

THEA 6511 – Automation & Mechanization (2)

Training in the typical applications of pneumatic, hydraulic, and motorized systems as well as electronic and automated controls of these systems. (Offered alternate years)

THEA 6512 – Digital Rendering (2)

Training in digital media programs to generate theatrical renderings for Scenic, Costume and Lighting design. Software technology includes Introductory Photoshop, Corel Paint, and Illustrator tools, techniques, and organizational methodologies. (Offered alternate years)

THEA 6513 – Digital Fabrication (2)

Training in digital fabrication equipment such as a laser cutter, 3D printer and CNC router to improve the student's knowledge and skill level. Outcomes include proficiency in 3D drafting, 3D scale model creation and layout techniques. (Offered alternate years)

THEA 6514 – Rendering: Traditional Media (2)

Rendering techniques for theatre and entertainment design. Materials and techniques for rendering theatrical space and scenic, costume, lighting, and properties design elements. Emphasis on pre-visualization strategies and portfolio preparation for the entertainment field. Offered alternate years.

THEA 6515 - Scene Painting I (2)

GRAD course description: Examination of traditional scenic art methods including layout techniques, trompe-l'oeil, faux finishes, and other two dimensional scenic art practices. Various techniques of painting scenery for stage. (Offered alternate years)

THEA 6516 - Technical Direction (2)

Lecture/laboratory for theatre technicians to include production organization and safety, engineering, rigging, materials control, and supply ordering. Offered alternate years.

THEA 6517 – Scene Painting II (2)

Examination of advanced scenic art techniques including additive and subtractive sculpting, culminating in the creation of dimensional objects such as cartouches, relief carvings, sculptures, and other dimensional scenic elements. (Offered alternative years)

THEA 6555 - Scenic Technology (2)

Lecture/laboratory using traditional and contemporary materials and scenic technologies including rigging, metals and welding, wood working, and plastics. Offered alternate years. May be repeated for a maximum of 4 hours credit with permission of instructor. PREREQUISITE: Permission of instructor.

THEA 6556 – Lighting & Sound Technolgy (2)

The examination theatre technology, with an emphasis on technical projects as associated with the responsibilities of a production electrician and sound engineer. Topics include instrumentation and equipment, electricity and electronics, control and mixing systems, operational and maintenance principles and procedures for stage electricians and audio engineers. (Offered alternate years)

THEA 6572 - Costume Technology I (2)

Topics in costume construction techniques employing both traditional and experimental methods. Emphasis on professional entertainment portfolio development. Topics include: pattern and fit for the designer, dyeing, painting, and fabric modification costume crafts. May be repeated for a maximum of 4 hours credit. PREREQUISITE: permission of instructor.

THEA 6573 – Costume Technology II (2)

Advanced studio in costume construction techniques employing both traditional and experimental methods. Topics could include: Advanced pattern making and draping, corsetry, tailoring, theatrical hair and advanced makeup technique, and millinery / crafts. May be repeated for a maximum of 4-credit hours. PREREQUISITE: permission of the instructor. (Offered alternate years)

THEA 6579 - Advanced Scenic Production (3)

Processes and techniques employed by theatre technicians and designers in the design, planning, and construction of scenery, structures and effects; survey of theatrical scenery types and traditional methodologies for problem solving. May be repeated for a maximum of 6 hours credit. PREREQUISITE: permission of instructor.

THEA 6592 - Thtr Arch/Facility Plan (3)

Processes and techniques employed by theatre planners in design and construction/renovation of theatrical spaces and structures; includes survey of theatre forms, historical development of theatrical structures and spaces, programming methods and procedures, specification, renovation techniques, multi-use structure concepts, and consultation procedures and practices. Offered alternate years. PREREQUISITE: Permission of instructor.

THEA 7312 – Rigging Seminar (1)

Designed to build upon the student's existing basic rigging skills and knowledge of equipment with primary focus on safety for the various production areas of theatre. (Offered alternate years)

THEA 7313 – Graduate Design Seminar (1)

Discussion of season and classroom design work throughout the course of the semester, based on class and departmental deadlines (production calendar). Faculty and students will discuss and evaluate the design process including concept development, research, documentation and execution. (Offered alternate years)

THEA 7314 – Collab Models Thea Prof (1)

An examination of how to navigate the various theatre models (LORT, Not-for-profit, etc...) and work with the key collaborative players (producers, artistic directors, various designers) and bridge the gap between graduate student and theatre professional. (Offered alternate years)

THEA 7315 – Prof Tech Manage Prac (1)

The investigation and application of management skills for prospective supervisory positions in production work in theatre. Topics include hiring practices; planning, organizing and scheduling of production seasons; resource management; and supervision and effective use of crews. (Offered alternate years)

THEA 7316 – CAD for Theatre (1)

Advanced application of CAD to production areas in theatre. Emphasis on industry standards and expectations through realized projects and working documents. (Offered alternate years)

THEA 7317 – Production Seminar (1)

Seminar discussion on the active design research on the technical aspects of design (e.g. Set, Lights, Costume, or Sound) work. Season and classroom work will be presented based on production and class deadlines. Topics dependent on concentrated area of discussion. (Offered alternate years)

THEA 7546 - Visual History I (3)

Visual history up to the pre-Victorian era. The first half of the semester will examine the subject through a scenic design lens: external (architectural) and internal (interior design) from the Paleolithic to Romanticism, while the second half will focus on costume design. The information will provide a common knowledge base to aid in the theatrical collaboration between a director/designer or design team members. NOTE: Offered alternate years.

THEA 7547 - Visual History II (3)

Design aesthetics of selected historical periods from the Victorian era through the twentieth century as applied to theatrical design. Offered alternate years. PREREQUISITE: Permission of instructor.

THEA 7560 - Studies Dsgn/Tech Prod (3)

Individually supervised design and technical production projects in areas of scenery, costumes, lighting, and sound. Repeatable for a maximum of 9 hours. PREREQUISITE: Permission of instructor.

THEA 7561 - Scenic Design I (2)

The use of theatrical rendering as the primary communication tool between a director and designer. Topics include examination of performance spaces, rendering techniques and presentation practices. PREREQUISITE: permission of instructor. (Offered alternate years)

THEA 7562 - Lighting Design I (2)

Investigation of the art of theatrical lighting design; script analysis, creative design processes and aesthetics, cue techniques, design styles and forms, procedures and practices for working designers and criticism of lighting design. Research work and staged scenes required. (Offered alternate years)

THEA 7563 - Costume Design I (2)

Exploration/application of aesthetic principles and practical production concerns of costume design; special consideration to interpretation of dramatic text through design and fabrication, employing a variety of rendering processes in the studio environment. Emphasis on professional practice for the entertainment industry, and portfolio development. Offered alternate years. PREREQUISITE: permission of instructor.

THEA 7565 – Costume Design II (2)

An advanced course in costume design study with emphases on design process and executive expectations/solutions. Topics to include: Composition, Styling, Fit, Period

Style, Fabrications and Creative Invention. May be repeated up to 4 credits with permission of instructor. (Offered alternate years)

THEA 7566 - Sound Design I (2)

Investigation of the art of theatrical sound design; script analysis, creative design processes and aesthetics, cue techniques, design styles and forms, procedures and practices for working designers and criticism of sound design. (Offered alternate years)

THEA 7567 – Scenic Design II (2)

Scenic design will be explored through in depth exercises, specifically theatrical model building, that are intended to develop, critical thinking, priority analysis, design skills, and presentation technique. PREREQUISITE: permission of instructor; co-requisite: THEA 7313 Grad Design Seminar. (Offered alternate years)

THEA 7569 – Lighting Design II (2)

Advanced investigation of the art of lighting design; alternate design events, creative design processes, aesthetics and programming techniques. (Offered alternate years)

THEA 7570 - Projection Design & Control (3)

Exploration of a variety of topics and tools as they relate to the use of digital media, video and projections in the live production environment.

THEA 7571 - Advanced Playwriting (3)

Continuation of theories and practice of playwriting with the objective of achieving a finished script, ready for production. May be repeated for maximum of 6 hours. Offered alternate years. PREREQUISITE: Permission of instructor.

THEA 7576 – Sound Design II (2)

Advanced investigation of the art of sound design; alternative creative design processes and aesthetics, advanced editing techniques. (Offered alternate years)