is a workshop course where students will learn the application of motion graphics, animation, and visual effects as they apply to media creation for commercial/industrial applications. In this class students will create spec ad spots, taking into account the particular concerns the advertising/commercial world such as branding, client relations, and multi-platform media campaigns. Prerequisite: DIGI 250.

DIGI 356 Classical Animation**3 credits**

Using classical 2-D technique, this course focuses on creating believable movement and expression in animated characters. Students explore the history of classical animation screening a wide range of commercial and experimental works. Students create short projects exploring various classical principles that can make any modern form of animation convincing. This course will also develop the student's ability to rough, block and animate 2-D shots in sequence. Prerequisite: DIGI 220.

DIGI 365 Web Media Development**3 credits**

The course explores the avenues of developing content for the web and confers beginning to intermediate web site design concepts including: Flash, HTML, CSS, FTP, interface design, graphics optimization, typography and animation. Concepts in resolution, independent design, and web site usability are also covered. Prerequisite: DIGI 250.

DIGI 370 The Digital Arts Professional**3 credits**

In this course, students will take the time to develop a demo reel commonly, taking content developed during the program and packaging it. Students' work will be reviewed to assess strengths and weaknesses. Students will also develop their resumes and interview skills as well as develop methods to locate and secure employment in a given media field. Digital arts professionals will also come in and speak on the nature of employment across numerous industries. Prerequisite: DIGI 350.

- DIGI 410 Advanced Visual Effects** **3 credits**
 In this course, students will learn advanced 3D visual effect/motion graphic techniques including advanced compositing techniques, rotoscoping, advanced motion tracking, matte paintings, digital set extensions. Prerequisite: DIGI 310 or DIGI 320.
- DIGI 420 Advanced Computer Animation** **3 credits**
 In this course, students will learn advanced 3D animation techniques including 3D environments, 3D lighting, 3D textures and advanced character development. Prerequisite: DIGI 310 or DIGI 320.
- DIGI 430 Motion Graphics and Character Animation** **3 credits**
 This course is a continuation of Fundamentals of Motion Graphics and Visual Effects. It covers further understanding of motion graphics animation and design techniques and principles, compositing, 2D character animation, and introduction of 3D animation related to the field of motion graphics. Prerequisite: DIGI 210.
- DIGI 450 Senior Thesis** **3 credits**
 In this course, students will start and complete their thesis project based upon their area of concentration. Collaboration, preapproved by the advising instructor, is encouraged. The project will be an animated, motion-graphic or visual effect based work that synthesizes the techniques learned in the first three years of the program. The final work will demonstrate a high level of proficiency in their area of concentration as well as an understanding of all of the processes of creating professional digital media work. Prerequisite: DIGI 310 or DIGI 320.
- DIGI 451 Senior Thesis – Part I** **3 credits**
 In this course, students will begin their thesis project based upon their area of concentration. Collaboration, preapproved by the advising instructor, is encouraged. The project will be an animated, motion-graphic or visual effect based work that synthesizes the techniques learned in the first three years of the program. This first phase of the thesis project involves the conceptualization and pre-visualization of the work as well as the initial stages of production. Prerequisite: DIGI 310 or DIGI 320.
- DIGI 452 Senior Thesis – Part II** **3 credits**
 This course is a continuation of DIGI 451. Students continue in the production of their thesis project through completion. The final work will demonstrate a high level of proficiency in their area of concentration as well as an understanding of all of the processes of creating professional digital media work. Prerequisite: DIGI 451.
- DIGI 460 Animation and Visual Effects Capstone** **3 credits**
 This Capstone course is designed to demonstrate a student's accumulated knowledge and training of the learning objectives in the Animation and Visual Effects Program. Students will analyze films, sequences, breakdowns, and other works in Animation and Visual Effects production that focus on post-graduation interests. Students will also finalize their individual professional portfolios, which include a resume, cover letter, demo reel, and web presence. Prerequisite: Senior Standing.
- DIG 194, DIGI 294 Special Topics (CORE)** **3 credits**
- DIGI 495 Special Topics in Digital Arts** **1-6 credits**
- DIGI 498 Internship** **3 credits**
 Internships are intended to be substantive learning experiences that help to prepare the student for his/her professional career. Internship assignments must have written approval of both the student's advisor and the department chair. Prerequisite: students are eligible for an internship after completion of their sophomore year.
- DIGI 499 Independent Study** **1-6 credits**
 An independent study provides students with the opportunity to enrich the learning experience by allowing them to focus their attention on a particular area in their field of study. Students can request an independent study of one to six credits if a comparable course is not available on campus or through another institution of higher education. Prerequisites: a junior or senior class standing and a 3.0 Q.P.A. are required to register for an independent study.

FILM AND VIDEO

- FILM 103 American Film History** **3 credits**

Development of American cinema from the early silent films of Thomas Edison to the work of contemporary directors such as Scorsese and Coppola. Important American films from each decade in film history are studied.

FILM 104 International Film History 3 credits

The birth, development and evolution of the foreign film including technical and stylistic advances in the German and French silent cinema, Italian neo-realism and the auteur theory.

FILM 107 Elements of Film 3 credits

A general survey of cinema that emphasizes film appreciation and the problems of viewing and understanding motion pictures. Students are encouraged to develop techniques of critical observation and thought. Prerequisite: Sophomore Standing.

FILM 108 Motion Picture Fundamentals 3 credits

This hands-on course introduces students to key photographic concepts and the basics of shooting and editing film and digital video. Students work with super-8 motion picture cameras while making short films, 35 mm still cameras while studying photographic exposure and composition, and mini-dv cameras as they create short video projects. (Those unfamiliar with Macs may opt to take "Introduction to Digital" prior to or concurrent with this course.) All editing is done using Final Cut Express. Students pay for a limited amount of film and processing for their own projects.

FILM 110 Introduction to Film Theory and Criticism 3 credits

Cultivates an understanding of film language. Specific filmmakers and theorists are studied in some depth. The emphasis is on reading and critical writing as well as on the films themselves.

FILM 111 Black and White Photography I 3 credits

In this production class, students will learn the basic functions of their camera, processing and custom printing in the lab. Through a variety of shooting assignments, students will understand formal composition and the aesthetics of photography as a fine art. Dual listed as PHT 111.

FILM 112 Introduction to Digital 3 credits

Introduces the student to the desktop Macintosh computer. Students are acquainted with the Mac Operating System, then will survey the most popular applications for manipulating photographic images, combining text with images, and simple video and audio editing on a personal computer. Students will integrate readings, lecture and in-class lab sessions to aid them in completing their own creative projects in each application. Fee: \$60.

FILM 116 Video Production I 3 credits

In this hands-on course students acquire the skills required to design, shoot and edit video. Emphasis is placed on visual and aural expression through technical mastery of the video medium. Topics include digital camera operation, lighting, audio recording, scripting, non-linear editing, special effects and audio mixing. All necessary equipment is provided but students must apply videotape. Prerequisite: FILM 108.

FILM 202 Introduction to Web Design 3 credits

Provides a solid, broad-based foundation for Web page and site design. Includes issues of interface functionality and user-friendliness with literate, visual communication. Designed to develop an interface framework with clear navigation through ideas, images and text. Begins with an historical and technical backdrop to the Internet and the World Wide Web, then continues with an introduction to the basics of HTML; image compression; using browser-safe color, and producing web pages with WYSIWYG editor. Students produce individual web pages and a site for final project. Prerequisite: FILM 112.

FILM 203 National Cinemas 3 credits

The development of film in specific countries during selected decades from the standpoints of art, social background and politico-economic factors. Prerequisite: Sophomore Standing.

FILM 204 Animation Basics 3 credits

A comprehensive workshop in single frame filmmaking designed for the beginner in animation. Students work on individual projects using techniques such as drawing, clay, collage and time lapse. Drawing skills are not mandatory to succeed in this class. Prerequisite or co-requisite: FILM 101.

FILM 208 Film Production I 3 credits

This course is designed to develop proficiency in the standard procedures of filmmaking and the use of equipment. Students participate in shooting two 16mm films, editing and building soundtracks. Basic aspects of cinematography, lighting, sound and editing are covered, including the use of 16mm cameras, sound equipment and digital editing software (Final cut Pro). All equipment is provided, but students pay for their own film and lab expenses. Prerequisite: FILM 108.

FILM 211 Black and White Photography II **3 credits**

This course covers a variety of advanced issues such as content and form, lighting, medium format camera, infrared film and archival printing techniques. Designed to teach students how to visually articulate their ideas. Prerequisite: FILM 111 or PHOT 204. Dual listed as PHT 211.

FILM 215 Experimental Film/Video Art **3 credits**

Experimental films and videotapes made in the United States since 1960 are considered as they relate to other contemporary art forms such as painting, sculpture and performance. Abstract and animated works as well as innovative forms of narrative art are studied. Prerequisite: FILM 107 or FILM 110.

FILM 216 Video Production II **3 credits**

Students explore video language while producing a more ambitious work through improved technical skills, including digital modes of post-production. It integrates hands-on demonstrations, lectures, exercises, projects and critiques. Students use digital video cameras along with Final cut Pro to produce a final project. All necessary equipment is provided but students must supply videotape. Prerequisite: FILM 225, FILM 228, FILM 233, FILM 234, FILM 235, FILM 302 or FILM 335.

FILM 225 Technical Directing **3 credits**

Addresses the basic problems of designing and directing scenes for motion pictures. Some of the problems discussed are the relationship of film to reality, the meaning of cinematic techniques, continuity, shot selection, cut selection and visualization techniques. Prerequisite: FILM 102.

FILM 228 Introduction to Screenwriting **3 credits**

Introduces students to motion picture and television writing. Issues discussed include the difference between screenwriting and writing for the print media, story structure and pacing, character development and writing dialogue. Prerequisite: Sophomore Standing.

FILM 230 Writing and Producing the Short Script **3 credits**

This course is designed to take students through the process of writing and planning a short film. Students will produce a film treatment and multiple drafts of a script for a film, as well as work through critical phase of pre-production such as budgeting, creating a shooting script, storyboarding, casting, securing locations and acquiring necessary permissions and clearances. Students are expected to participate in critiquing and responding to the written work of others in the class. Prerequisite: FILM 228.

FILM 232 Crew Production Workshop I **3 credits**

Students assume the roles of director, cinematographer, editor, sound person and production manager in the production of collaborative group projects. Students wishing to have their original screenplays produced must submit them for consideration by the second week of class. Prerequisite: FILM 102.

FILM 233 Cinematography **3 credits**

Examines the tools and technology of the film camera person. Lenses, meters, emulsions, sensitometry, light sources, color and printing are among the topics covered. The format is primarily lecture but also includes production exercises done in class. Prerequisite: FILM 102.

FILM 234 Lighting for Film and Video **3 credits**

Examines the tools and techniques of lighting for film and video. Classroom time includes lecture but is primarily devoted to hands-on lighting and shooting exercises. The differences between film and video lighting are addressed. Prerequisite: FILM 102.

FILM 235 Sound for Film and Video **3 credits**

This is an historical, technical and aesthetic overview that begins with the basic principles of sound and examines the problems of converting sound to an electrical analogy, processing it and storing it magnetically. A working knowledge of 16mm production and film handling is recommended. Prerequisite: FILM 102.

FILM 236 Electronic Cinematography**3 credits**

This course will cover advanced video technology and professional techniques of videography. Emphasis will be placed on image quality, broadcast specifications, and double-system audio recording. Professional-quality video cameras will be covered. Though students will be asked to shoot video in class, this is not a production course. Prerequisite: FILM 208.

FILM 241 Acting for the Camera**3 credits**

Designed for actors wishing to improve their craft and film and television directors who would like to work more effectively with actors. The differences between stage and screen acting are addressed. Each class includes practical experience in working in front of the camera.

FILM 298 Internship in Film, Video or Photography**3-6 credits**

Working in consultation with a faculty member, advanced students wishing to pursue careers in film, video or photography have the opportunity to work with independent media, artists, film, video, audio or television production companies, or to work with art directors, gallery curators, photographers and printers while earning college credit. This program is designed to give students valuable experience in their chosen field of study outside of the college/classroom environment. Before registering, interested students should contact the Pittsburgh Filmmakers Internship Coordinator.

FILM 299 Independent Study in Film, Video or Photography**3 credits**

Students may elect to study film, video or photography on an independent basis by: 1) securing the permission of the instructor with whom the student wishes to study; 2) writing a proposal for the independent study; 3) discussing your proposal with your instructor and finalizing it by completing an Independent Study Contract. Special Request Independent Study Fee: \$40 per credit.

FILM 302 Digital Non-linear Editing**3 credits**

Students are introduced to the Avid non-linear editing system. Following a basic introduction, students explore the ways in which the Avid Media Composer 900 enhances traditional editing techniques. Concepts include various possible edits (splice, splice sync and overwrite) Word Plot sound techniques, transitions and filter effects, layering video, paths editors and titling techniques. Final project consists of a short piece ready to transfer to videotape. Prerequisite: FILM 212.

FILM 307 Script Development**3 credits**

Designed for students who have a basic knowledge of screenwriting principles and wish to develop an original idea into a full treatment. Weekly discussions and assignments focus on creating the plot, sub plots, character biographies and back story for a feature-length film script. Other elements covered extensively are the scene, sequences and story setting. Students are required to complete 30-40 pages of treatment. Prerequisite: FILM 228.

FILM 308 Film Production I**3 credits**

In this advanced 16mm filmmaking class students make individual films with the instructor's approval and close supervision. Each student writes a treatment, script and budget for a single 16mm film. A fully edited film with edited soundtracks (voice, music, sound effects, etc.) must be completed by the end of the term. All projects are shot on film but students have the option to edit using traditional film editing methods or in a digital format first class. Extensive outside work is necessary. All equipment is provided, but students pay for their own film and lab expenses. Prerequisite: FILM 208 and one of the following: FILM 225, FILM 228, FILM 233, FILM 234, FILM 235, FILM 302 or FILM 335.

FILM 312 Color Photography I**3 credits**

Designed to teach students how to visually articulate their ideas in a color portfolio. Assignments and lectures emphasize the effects of natural light and mixed light sources on color film. Prerequisite: FILM 211 or PHT 211.

FILM 328 Script Analysis**3 credits**

Teaches the techniques necessary to break down a complex screenplay into its structured elements to examine plot development, characterization, theme and subplots. Students will analyze a number of scripts, focusing each week on a different element of narrative development. Final project: an in-depth written analysis of a script and film highlighting all major areas of the narrative. Prerequisite: FILM 228.

FILM 329 Advanced Screenplay Workshop**3 credits**

This course will focus on writing the first draft of a feature-length script. Students who wish to take this class must bring a detailed treatment for the screenplay they intend to write to the first class. Prerequisite: FILM 307.

FILM 332 Crew Production Workshop II**3 credits**

A continuation of FILM 232. Prerequisite: FILM 232.

- FILM 334 Producing for Film and Video** **3 credits**
 Students are familiarized with the skills required to produce commercials, industrials, documentaries and drama in a wide range of working situations. Issues including fund raising, applying for grants, production planning, copyrights and legal issues are covered. Prerequisite: FILM 102.
- FILM 335 Directing Actors** **3 credits**
 Explores the ways in which directors communicate with actors to translate vision into playable action on the screen. Class sessions provide precise examples and practical experience through a combination of lecture, exercises, screening and taping. Topics include script analysis, casting and rehearsal. Also covers how to judge/direct a good performance. Prerequisite: FILM 225.
- FILM 341 Acting for the Camera, Advanced Techniques** **3 credits**
 This course explores some of the special problems/challenges facing motion picture and television actors. Designed for actors and others serious about developing their skills in front of the camera. Concentrates primarily on dramatic acting. Classes include lecture, videotaped examples of performances, discussion and analysis. Prerequisite: FILM 241.
- FILM 408 Film Thesis I** **3 credits**
 This course allows students to develop their advanced filmmaking skills. Students create one 16mm film over the course of one academic year (two semesters). In some cases, students may work in a digital format, rather than a film format. During the first semester students prepare scripts, budgets and complete all of the preproduction for their project. Beyond writing and planning, the student is responsible for doing all principal photography and syncing and assembling all material by the last class. Students should bring a first draft of a script to the first class. All equipment is provided but the students pay for their own film and laboratory expenses. Prerequisite: FILM 308, 233, 216 and 236 (all four must be taken first).
- FILM 409 Film Thesis II** **3 credits**
 This course is a continuation of Film Thesis I. Students edit and do all post-production for the film that was shot during Thesis I. In order to complete this course the student must have an Answer Print of the film, or an exhibition-quality digital video master, and show a copy in an approved Pittsburgh Filmmakers Thesis Screening. Prerequisite: FILM 408.
- FILM 194, FILM 294 Special Topics (CORE)** **3 credits**
- FILM 295, FILM 395, FILM 495
 Special Topics in Film Production I, II, III** **1-6 credits**

FINE ARTS

- ART 100 Introduction to the Visual Arts** **3 credits**
 An introduction to the visual arts from both an analytical and historical perspective. Representational and abstract organizations are discussed. The historical perspective is presented in a brief chronological survey of painting, sculpture, and architecture in Western art from ancient Greece and Rome to the present day. Students will have experiences both inside and outside the classroom, including lectures, art demonstrations, hands-on activities, and possible conversations with specialists when available.
- ART 210 Introduction to Architecture** **3 credits**
 Survey of the architecture of the Ancient, Medieval, Renaissance, Baroque and Modern periods. All major styles are covered. Architecture is presented within the context of determinants such as geographical, cultural and historical factors. Terms, significant architects and representative works are highlighted. Prerequisite: ART 100.
- ART 212 Graphic Design** **3 credits**
 A studio course with some lecture; no art background necessary. Relationship of basic design principles to graphic art problems in projects involving such concepts as the use of positive and negative space, unity, balance and emphasis. Projects involve design with typography, body copy, photography, illustration and graphic elements in mass-media communication.
- ART 213 Introduction to Drawing** **3 credits**
 An introductory studio course dealing with basic drawing issues and problems. Fundamental exercises geared to the novice include contour, gesture, structural, and value studies, as well as an emphasis on figure drawing with the live model.

- ART 214 Concepts in Rendering** **3 credits**
 The concepts in rendering as related to theatre design projects with particular emphasis on creative techniques that enlarge artistic vision. Projects include collage, multi-media, basic sketching for scenic design and color values. Open to Technical Theatre/Design majors with permission. Other University majors may ask permission to enroll.
- ART 301 Ancient Art** **3 credits**
 Survey of the art and architecture of ancient Egypt, Greece, Rome and the Islamic world. Emphasis on the cultural and historical developments which made possible the flourishing of creativity in the arts of these civilizations. Includes a variety of media, but stresses architectural developments, especially those of Greece and Rome. Prerequisite: ART 100.
- ART 302 Medieval Art** **3 credits**
 Survey of the art and architecture of the Medieval period in Europe from the fourth through the fourteenth century. All major periods and styles covered. Architecture is stressed, but emphasis is also placed on painting, sculpture, mosaics, ivory carving, manuscript illumination and stained glass. Prerequisite: ART 100.
- ART 304 Renaissance and Baroque Art** **3 credits**
 Survey of the art and architecture of Italy and Northern Europe from the end of the Middle Ages, or the late Gothic period, to about 1775. Major styles of the Renaissance and Baroque periods are covered. Prerequisite: ART 100.
- ART 305 Modern Art** **3 credits**
 Survey of the painting, sculpture and architecture of Europe and America from about 1775 to the present. Dominant movements and themes of the Modern period are presented. The twentieth century is discussed with regard to new attitudes toward the nature, functions and materials of art and architecture. Prerequisite: ART 100.
- ART 306 American Art** **3 credits**
 Survey of American painting, sculpture and architecture from the seventeenth century Colonial period to 1900, presented in relation to a changing cultural, social and philosophical background. Architecture in a variety of styles and developments. Emphasizes nineteenth as the first great indigenous style in American art. Prerequisite: ART 100.
- ART 313 Advanced Drawing** **3 credits**
 An advanced studio course designed to explore and expand upon previously learned skills such as gesture, value studies, and the figure. Slide lectures, critiques, field trips, as well as specific advanced exercises designed to heighten investigation in seeing. Prerequisite: ART 213.
- ART 320 Figure Drawing** **3 credits**
 This course introduces the fundamental principles of drawing the human form. Students study systems of measurement, learn the importance of gesture as a framework for proportion and movement and model structure with light and tone. Human muscular and skeletal anatomy is studied in order to create convincing drawing from observation and invention.
- ART 194, ART 294 Special Topics (CORE)** **3 credits**
- ART 295, ART 395, ART 495 Special Topics in Fine Arts I, II, III** **1-6 credits**
- ART 296, ART 396, ART 496 Independent Study in Fine Arts I, II, III** **1-6 credits**
 Special Request Independent Study Fee: \$50 per credit.

JAZZ

- JAZ 101 Supplemental Jazz I – B.A., Non-Concentration** **1-2 credits**
 Introductory Jazz. Develops a basic understanding of jazz dance techniques; styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, placement and coordination. Prerequisite: BA dance major, non-Jazz concentration.
- JAZ 102 Supplemental Jazz II** **1-2 credits**
 Develops a basic understanding of jazz dance techniques on a low to intermediate level. Styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, placement and coordination. Prerequisites: JAZ 101.
- JAZ 111 Jazz I** **3 credits**

Introductory Jazz. Develops a basic understanding of jazz dance techniques; styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, placement and coordination. Prerequisite: Freshmen dance major; audition.

- JAZ 121 Jazz II 3 credits**
Introductory Jazz. Develops a basic understanding of jazz dance techniques; styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, placement and coordination. Prerequisite: Freshmen dance major; audition.
- JAZ 201 Supplemental Jazz III 1-2 credits**
Additional studies in Jazz. Prerequisite: JAZ 121 or Instructor Placement.
- JAZ 202 Supplemental Jazz IV 1-2 credits**
Additional studies in Jazz. Prerequisite: JAZ 201 or Instructor Placement.
- JAZ 211 Jazz III 3 credits**
This course continues the study of JAZ 121 on an intermediate level. More emphasis is placed on kinetic and spatial awareness, coordination, phrasing and stylistic versatility. Prerequisite: JAZ 121, or permission of instructor.
- JAZ 221 Jazz III 3 credits**
This course continues the study of JAZ 211 on an intermediate level. More emphasis is placed on kinetic and spatial awareness, coordination, phrasing and stylistic versatility. Prerequisite: JAZ 211, or permission of instructor.
- JAZ 301 Supplemental Jazz V 1-2 credits**
Additional studies in Jazz. Prerequisite: JAZ 202 or Instructor Placement.
- JAZ 302 Supplemental Jazz VI 1-2 credits**
Additional studies in Jazz. Prerequisite: JAZ 301 or Instructor Placement.
- JAZ 311 Jazz V 3 credits**
A continuation of JAZ 221, this course further develops a sense of personal style and solid technique on an intermediate to advanced level. Individual creativity is encouraged. Prerequisite: JAZ 221.
- JAZ 321 Jazz VI 3 credits**
A continuation of JAZ 311, this course further develops a sense of personal style and solid technique on an intermediate to advanced level. Individual creativity is encouraged. Prerequisite: JAZ 311.
- JAZ 401 Supplemental Jazz VII 1-2 credits**
Additional studies in Jazz. Prerequisite: JAZ 302 or Instructor Placement.
- JAZ 402 Supplemental Jazz VIII 1-2 credits**
Additional studies in Jazz. Prerequisite: JAZ 401 or Instructor Placement.
- JAZ 411 Jazz VII 3 credits**
A continuation of DANC 321, this course is an advanced study of jazz dance techniques. Technical accomplishment, clarity, phrasing, musicality, personal style and presentation are all emphasized. Prerequisite: JAZ 321.
- JAZ 421 Jazz VIII 3 credits**
A continuation of DANC 411, this course is highest level study of jazz dance techniques. Technical accomplishment, clarity, phrasing, musicality, personal style and presentation are all emphasized. Prerequisite: JAZ 411.
- JAZ 194, JAZ 294 Special Topics (CORE) 3 credits**

MODERN

- MOD 101 Supplemental Modern I 1-2 credits**

This course provides fundamental instruction in Modern Dance Technique. Students will learn how to put into action a wide range of movement concepts and skills. Instruction provides methods for improving movement organization, efficient and effective strength and stamina building, with a strong emphasis on developing performance skills. Prerequisites: B.A. Dance Major, Not Modern Concentration.

MOD 102 Supplemental Modern II

1-2 credits

This course is a continuation of MOD 101 and provides level II, instruction in modern dance. Principles learned in term I will be reinforced and students will learn how to adapt them to a wider range of movement. Prerequisites: MOD 101.

MOD 111 Modern I

3 credits

This course provides fundamental instruction in Modern Dance Technique. Students will learn how to put into action a wide range of movement concepts and skills. Instruction provides methods for improving movement organization, efficient and effective strength and stamina building, with a strong emphasis on developing performance skills. Prerequisite: Freshmen dance major; audition.

MOD 121 Modern II

3 credits

This course is a continuation of MOD 111 and provides level II, instruction in modern dance. Principles learned in term I will be reinforced and students will learn how to adapt them to a wider range of movement. Prerequisite: MOD 111.

MOD 171 Pas de Deux I

1 credit

These courses introduce the basic technique required to perform classical partnering. Various styles, supported pirouettes, promenades and lifts will be included. Prerequisite: Audition.

MOD 201 Supplemental Modern III

1-2 credits

This course continues the study of elementary, level 3, instruction in technical principles and creative aspects inherent to modern dance and contemporary modern dance technique. Prerequisite: MOD 132 or Instructor Placement.

MOD 202 Supplemental Modern IV

1-2 credits

This course continues the study of elementary, level 4, instruction in technical principles and creative aspects inherent to modern dance and contemporary modern dance technique. Prerequisite: MOD 201 or Instructor Placement.

MOD 211 Modern III

3 credits

This course is a continuation of MOD 121 focusing on skills that develop spatial awareness, dynamic play, movement organization and strength. Musicality and functional alignment are stressed. Performance skills are introduced. Prerequisite: MOD 121 with a final grade of "C" or better.

MOD 221 Modern IV

3 credits

This course is a continuation of MOD 211 focusing on skills that develop spatial awareness, dynamic play, movement organization and strength. Musicality and functional alignment are stressed. Performance skills are introduced. Prerequisite: MOD 211 with a grade of "C" or better.

MOD 291 Modern Dance Repertory I

1 credit

This course offers intermediate students experience in learning modern dance and contemporary modern dance repertory. Instruction includes learning select choreographic material. A wide range of styles and creative approaches will provide students with a diverse palette of choreography that challenges students' range of adaptability. Students will learn about each choreographer's background, historic context, scope of work, and aesthetic development. Emphasis is placed on the role a dancer must play to actualize each selected choreographer's vision and concept. Prerequisites: MOD 121.

MOD 301 Supplemental Modern V

1-2 credits

Additional studies in Modern. Prerequisite: MOD 202 or Instructor Placement.

MOD 302 Supplemental Modern VI

1-2 credits

Additional studies in Modern, as continuation of MOD 301. Prerequisite: MOD 301 or Instructor Placement.

MOD 311 Modern V

3 credits

This course is a continuation of MOD 221 providing skills that develop articulation and dynamic play as related to movement phrasing. Strength, stamina, and quick response to aural and rhythmic variables are refined. Performance skills are further developed. Prerequisite: MOD 221 with a grade of “C” or better.

MOD 321 Modern VI 3 credits

This course is a continuation of MOD 311 providing skills that develop articulation and dynamic play as related to movement phrasing. Strength, stamina, and quick response to aural and rhythmic variables are refined. Performance skills are further developed. Prerequisite: MOD 221.

MOD 401 Supplemental Modern VII 1-2 credits

Additional studies in Modern. Prerequisite: MOD 302 or Instructor Placement.

MOD 402 Supplemental Modern VIII 1-2 credits

Additional studies in Modern, as continuation of MOD 401. Prerequisite: MOD 401 or Instructor Placement.

MOD 411 Modern VII 3 credits

This course is a continuation of MOD 321. Class material provides students with a strong aesthetic focus, and fine-tunes personal artistry with regard to technical and performance execution. Students learn to work innovatively with technical terminology in order to execute a wide range of advanced and diverse movement motifs. Prerequisite: MOD 321 with a final grade of “C” or better.

MOD 421 Modern VIII 3 credits

This course is a continuation of MOD 411. Class material provides students with a strong aesthetic focus, and fine-tunes personal artistry with regard to technical and performance execution. Students learn to work innovatively with technical terminology in order to execute a wide range of advanced and diverse movement motifs. Prerequisite: MOD 411 with a final grade of “C” or better.

MUSIC

MUS 101 Music Appreciation 3 credits

Selected compositions to develop an appreciation of music through guided musical experiences, biographical materials and critical comments on composers and modes. Listening experience is provided. Attendance at professional musical performances is required.

MUS 106 Piano Class 1 credit

Music fundamentals and basic theory through keyboard techniques, sight reading and eurhythmics utilizing beginning materials. Recommended for anyone interested in learning to play the piano from the beginning level or refreshing beginning skills. Open to all university students. Strongly recommended for Education and Dance majors.

MUS 111, MUS 112 Private Voice I, II 1 credit

Techniques and principles of vocal performance within a private, one-to-one context. Materials may be selected from the classical, musical theatre or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisites: MUS 203, MUS 204, THEA 113, MUS 295 or audition. Specialized Instructional Fee: \$560.00.

MUS 113, MUS 114 Private Piano I, II 1 credit

Techniques and principles of piano performance within a private, one-to-one context. Materials focus on piano literature, technique and sight reading skills chosen according to student level. Includes studio and jury evaluations. Prerequisite: MUS 106, or THEA 122, or MUS 123, or audition. Specialized Instructional Fee: \$560.00.

MUS 123 Music Theory/Piano/Sightsinging Part I 2 credits

An introduction to music theory through written and aural demonstration, keyboard skills, and sight-singing with particular attention to those skills necessary for musical theatre.

MUS 124 Music Theory/Piano/Sightsinging Part II 2 credits

A continuation of music theory studies through written and aural demonstration, keyboard skills, and sight-singing with particular attention to those skills necessary for musical theatre. Opportunities for private piano study are available upon course completion. Prerequisites: MUS 123.

MUS 201 Point Park University Singers**1 credit**

The course may be taken up to four times for credit. The University Singers is open to all majors. A variety of music (classical, pop, jazz, gospel). culminates in a performance each term. Prerequisite: Audition or interview (may be taken for zero credit)

MUS 203 Voice Class I**2 credits**

An examination of the processes of singing and speaking in the classroom and other performance/interaction situations. A variety of exercises and materials at both group and individual levels to improve performance/communication skills. Open to all university students. Strongly recommended for Dance majors. NOTE: Each individual student will work at his or her individual level.

MUS 204 Voice Class II**2 credits**

Continuing guidance in vocal production on an individual and class basis. Students have an opportunity to receive instruction in the vocal techniques of focus, articulation, pitch, support and performance. A variety of exercises and literature. Students are evaluated on progress in technique as well as development. Strongly recommended for Dance majors. NOTE: Each individual student will work at his or her individual level. Prerequisite: MUS 203/295 or by permission of instructor.

MUS 205 Solfège**3 credits**

A basic approach to music theory through materials of sight singing, aural training and rhythmic dictation. Students are expected to improve skills in analyzing and singing materials at sight. Offered as preparation for further work in music theory. Prerequisites: THEA 123 and THEA 135, OR instructor's permission.

MUS 206 Music Theory**3 credits**

Foundations of music fundamentals, analysis of harmonic materials and aural exercises. Opportunities to analyze, criticize and develop original materials. Prerequisites: THEA 123 and THEA 135, or Instructor's Permission.

MUS 211, MUS 212 Private Voice III, IV**1 credit**

Continuation of MUS 111. Techniques and principles of vocal performance within a private, on-to-one context. Materials may be selected from the classical, musical theatre, or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisites: MUS 111, MUS 112. Specialized Instructional Fee: \$560.00.

MUS 213, MUS 214 Private Piano III, IV**1 credit**

Continuation of MUS 114. Prerequisite: MUS 114. Specialized Instructional Fee: \$560.00.

MUS 220 Musicianship**2 credits**

A participatory exploration and integration of basic music techniques through a variety of material and styles. Activities may include aural skills, theory fundamentals, introductory song analysis, and ensemble experiences. Opportunities for original composition or other creative work as semester project. Prerequisites: By Permission.

MUS 223 Ensemble Singing I**2 credits**

Development of skills necessary for ensemble singing through sight-singing, score analysis and vocal techniques. The course will focus on pre-1970's musical theatre repertoire. Prerequisites: Sophomore standing in Musical Theatre program and minimum C average in MUS123, MUS124 and THEA137.

MUS 224 Ensemble Singing II**2 credits**

Continuation of MUS 223, with further development of skills necessary for ensemble singing through sight-singing, score analysis and vocal techniques. The course will focus on contemporary musical theatre repertoire. Prerequisites: MUS 223.

MUS 311, MUS 312 Private Voice V, VI**1 credit**

Continuation of MUS 211, MUS 212. Techniques and principles of vocal performance within a private, one-to-one context. Materials may be selected from the classical, musical theatre, or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisite: MUS 111, MUS 212, MUS 211, MUS 212. Specialized Instructional Fee: \$560.00.

MUS 313, MUS 314 Private Piano V, VI**1 credit**

Continuation of MUS 214. Prerequisite: MUS 214. Specialized Instructional Fee: \$560.00.

MUS 411, MUS 412 Private Voice VII, VIII **1 credit**
Continuation of MUS 311, MUS 312. Techniques and principles of vocal performance within a private, one-to-one context. Materials may be selected from the classical, musical theatre, or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisite: MUS 111, MUS 212, MUS 211, MUS 212, MUS 311, MUS 312. Specialized Instructional Fee: \$560.00.

MUS 413, MUS 414 Private Piano VII, VIII **1 credit**
Continuation of MUS 314. Prerequisite: MUS 314. Specialized Instructional Fee: \$560.00.

MUS 194, MUS 294 Special Topics (CORE) **3 credits**

MUS 295, MUS 395, MUS 495 Special Topics in Music I, II, III **1-6 credits**

MUS 296, MUS 396, MUS 496 Independent Study in Music I, II, III **1-6 credits**
Special Request Independent Study Fee: \$50 per credit.

PRODUCTION

PROD 100, PROD 101 Tech Practicum I/II
PROD 100-Fall; PROD 101-Spring **2 credits**
Freshmen are assigned to crews as an introduction to general production techniques and procedures. Prerequisites: PROD 100 is acceptance into the program; PROD 101 is PROD 100.

PROD 104, PROD 105 Stage Management Practicum I/II
PROD 104-Fall; PROD 105-Spring **2 credits**
Freshmen are assigned to crews as an introduction to general production techniques and procedures. Prerequisites: PROD 104 is acceptance into the Program; PROD 105 is PROD 104.

PROD 113 Stage Operations **2 credits**
An introduction to the technical aspects and operation of the stage. This includes types of venues, organizational structures, and backstage operations. The focus of skills learned in this class will be how to run a show, rigging, basic trouble shooting and repair in the areas of scenery, scenic art, lighting, sound, and wardrobe. Prerequisites: Acceptance into the Program.

PROD 124 Fundamentals of Design and Drawing **3 credits**
Fundamentals of Design and Drawing covers the underlying elements and principles to visual creation. The class fosters a multidisciplinary design experience, which ultimately aids the collaboration and communication of theater artists. Prerequisites: Acceptance into the Program.

PROD 126 Costume Construction **2 credits**
Covers basic sewing techniques, both hand and machine sewing, basic construction methods, measuring an actor and how to use a commercial pattern. A completed garment is constructed during the course. Prerequisites: Acceptance into the Program.

PROD 132 Stage Management I **3 credits**
An introductory course in the techniques and practice of stage management, including the organization and preparation of a production book from beginning rehearsals through the closing of a production. This class will investigate the relationship between the stage manager and the artistic, administrative, and production staffs and how to work collaboratively with these staffs. Additional topics include working with the director and actor, stress management, time management and performance maintenance. Prerequisites: Acceptance into the Program.

PROD 140 Theatre Safety **2 credits**
A study of theatre safety and occupational health. The course covers fire prevention, chemical safety, risk assessment, emergency procedures, code requirements, and CPR/First aid. Prerequisites: Acceptance into the Program.

PROD 142 Drafting and CAD **3 credits**
An introduction to the proper material, methods, and techniques for communicating settings, properties and working drawings through technical drafting. The course will combine the skills of hand drafting and computer aided drafting

software to teach the reading and creation of professional quality plates. Designed for beginning students in technical theatre. Prerequisites: Acceptance into the Program.

PROD 145 Script Analysis

2 credits

An introduction to dramatic text analysis using a variety of techniques. Designed for technical, design and stage management majors. Scripts will be analyzed and related back to the student's specific area of study. Prerequisites: Acceptance into the Program.

PROD 200, PROD 201 Tech Practicum III/IV

PROD 200-Fall; PROD 201-Spring

2 credits

Intermediate level production assignments for theatre production students on work produced by The Pittsburgh Playhouse. Assignments are awarded at the discretion of the Theatre Production Unit. Prerequisites: PROD 200 is PROD 101; PROD 201 is PROD 200.

PROD 204, PROD 205 Stage Management Practicum III/IV

PROD 204-Fall; PROD 205-Spring

2 credits

Intermediate level production Assignments for the Stage Management Student. Assignments are awarded at the discretion of the Theatre Production Unit. Prerequisites: PROD 204 is PROD 105; PROD 205 is PROD 204.

PROD 212 Computer Applications for Managers

3 credits

Basic to advanced use of general managerial software that is commonly used in entertainment. Emphasis is given to special techniques and efficient use of word processors, spreadsheets, databases, etc. Prerequisites: CMPS 110.

PROD 213 Carpentry for the Theatre

2 credits

Discussion of common construction methods used in theatre and practical application of techniques in woodworking. Prerequisites: Acceptance into the program.

PROD 222 Computer Applications for Designers

3 credits

Basic to advanced use of general design software including Adobe Photoshop and Adobe Muse. Emphasis is given to image import, manipulation and composition. The course aims to enable the student to create visual supported presentations (portfolio) on the computer. Prerequisites: CMPS 110.

PROD 224 Scenic Painting

2 credits

A study of basic techniques employed by the scenic artist for the recreation of faux finishes. Emphasis is placed on equipment and its maintenance, procedure and practical application to framed scenery and three-dimensional units. Prerequisites: PROD 124.

PROD 226 Scene Design I

3 credits

An introduction to Scene Design that focuses on the storytelling aspects of Design and Scenography. Students will understand the function and skill of a scenic designer, learn basic techniques of designing in 3D space, practice conceptual development and visual communication skill and undergo the design process with several hands on projects. Prerequisites: PROD 124.

PROD 227 Lighting I

3 credits

An introduction to Lighting Design that focuses on the storytelling aspects of Light and Scenography. Students will understand the function and skill of a lighting designer, learn basic operations of Light, practice concept development and visual communication skill. This class is "hands-on" and includes many practical applications and experimentation with light. Prerequisites: PROD 124.

PROD 228 Costume Design I

3 credits

An introduction to Costume Design that focuses on the storytelling aspects of Costume Design and Scenography. Students will understand the function and skill of a costume designer, learn basic costume design skills and practice concept development and visual communication skill. Prerequisites: PROD 124.

PROD 229 Audio Design I

2 credits

An introduction to the art of sound for the theater. Students will be trained in various techniques of sound design, including recording, mixing, editing and playback software as well as script analysis and creative listening. Prerequisites: Acceptance into the program.

- PROD 243 The Acting/Directing Process** **3 credits**
 An introduction to the acting/directing experience that focuses on the communication between technician and artist. The class will relate the actor's and the director's work to the technical major. Prerequisites: Acceptance into the program.
- PROD 245 Properties I** **2 credits**
 An introduction to the procedures, materials and techniques that can be used by the designer or technician in the construction of stage properties. Prerequisites: Acceptance into the program.
- PROD 300, PROD 301 Tech Practicum V/VI**
PROD 300-Fall; PROD 301-Spring **2 credits**
 An advanced level production assignment for theatre productions produced by The Pittsburgh Playhouse to further the skills learned in PROD 200 and PROD 201. Assignments are awarded at the discretion of the Theatre Production Unit and will increase in responsibility from previous assignments. Prerequisites: 200 Level Production Practicum Course.
- PROD 304, PROD 305 Stage Management Practicum V/VI**
PROD 304-Fall; PROD 305-Spring **2 credits**
 Advanced level Production Assignments for the Stage Management Student. Assignments are awarded at the discretion of the Theatre Production Unit. Prerequisites: PROD 304 is PROD 205; PROD 305 is PROD 304.
- PROD 313 Technical Design** **2 credits**
 Discussion and practical application of techniques and methodology related to engineering a designers concept. Students will look at design specifications, concepts designs, detail designs, and designs for manufacture based in the reality of time, budget and labor. Prerequisites: PROD 113 and PROD 213.
- PROD 323 Advanced Drawing** **2 credits**
 This course will further the student's methods of drawing with various media and strengthen the passion to express ideas visually. Students will learn to more consciously access the creative "right side of their brain" and in turn be able to more effectively come up with creative solutions. Prerequisites: PROD 124.
- PROD 324 Advanced Scenic Painting** **2 credits**
 A continuation of basic techniques employed by the scenic artist. Emphasis is placed on color mixing cartooning, procedure and practical application to framed scenery, and three-dimensional units. Prerequisites: PROD 124.
- PROD 326 Scene Design II** **3 credits**
 An in-depth study of theatrical storytelling and techniques in/through Scenic Design. Students will go through the design process of a theatrical Scenic Designer and study in more depth play analysis, technique and aesthetic communication to broaden and enhance the imagination and creation of ideas. Prerequisites: PROD 226.
- PROD 327 Lighting Design II** **3 credits**
 An in-depth study of theatrical storytelling and technical operations in/through Lighting Design. Students will go through the design process of a theatrical Lighting Designer and study in more depth play analysis, technique, equipment, composition and aesthetic psychology effects of stage lighting. Prerequisites: PROD 227.
- PROD 328 Costume Design II** **3 credits**
 An in-depth study of theatrical storytelling and techniques in/through Costume Design. Students will go through the design process of a theatrical Costume Designer and study in more depth play analysis, technique and aesthetic communication to broaden and enhance the imagination and creation of ideas. Prerequisites: PROD 228.
- PROD 333 Advanced Stage Management and AEA Contracts** **3 credits**
 Continues the themes of Stage Management I. Particular attention is given to equity rules of production/performance and problem solving within the AEA contract. Students continue to hone characteristics vital to being a leader, team player and skilled communicator. Prerequisites: PROD 132.
- PROD 343 Electricity for the Theatre** **2 credits**
 Practical application of theories learned in Lighting Design, including building primitive instruments, electrical safety, and wiring. Prerequisites: PROD 227.
- PROD 346 Theatre Architecture and Décor** **3 credits**

A survey of the chronological development and historical significance of theatre architecture that begins with ancient civilizations and culminates with styles of the twentieth century. Prerequisites: PROD 113 and PROD 124.

PROD 348 Costume History **3 credits**

A study of the chronological development of fashion from the classical Greek world to the twentieth century with a detailed exploration of the basic clothing shapes, accessories, color, texture and quirks of each period. Prerequisites: PROD 124 and PROD 228.

PROD 361 Advanced CAD **2 credits**

A continuation of PROD 142 that focuses on the 3D drafting, renderings, materials, lighting, animations and customizing tools. Prerequisites: PROD 142.

PROD 362 Metalworking **2 credits**

General metal working techniques and teachings involving safety, welding (both GMAW and oxyacetylene), cutting, bending, and fabricating as it refers to theatre construction. Prerequisites: PROD 213.

PROD 363 Automation **2 credits**

The practical applications and theories of the motion of moving scenery, be it moving wagons, turntables, or lifts. Beginning with the fundamentals of physics and Newton's Laws to the practical use of these theories by studying motors, winches, turntables, lifts, and other mechanisms for the stage. The course also focuses on the process of mechanical design for temporary and permanent stage machinery. Topics include design considerations, component selection, construction methods, and safety. Prerequisites: PROD 113, PROD 140, PROD 142, PROD 213 and PROD 313.

PROD 371 Advanced Costume Constructions **2 credits**

T Extensive development of flat patterning and draping skills and more complex construction techniques as methods of creating costumes. Prerequisite: PROD 126.

PROD 372 Makeup for Production **2 credits**

This course introduces the student to makeup design, 3 dimensional makeup, prosthetic makeup, application and creation of beards, mustaches and wigs, non-realistic/fantasy makeup, period makeup and way of achieving quick changes in makeup. Prerequisites: PROD 124.

PROD 373 Costume Crafts **2 credits**

The course will cover such elements as millinery, mask making, jewelry assembly, liquid latex armor, decorative embellishments, constructing ruffs, feather work, machine embroidery and other assorted crafts as time allows. Prerequisites: PROD 126.

PROD 381 Reading Music **2 credits**

The course introduces the fundamentals of music: music terminology, symbols/notation, and concepts. Particular emphasis is placed on developing and applying the knowledge and skills most necessary for stage managers to call shows from a musical score. Prerequisites: Acceptance into the program.

PROD 382 Properties II **2 credits**

An advanced course in Property design and fabrication. This course will investigate unique materials and methods as well as pneumatic, hydraulic and basic robotic effects. Prerequisites: PROD 245.

PROD 383 Stage Movement for Stage Managers **2 credits**

A study of movement techniques and terminology used by performers on stage. This includes dance terms and fight choreography. Prerequisites: PROD 132.

PROD 391 Audio Engineering **2 credits**

An introduction to the various equipment and setups used for sound playback and reinforcement needs of live theatre productions. From this course one will have the knowledge to handle basic sound equipment and setups (drama and musical) and troubleshooting techniques. Prerequisites: PROD 229.

PROD 392 Video Production **2 credits**

This course is an exploration of video and projected design for the stage. The course will investigate the technical and engineering aspects of playback and projections as well as the design considerations within a production. Prerequisites: PROD 113, PROD 124 and PROD 227.

PROD 393 Vectorworks**2 credits**

An introductory course in the techniques of Vectorworks for use in the theatre and lighting design. Prerequisites: PROD 142 and PROD 227.

PROD 400 Senior Project I**2 credits**

Each B.F.A. student will be assigned a senior project. Projects will be assigned at the discretion of the technical theatre unit. These projects may include; Assistant Designer, Assistant Technical Director, Assistant Stage Manager, department manager or equivalent for a Pittsburgh Playhouse production or an undergraduate thesis. Students are required to research and critically analyze the project showing the student's mastery of critical thinking. The student will meet regularly with his/her mentor and will be required to interview for SETC/USITT. Prerequisites: 300 Level Production Practicum.

PROD 401 Senior Project II**2 credits**

Each B.F.A. student will be assigned a senior project. Projects will be assigned at the discretion of the technical theatre unit. These projects may include; designer, technical director, stage manager or equivalent for a Pittsburgh Playhouse production or an undergraduate theses. Students are required to research and critically analyze the project showing the student's mastery of critical thinking. The student will meet regularly with his/her mentor and will be required to interview for SETC/USITT. Prerequisites: Senior B.F.A. Production Major or Area Head Permission.

PROD 413 Technical Direction**3 credits**

This class puts in focus everything a student has learned for technical theatre and shows the student how to merge all the processes together. Participants will learn how to supervise workers, estimate and budget shows, create a plan of execution for creating a set and keeping records of the production. Prerequisites: PROD 313.

PROD 426 Scene Design III**3 credits**

This course looks further into the art of Scenic Design for Musicals, Opera and Found Spaces. Students will realize their ideas in physical and/or virtual environments and analyze other Scenic Designs while further improving their communication skills with the creative team. Prerequisites: PROD 326.

PROD 427 Lighting Design III**3 credits**

This course looks beyond the theatrical application of Lighting Design and prepares the student to design lights for television, architecture or the music industry. Students will realize their ideas in physical and virtual environments and analyze other lighting designs while further improving their communication skills with the creative team. Prerequisites: PROD 327.

PROD 428 Costume Design III**3 credits**

This course looks further into the art of costume design. Students will realize their ideas in physical and/or virtual environments and analyze other Costume Designs while further improving their communication skills with the creative team. Prerequisites: PROD 328.

PROD 440 Production Management**3 credits**

The course is designed to be an overview of the function of Production Management in the performing arts and all its facets. Budgeting, scheduling, theatre systems, etc. especially in relationship to working with administrative personnel and creative artist. Prerequisites: PROD 132, PROD 113, Two courses of Production Practicums, and Sophomore Standing.

PROD 450 Professional Preparation for Design/Tech**3 credits**

In this class the students will study the content and presentation forms of the theatre artist portfolio, resume and cover letter. The student will also advance his/her interview skills. Students will journal their professional development efforts and reflect on their progress weekly. Cover letters, resumes and portfolios (image and text) are created and edited. Ultimately, the intention of this course is to get the student's presentation package ready for future job applications. Prerequisites: Junior or Senior in the B.F.A. Production Program.

PROD 451 Professional Preparation for SM**3 credits**

In this class the students will study the content and presentation forms of the manager portfolio, production binders, resume and cover letter. The student will also advance his/her interview skills. Students will journal their professional development efforts and reflect on their progress weekly. Cover letters, resumes and portfolios (image and text) are created and edited. Ultimately, the intention of this course is to get the student's presentation package ready for future job applications. Prerequisites: Junior or Senior in the B.F.A. Production Program.

PROD 194 , PROD 294 **Special Topics (CORE)** **3 credits**

THEATRE ARTS

All sequential courses must have a passing grade and be taken in order. An "F" grade in THEA 101 or THEA 104, etc. would keep a student from taking the second half (THEA 102 or THEA 105). A minimum "C" grade average is required to advance to the next level. This applies to all technique classes (Movement, Voice & Speech, Acting, Singing, and Musical Theatre).

THEA 101, THEA 102 Acting Level I

THEA 101-Fall; THEA 102-Spring

2 credits

An introduction to the basic techniques of the Stanislavski System through text analysis, exercises and scene work. Open to performance majors only. Prerequisite for THEA 102 is THEA 101.

THEA 103 Introduction to Drafting

3 credits

An introduction to the proper material, methods, and techniques for creating sketches, settings, properties, working drawings, sections and schematics. Designed for beginning students in technical theatre. Prerequisite: Interview.

THEA 104, THEA 105 Voice and Speech Level I

THEA 104-Fall; THEA 105-Spring

2 credits

An introduction to the fundamental foundation of voice training for the actor, physical awareness, breath, and the free release of sound. Resonance, range, articulations, vocal clarity and expressiveness are also emphasized. Open to performance majors only. Prerequisite THEA 105 is THEA 104.

THEA 106 Introduction to Stage Management

3 credits

An introductory course in the techniques and practice of stage management, including the organization and preparation of a production book from rehearsal through the cueing of a production. Investigating the relationship between the stage manager and the artistic, administrative, and production staffs. Additional topics include working with the director and actors, stress management, time management and performance maintenance. Prerequisite: Interview and acceptance into the program.

THEA 107 Fundamentals of Design

3 credits

An introduction to the elements and fundamentals of Design I in the theatre, covering aspects of color, mass, shape, form and line and how they relate to the creation of design in scenery, costumes, lighting and stage properties. Prerequisite: Interview and acceptance into the program.

THEA 109 Elements of Stagecraft I

2 credits

Technical problems of stage production such as scene construction and painting, stage lighting and equipment and costume construction in laboratory and actual productions. Dual listed as DANC 109. Prerequisite: Audition or Interview and acceptance into the program..

THEA 110 Carpentry for the Theatre

2 credits

Discussion and practical application of advanced techniques in woodworking, metal working and other commonly used scenic materials. Prerequisite: THEA 109.

THEA 111, THEA 112 Introduction to Acting I, II

THEA 111-Fall THEA 112-Spring

3 credits

An introduction to the acting process through exercises scene work and monologue work, improvisation, lecture, play analysis and attendance at live performances. Open to all University majors. Recommended for Dance majors.

THEA 113 Singing for Actors

2 credits

An introduction to the basics of singing (i.e. breath resonance, support, articulation, registration and interpretation) as related to acting and preparation for singing auditions. Designed for theatre majors pursuing a concentration/focus in acting. Exemption by audition only or may substitute MUS 111, MUS 112.

THEA 116 Introduction to Drawing

2 credits

An absolute must for every visual artist. The course will introduce students to several methods of drawing with pen, ink and charcoal and awaken a passion to express ideas visually. The students will develop a habit of keeping a sketchbook. Prerequisite: Audition.

THEA 118 Stage Make-up	1 credit
Introduces corrective and character make-up procedures for the stage.	
THEA 122 Piano/Theory Fundamentals I	1 credit
An introduction to keyboard fundamentals and music theory rudiments with particular attention to those skills necessary for musical theatre majors	
THEA 123 Piano/Theory Fundamentals II	1 credit
A continuation of THEA 122. Further development of keyboard techniques and repertoire, theory, sight-reading and transposition skills. Basic harmonic materials, including musical theatre sources.	
THEA 127 Introduction to Lighting Design	3 credits
Introduction to the principles, theories and equipment employed by the lighting designer. The use of light sources, color, control systems and script analysis will be investigated. Prerequisite: THEA 107.	
THEA 131 Introduction to Scene Design	3 credits
Introduction to Scene Design, exploring the design process from script analysis to the conceptual idea and the history of visual expression in the theatre. Several practical assignments will stimulate conceptual thinking and improve visual communication skills. Prerequisite: THEA 107.	
THEA 133 Introduction to Costume Design	3 credits
An introduction to the function and skills of a costume designer which includes the development of visual communication skills, the analysis of plays for design purposes and the use of research. Prerequisite: THEA 107.	
THEA 134 Sightsinging Fundamentals I	1 credit
An introduction to both rhythmic and tonal aspects of singing melodies at sight, with particular application to musical theatre excerpts. Rhythm syllables and moveable do system are used. Ensemble, partner and solo exercises will be used.	
THEA 135 Sightsinging Fundamentals II	1 credit
A continuation of THEA 134. Further exploration of meter, rhythm patterns, intervals and keys through singing exercises at sight. Particular application to musical theatre song materials. Ensemble, partner and solo exercises will be used.	
THEA 136 Musical Theatre History	1 credit
An introduction to musical theatre history, including the development of the form and a survey of composers. Lyricists and librettists from the late 19 th century to today..	
THEA 137 Foundations of Musical Theatre Technique I	1 credit
This course lays the foundations for musical theater techniques. It is an introduction to the dramaturgical aspect of musical theatre: text analysis, exploration of music, lyric and libretto with the emphasis on the American musical. Prerequisites: MUS 123.. Prerequisite: THEA 136	
THEA 138 Musical Theatre History	2 credits
The study of history and styles of the American Musical and its hybrids through the use of texts, musical recordings, video, television, film and archival footage.	
THEA 140, THEA 141 Production I, II	2 credits
Freshmen are assigned to crews as an introduction to general production techniques and procedures. Prerequisites: THEA 140 is an audition/interview and acceptance into the program; THEA 141 is THEA 140.	
THEA 200 Principles of Acting for Musical Theatre I	2 credits
Principles of Acting for Musical Theatre I is part one of a two semester course in which the student will explore the use of text, lyric and music in various styles within Musical Theatre. Prerequisite: MUS 123, MUS 124 or permission from the chair.	
THEA 201 Principles of Acting for Musical Theatre II	2 credits

Principles of Acting for Musical Theatre II is part two of a two semester course in which the student will learn repertoire and explore the skills required for the various styles of musical theater as it pertains to Musical Theatre auditions. Prerequisite: MUS 123, MUS 124 or permission from the chair.

THEA 205, THEA 206 Acting Level II

THEA 205-Fall; THEA 206-Spring

2 credits

An intermediate level course designed to strengthen basic acting skills with increased emphasis on text analysis and character development. Includes instruction on audition techniques. Required of all performance majors. Prerequisite: Minimum "C" average in Acting Level I with a minimum "C" in THEA 102. Prerequisite for THEA 206 is THEA 205.

THEA 207, THEA 208 Stage Movement II

THEA 207-Fall; THEA 208-Spring

2 credits

A year-long course. Builds upon stage movement one with an emphasis on strengthening kinesthetic skills and the exploration of physical impulse within text. Prerequisites: Minimum "C" grade in Movement Level I. Prerequisite for THEA 208 is 207. For performance majors only.

THEA 210, THEA 211 Fundamentals of Directing I, II

THEA 210-Fall; THEA 211-Spring

3 credits

Fundamentals of directing the play beginning with analyzing the script, moving to physical planning of a performance to actual presentation of fully rehearsed scenes. Prerequisite for THEA 210 is THEA 109; THEA 211 is THEA 210.

THEA 213, THEA 214 Voice and Speech Level II

THEA 213-Fall; THEA 214 Spring

2 credits

The study of phonetics, clear diction, and unaccented speech will be continued. Voice and speech skills will be expanded to include the exploration of text and heightened language. Various texts that place a greater physical and vocal demand on the actor will be studied. Minimum "C" grade in THEA 213. For performance majors only. Prerequisite for THEA 214 is THEA 213. For performance majors only.

THEA 215, THEA 216 Costume Design I, II

THEA 215-Fall; THEA 216-Spring

3 credits

To further the development of the skills and techniques used in costume designing and to broaden and enhance the imagination and creation of ideas. Prerequisites: THEA 215 is THEA 133; THEA 216 is THEA 215.

THEA 220 Scenic Painting

2 credits

A study of basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery, drops and three-dimensional units. Prerequisites: THEA 107; THEA 116.

THEA 221 Singing for Actors II

2 credits

A continuation of Singing for Actors I, exploring the basics of singing (i.e. breath, resonance, support, articulation, registration, and interpretation) as related to acting and in preparations for singing auditions. Designed for theatre majors pursuing a concentration in acting. Prerequisites: THEA 113, or MUS 295, or MUS 111.

THEA 223, THEA 224 Studio I

THEA 223 Fall; THEA 224 Spring

2 credits

This studio is an extension of the work in the current year's acting classes. Topics may include: rehearsal and performance, devised work, special techniques, and others. Open to BFA acting majors only, or by invitation. Prerequisites: THEA 102, BFA Acting Major

THEA 225 Theatre History I

3 credits

A comprehensive survey of Western (and influential non-Western) theatre from classical times to the late 17th century. Open to all university majors.

THEA 226 Theatre History II

3 credits

A comprehensive survey of Western (and influential non-Western) theatre from the 18th century to the present. Open to all university majors.

THEA 227, THEA 228 Lighting Design I, II

THEA 227-Fall; THEA 228-Spring

3 credits

An overview of light and electricity, composition, aesthetic and psychological effects of stage lighting, lighting equipment and color media. Prerequisite: THEA 227 is THEA 127; THEA 228 is THEA 227.

THEA 230 Introduction to Theatre

3 credits

Introduction to Theatre is a beginning survey of the theatre arts - a starting point toward a general appreciation of the dramatic form and theatrical process. The course explores theatre's historical significance and its contemporary relevance. Students will actively participate in several theatrical activities in the roles of playwrights, critics, actors and designers over eight weeks to develop some understanding of the collaborative process that goes into staging a play, in order that they may become informed artistic audiences in the future.

THEA 231 Scene Design I

3 credits

A continuation of the development of scene design, emphasizing the improvement of model building skills and storyboarding skills. Prerequisite: THEA 131.

THEA 232 Scene Design II

3 credits

To further the methods in visual conceptualization, emphasizing the development of a visual and conceptual discipline, creative presentation skills and the poetic nature of theatre design. Prerequisite: THEA 231.

THEA 233, THEA 234 CAD/CAM For the Theatre I, II

THEA 233-Fall; THEA 234 Spring

3 credits

An introductory course in the techniques of computer aided drafting for use in the theatre. Prerequisite for THEA 233 is : CMPS 110, THEA 103, THEA 109;THEA 234 is 233

THEA 235 Introduction to Properties

3 credits

An introduction to the procedures, materials and techniques that can be used by the designer or technician in the construction of stage properties. Prerequisite: Theatre Arts Major.

THEA 237, THEA 238 Musical Theatre Techniques Level I, II

THEA 237-Fall; THEA 238-Spring

2 credits

Song Analysis through the use of the fundamentals of acting and the exploration of text, lyric and music. Emphasis is placed on the actor/singer's interpretation based on the information provided by the composer, lyricist and librettist. Prerequisites: THEA 137 with a minimum "C" average, B.F.A. Musical Theatre Majors Only.

THEA 240, THEA 241

Production/Rehearsal/Performance I, II

2 credits

Advanced crew assignments and auditions for roles in theatre productions. Prerequisite: THEA 141. A student must be registered for production in order to be cast. Prerequisite: For THEA 240 - THEA 141, for THEA 241- THEA 240.

THEA 250 Script Analysis

2 credits

An introduction to text analysis using a variety of techniques. Designed for technical theatre/design and stage management majors. Scripts will be analyzed and related back to the student's specific area of study. Prerequisites: ENGL 101; THEA 225, Second semester Sophomore Theatre Arts major.

THEA 255 Advanced Drafting

3 credits

To further the skills in technical drafting. Special emphasis on three-dimensional drafting, working drawings, sections and pictorial drawings. Prerequisite: THEA 103.

THEA 260 Advanced Stage Management and AEA Contracts

3 credits

Continues the themes of Introduction to Stage Management. Particular attention is given to equity rules of production/performance contracts, solutions to backstage problems, and technical issues related to a variety of theatre venues/styles. Prerequisite: THEA 106.

THEA 262 Advanced Scenery Construction

2 credits

Discussion and practical applications of techniques and methodology related to specialized scenic machinery and components. Prerequisite: THEA 109, THEA 110.

THEA 263 Electricity for the Theatre

2 credits

Practical application of theories learned in Lighting Design, including building primitive instruments, electrical safety, and wiring. Prerequisite: THEA 127.

- THEA 264 Audio for the Theatre** **2 credits**
 An introduction to the various equipment and setups used for basic sound playback and reinforcement needs of live theatre productions. From this course one will have the knowledge to handle basic sound and trouble shoot if needed.
- THEA 265 Costume Construction I** **2 credits**
 Covers basic sewing techniques, both hand and machine sewing, basic construction methods and how to use a commercial pattern. A completed garment is constructed during the course.
- THEA 266 Stage Management Seminar** **3 credits**
 A forum for sharing insights and solving problems generated by current production work. Students will also build a portfolio, resume, and cover letters and collect recommendations. Prerequisite: THEA 260 and four production credits.
- THEA 268 The Acting/Directing Process** **3 credits**
 An introduction to the acting/directing experience that focuses on the inner communication between technician and artist. The class will relate the actor's and director's work to the technical major.
- THEA 270 Improvisation for the Actor Elective** **3 credits**
 The student will be encouraged to discover the possibilities of the imagination and to cultivate spontaneity, and will be provided with opportunities to exercise their possibilities. The student will learn basic improvisational performance skills, and will use their skills to create original work. Prerequisites: Minimum "C" grade in THEA 102 and THEA 105.
- THEA 280 Playwriting I** **3 credits**
 THEA 280 is an introduction to the craft of playwriting, with a focus on the basic elements of conflict, character, plot, dialogue, and setting and how they can be integrated to produce a stage-worthy short play. Prerequisites: ENGL 101 or equivalent.
- THEA 301, THEA 302 Acting Level III**
THEA 301-Fall; THEA 302-Spring **2 credits**
 An advanced acting course designed to strengthen basic acting skills while broadening range and flexibility through an emphasis on classic or non-naturalistic styles. THEA 301 will focus on Shakespeare. THEA 302 will explore other styles, genres and historical periods. Offerings will vary year to year. Required of performance majors with B.F.A. Acting and Musical Theatre concentrations. Co-requisite for THEA 301 is THEA 304. Co-requisite for THEA 302 is THEA 305. Prerequisite: Minimum "C" grade in Acting Level II with a minimum "C" in THEA 206. Prerequisite for THEA 302 is THEA 301 and 304.
- THEA 304, THEA 305 Voice and Speech Level III**
THEA 304-Fall; THEA 305-Spring **2 credits**
 Application and instruction in basic stage dialects. Co-requisite for THEA 304 is THEA 301. Co-requisite for THEA 305 is THEA 302. Prerequisites: Minimum "C" grade in voice and Speech Level II with a minimum "C" in THEA 214. Prerequisite for THEA 305 is THEA 301 and THEA 304.
- THEA 307, THEA 308 Advanced Directing, Fundamentals of Directing III, IV**
THEA 307-Fall; THEA 308-Spring **3 credits**
 An extensive seminar/workshop in which the student director enhances his/her knowledge of both the art and craft of directing. Through the emphasis is primarily the *Raymond Laine Once Act Festival*, or similar one-act structures, the aspects of craft and the organizational tools necessary for the evolution of the dramatic process will be studied. Prerequisites: THEA 307 is THEA 210 and THEA 211 and permission of instructor.
- THEA 309 Acting for the Camera** **3 credits**
 The fundamentals of acting for film and television are reviewed and guidance is provided in independent research and creativity through scene study. Also included are seminars with guest lectures concerning the business aspect of the performing arts. Open to theatre performance majors, or by invitation. Prerequisite: THEA 207, Theatre Major.
- THEA 310 Advanced Drawing and Painting** **3 credits**
 To further the techniques and media used in rendering and painting by the theatrical artist. Prerequisite: THEA 116.
- THEA 311, THEA 312 Stage Movement III**
THEA 311-Fall; THEA 312-Spring **2 credits**

A year-long course with a concentration on extended and stylized movement with a focus on research, preparations and compositions. Prerequisites: Minimum "C" average in Movement Level II. Prerequisite for THEA 312 is THEA 311. For performance majors only.

THEA 314, 315 Stage Design III, IV

THEA 314-Fall; THEA 315-Spring

3 credits

Advanced study of the techniques and philosophies of scene design. Development of complete design packages. THEA 315 is a continuation of projects in scene design focusing on various theatrical forms in Drama, Ballet, Musicals and Opera. Development of advanced rendering technique. Prerequisites: THEA 314 is THEA 116 and THEA 232; THEA 315 is THEA 314.

THEA 316, History of Costume and Period Styles I

3 credits

A general survey of the chronological development and historical significance of clothing and architecture that begins with ancient civilizations and culminates with styles of the twentieth century.

THEA 317 History of Costume II

3 credits

A general survey of the chronological development of fashion from the classical Greek world to the twentieth century. A detailed exploration of the fashion of each period with emphasis on the basic shapes, the accessories and some of the quirks of the period. Prerequisite: THEA 316.

THEA 319 Costume Design Level III

3 credits

A study of costume accessories, symbols, abstractions and generalities. Prerequisite: THEA 216

THEA 320 Costume Design Level IV

3 credits

A study of non-traditional costumes, the use of non-traditional material and finding new ways to clothe an actor. Prerequisite: THEA 319

THEA 321 Repertoire

2 credits

The actor/singer actively learns the repertoire of material available to the musical theater performer. Emphasis is in the development of a book of songs with marketable and appropriate material. Prerequisites: THEA 237 and THEA 238 with a minimum "C" average, and BFA Musical Theatre Major.

THEA 322 Junior Musical Theatre Lab

4 credits

The practical application of all aspects of actor training culminating in the development of musical theatre performance. Emphasis is on coachability, the rehearsal process, development of character and material and the relationship between the audience and performer. Prerequisites: THEA 237, 238, 337, and BFA Musical Theatre Major.

THEA 323, THEA 324 Studio III

THEA 323-Fall; THEA 324-Spring

2 credits

This studio is an extension of the work in the current year's acting classes. Topics may include: rehearsal and performance, devised work, special techniques, and others. Open to BFA Acting majors only, or by invitation. Prerequisites: THEA 224, BFA Acting Major

THEA 325, THEA 326 Foundations of Modern Drama I, II

THEA 325-Fall; THEA 326-Spring

3 credits

Development of modern theatre forms and styles through lecture and discussion. Prerequisite: Theatre Major. For THEA 325- A combined "C" average over the course of both THEA 225 and THEA226. The prerequisite for THEA 326 is a "D" or better (a passing grade) in THEA 325.

THEA 327, THEA 328 Lighting Design Level III, IV

THEA 327-Fall; THEA 328

3 credits

Further concentration on stage lighting design with particular emphasis on aesthetics and composition. Prerequisites: THEA 327 is THEA 228; THEA 328 is THEA 327.

THEA 331 Production Management

3 credits

The course is designed to be an overview of the function of Production Management in the performing arts and all its facets. (budgeting, scheduling, theatre systems, etc.) especially in relationship to working with administrative personnel and creative artists. Prerequisites: THEA 106, THEA 109, THEA 140, THEA 141 and Sophomore standing OR by permission.

THEA 335 Computer Application for Designers**3 credits**

This course will introduce students to the basic techniques and tools incorporated in Adobe Photoshop and Power Point. Basic techniques in scanning, digital image manipulation and exporting to hard and soft copies are covered. The course aims to enable the student to create visual supported presentations (portfolio) on the computer. Prerequisite: CMPS 110.

THEA 337, THEA 338 Musical Theatre Techniques Level III**2 credits**

Continuing to apply the fundamentals of acting and the exploration of text, lyric and music, the actor/singer explores the various styles within the repertoire and the demands of heightened text as it relates to musical theater. The emphasis is on scene study. Prerequisites: THEA 237 and 238 with a minimum "C" average and B.F.A. Musical Theatre Majors Only

THEA 340, THEA 341**Production/Rehearsal/Performance III, IV****2 credits**

A continuation of THEA 241. Prerequisite: THEA 241.

THEA 364 Advanced Audio**2 credits**

To provide the student that has taken THEA 264 Audio for the Theatre an in-depth look at complex and/or problem areas in sound reinforcement. A greater exploration into the performance, sound and system design aspects. Students will need basic math skills and a good understanding of how to break down a script. Prerequisite: THEA 264.

THEA 400 Senior Showcase**3 credits**

A preparatory workshop for the annual New York City showcase, the capstone project for BFA performance majors. Emphasis will be given to the selection and use of performance material (songs, monologues, choreography, scenes) in preparation for the performance of the showcase. Additionally, emphasis will be placed on all aspects of a professional career in New York and other cities, including marketability, business acumen, audition and interview techniques, and relationships with agents, managers and casting directors. Prerequisites: BFA Acting/Musical Theatre Major in good standing; Acceptance into the Showcase (NYC)

THEA 403 Theatre Professional Seminar**3 credits**

Students transitioning into the world of professional acting will greatly benefit from an introduction to the basics of the business. Theatre Professional Seminar will provide weekly seminars on a variety of topics from acting unions to taxes for the performer. This course will provide students with the necessary information to operate with credibility and competence in the world of professional theatre and aid in the transition from university to career. Prerequisites: Theatre major only, THEA206, 208, 210, 214, 238 or by permission of department chair.

THEA 409 Advanced Topics in Musical Theatre**2 credits**

Specific topics chosen for a specialized course of study for the advanced musical theatre student. Prerequisites: Musical Theatre Major

THEA 410 Advanced Stagecraft**3 credits**

Students obtain exposure and working knowledge of motion control machines, rigging and structural problems. Prerequisite: THEA 110.

THEA 411, THEA 412 Stage Movement IV**THEA 411-Fall; THEA 412-Spring****2 credits**

This is an advanced level course that helps the actor synthesize their stage movement training. Special topics may include stage combat, and may also include demonstrating specific techniques, and non-naturalistic styles, among others. THEA 411 is a prerequisite for advancement into THEA 412. Open to BFA Acting majors only, or by invitation.

THEA 413 Voice and Speech Level IV**2 credits**

This course will focus on special topics in voice and speech with an emphasis in preparing the student for the professional world. Areas of specialization may include voice over technique. Prerequisite: Minimum 'C' grade in THEA 304 and 305. For performance majors only.

THEA 414 Voice and Speech Level IV**2 credits**

This course will focus on special topics in voice and speech with an emphasis in preparing the student for the professional world. Areas of specialization may include voice over technique, Alexander work, or other topics suitable for advanced level study. Prerequisite: THEA 413. For performance majors only.

THEA 415, THEA 416 Acting Level VII, VIII	
THEA 415-Fall; THEA 416 Spring	2 credits
This is an advanced-level course that helps the actor synthesize their training. Special topics may include: specific acting techniques, development of a major role, ensemble creation, solo performance, and non-naturalistic styles, among others. THEA415 is a prerequisite for advancement into THEA416. Prerequisites: THEA 302. Open to BFA acting majors only, or by invitation by the department chair.	
THEA 437, THEA 438 Musical Theatre Techniques Level IV	2 credits
An advanced class for the fourth year musical theatre major. Emphasis is given to further developing the skills required for the various styles of musical theater and expanding the repertoire in preparation for entering the profession. Prerequisite: THEA 322, 337, 338, and B.F.A. Musical Theatre Majors Only.	
THEA 440, THEA 441	
Production/Rehearsal/Performance V, VI	2 credits
A continuation of THEA 341. Prerequisite: THEA 452 is THEA 451.	
THEA 450 Portfolio and Interview	2 credits
A study of the content and presentation forms of the designer's portfolio, resume and cover letter. Acquaints the designer/technician with interview skills and practical business information.	
THEA 451, THEA 452	
Production/Rehearsal/ Performance VII, VIII	2 credits
A continuation of THEA 441. Prerequisite: THEA 441.	
THEA 453 Technical Direction I	3 credits
This class puts in focus everything a student has learned for technical theatre and shows the student how to merge all the processes together. Participants will learn how to supervise workers, estimate and budget shows, create a plan of execution for creating a set and keeping records of the production. Prerequisites: THEA 110, THEA 255, and THEA 262.	
THEA 460, THEA 461 Senior Project I, II	
THEA 460 - Fall/THEA 461-Spring	2 credits
Each B.F.A. student will be assigned a senior project. Projects will be assigned at the discretion of the technical theatre faculty. These projects may include; Designer, Technical Director of Stage Manager for a Junior/Conservatory show. Students are required to research and +critically analyze the project showing the student's mastery of critical thinking. Prerequisite: Senior B.F.A. Theatre Arts major or permission.	
THEA 470 Senior Capstone	3 credits
This senior capstone is a performance project that synthesizes a student's skills in performance, communication, and scholarship utilizing research, analysis, interpretation, rehearsal, meetings with a faculty advisor, production director or other artistic staff, written components, and culminating in a performance. Topics and theatrical forms are negotiable (devised work, original play, etc.), as is exploration/collaboration with additional disciplines (dance, design, etc.) or professional employment/internship. Prerequisites: By permission of instructor.	
THEA 194, THEA 294 Special Topics (CORE)	3 credits
THEA 295, THEA395, THEA 495	
Special Topics in Theatre Arts I, II, III	1-6 credits
THEA 296, THEA 396, THEA 496	
Independent Study in Theatre Arts I, II, III	1-6 credits
Special Request Independent Study Fee: \$50 per credit.	