

PROGRAM SPECIFIC COURSE DESCRIPTIONS

From the St. Johns River State College Catalog 2020 - 2021

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 of 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 253-262 in the SJR State College Catalog.

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

STAGE TECHNOLOGY (0160)

College Credit Certificate

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 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 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 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 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 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 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 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.