

PROGRAM SPECIFIC COURSE DESCRIPTIONS

From the St. Johns River State College Catalog 2019 - 2020

All courses are identified by prefixes and numbers that were assigned by Florida's Statewide Course Numbering System (SCNS). For more information on SCNS and the transferability of courses see the SJR State Catalog. Unless indicated otherwise, registration in the courses listed below is limited to those students who have been admitted to the Florida School of the Arts. For a complete listing of Florida School of the Arts courses see pages 218-227 in the SJR State College Catalog.

- + Open to any SJR State student
- ◆ Meets A.A. degree requirements

STAGE MANAGEMENT (2510)

A.S. Degree

TPA 1600

Stage Management ◆

(3 Credits - 6 Hours)

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

TPA 1603

Stage Management Preparation and Practice ◆

(1 Credit - 2 Hours)

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

TPP 2300

Play Directing ◆

(3 Credits - 3 Hours)

Prerequisites: TPP 2111 Acting II or TPA 1600 Stage Management with a grade of "C" or higher and permission of the instructor. An introductory course examining the fundamental elements of the director's craft. Interpretation and communication skills are explored at length, along with developing the directorial concept into practical aspects of stage composition, movement, rhythm, and overall story and dramatic action.

TPA 1202

Stagecraft ◆

(3 Credits - 3 Hours)

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

TPA 2220

Lighting Design ◆

(3 Credits - 3 Hours)

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

TPA 1260

Sound for the Stage ♦

(3 Credits - 3 Hours)

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

TPA 1274

Stage Properties ♦

(2 Credits - 2 Hours)

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

TPA 1040

Costume Design +♦

(3 Credits - 3 Hours)

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

TPA 1342

Drafting for the Stage ♦

(3 Credits - 3 Hours)

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

TPA 2343

CAD for Theatre ♦

(3 Credits - 3 Hours)

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

TPA 2290L

Theatre Production Laboratory ♦

(1 Credit - 6 Hours)

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

ART 1300C

Drawing I +♦

(3 Credits - 6 Hours)

Structured to develop basic drawing techniques by concentration on the elements of descriptive drawing – line, proportion, composition and full value – using a wide range of media. An exit grade of “C” or higher is required.

TPP 2100

Introduction to Acting +♦

(3 Credits - 3 Hours)

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

TPP 2110

Acting I ♦

(3 Credits - 6 Hours)

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

MUT 1001

Fundamentals of Music Theory ♦

(2 Credits - 2 Hours)

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

MVK 1111

Class Piano I + ♦

(2 Credits - 2 Hours)

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

THE 2304

Script Analysis ♦

(3 credits – 3 Hours)

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

THE 2300

Dramatic Literature + ♦

(3 Credits - 3 Hours)

Prerequisite: ENC 1101 with a grade of "C" or higher OR permission of Instructor. Using Aristotle's Poetics as a foundation for script analysis, the class analyzes selected masterpieces of dramatic literature from a wide variety of genres. For selected texts the class examines not only the dramatic structure of the specific text, but also the relationship between the theatre and the society which shapes it. This relationship is examined by exploring the historical and social contexts in which the playwrights were working.

THE 1020

Introduction to Theater History + ♦

(3 Credits - 3 Hours)

A survey of theater history in the western hemisphere from its origins in ancient Egypt and Greece to the present. Topics include major plays and playwrights, other influential theatrical personalities, theater architecture and types of stages, developments in technical theater, costuming and makeup, significant actors and acting techniques, theatrical styles. The relationship between theater and significant political and social events of the culture it represents is also examined. THE 1020 is a Gordon Rule writing course as designed by SBE Rule 6A-10.030.

TPA 1232

Costume Construction I + ♦

(3 Credits - 3 Hours)

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

TPA 1233

Costume Pattern Drafting and Draping + ♦

(3 Credits - 3 Hours)

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

TPA 1248

Stage Make-Up ♦

(3 Credits - 3 Hours)

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

TPA 2000

Theatre Design Basics + ♦

(3 Credits - 3 Contact Hours)

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

TPA 2071

Theatre Rendering Techniques + ♦

(3 Credits - 3 Hours)

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

TPA 2091

Advanced Design ♦

(1 Credits - 3 Hours)

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

TPA 2083

Special Problems in Production/Design ♦

(1 - 3 Credits)

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

TPA 2063

Principles of Scenic Design ♦

(3 Credits - 3 Hours)

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

TPA 2070

Scene Painting ♦

(3 Credits - 3 Hours)

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

HUM 2020

Introduction to Humanities + ♦

(3 Credits - 3 Hours)

Prerequisite: ENC 1101 with a grade of "C" or higher. A basic introduction to Humanities, the course focuses upon central concepts, historical development, and the fundamental nature of the visual arts, literature, music dance, theatre, philosophy, and religion. Major emphasis is upon understanding and appreciation of cultural heritage. HUM 2020 is a Gordon Rule writing course as defined by SBE Rule 6A-10.030.