

# 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

## **THEATER TECHNOLOGY (0161)**

**A.S. Degree**

**Specialization: Scenic/Lighting Design and Technology**

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 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 2070

**Scene Painting ◆**

(3 Credits - 3 Hours)

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

TPA 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 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 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 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.

## 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.

## 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 2290L

### Theatre Production Laboratory ♦

(1 Credit - 6 Hours)

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

## TPA 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 1200

### Introduction to Production/Design ♦

(3 Credits - 3 Hours)

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

## TPA 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 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 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 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 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.

## 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.

## ARH 2050

### Art History I + ♦

(3 Credits - 3 Hours)

A study of the main developments of the visual art forms (architecture, sculpture and painting) from Paleolithic man through the Renaissance. ARH 2050 is a Gordon Rule writing course as defined by SBE Rule 6A-10.030.

## ARH 2051

### Art History II + ♦

(3 Credits - 3 Hours)

An integrated study of the main developments of the visual art forms (architecture, sculpture and painting) from the 17th century to the present. ARH 2051 is a Gordon Rule writing course as defined by SBE Rule 6A-10.030.

## 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.