

Design & Production Courses

DEP 1000: Production (4 credits)

This is a practical laboratory class that is required for all Design and Production undergraduate students. Specific assignments vary according to each student's abilities and the production to which they are assigned. It is intended to serve as an opportunity to practice skills learned in the studio or laboratory classes. By applying these skills to actual productions that are performed for the public, students will experience a variety of situations that will prepare them for the professional workplace.

DEP 1001: Introduction to Theatrical Production I (1 credit)

A yearlong introduction to Theatrical Production which will familiarize the student with the various shops, shop procedures and shop safety to prepare them for DEP 1000: Production. In addition, the class will cover a wide variety of subjects to orient the student to the various disciplines in Design and Production, the hierarchy, the vocabulary, the operations and the paperwork involved in modern theatrical production.

DEP 1002: Introduction to Theatrical Production II (1 credit)

A yearlong introduction to Theatrical Production which will familiarize the student with the various shops, shop procedures and shop safety to prepare them for DEP 1000: Production. In addition, the class will cover a wide variety of subjects to orient the student to the various disciplines in Design and Production, the hierarchy, the vocabulary, the operations and the paperwork involved in modern theatrical production.

DEP 1011: Technical Theatre for Drama (1 credit)

A series of introductory lectures on the professions of theatrical production for Drama School students. Students learn the use of equipment and basic requirements for technically launching a theatrical production. Students then work as a member of a stage crew on School of Drama productions in DEP 1020: Technical Theatre Practicum.

DEP 1020: Tech Theatre Practicum (1 credit)

Students work as stage crew on School of Drama productions in various capacities. Graded Pass/Fail.

DEP 1111: Drawing I (2 credits)

A two semester practical study in developing a solid drawing foundation, including elements of line, gesture, shape, value, texture, space, scale, proportion, composition, and perspective. This course utilizes a variety of media and techniques in the exploration of two-dimensional space as it pertains to drawing as an art form, as well as a means to express and convey ideas relevant to students' course of study.

DEP 1112: Drawing II (2 credits)

A two semester practical study in developing a solid drawing foundation, including elements of line, gesture, shape, value, texture, space, scale, proportion, composition, and perspective. This course utilizes a variety of media and techniques in the exploration of two-dimensional space as it pertains to drawing as an art form, as well as a means to express and convey ideas relevant to students' course of study.

DEP 1121: Color and Design I (2 credits)

A yearlong introduction to the basic elements of design and color, focusing on the application of these elements in a series of projects which involve visual problem solving and graphic decision making. A variety of media are used with an emphasis on vocabulary and refinement of craft. Critique sessions are a major component of this class, during which students verbally articulate visual ideas and concepts.

DEP 1122: Color Theory & Painting (1 credit)

This course will cover basic color theory, color-mixing, and color systems in painting. Acrylic paints will be used to explore these principles in a series of exercises and designs. Visual image presentations (slides, films, etc.) will be shown to prompt discussion on the use of color in theatrical contexts.

DEP 1123: Color and Design II (2 credits)

An introduction to the basic elements of design and color, focusing on the application of these elements in a series of projects which involve visual problem solving and graphic decision making. A variety of media are used with an emphasis on vocabulary and refinement of craft. Critique sessions are a major component of this class, during which students verbally articulate visual ideas and concepts. **Prerequisite:** DEP 1121.

DEP 1124: Drawing for the Visual Artist I (3 credits)

Through the exploration of both traditional and nontraditional media, surfaces, and approaches in mark making, this two semester course will emphasize the development of individual modes of expression and expand the conventional parameters of what defines a "drawing" in contemporary culture. Alternative processes, concepts, and influences that have changed how we view drawing as a medium will be explored. Research, critique sessions, and classroom discussions focusing on aesthetic issues and contemporary artists will also be vital components of this course.

DEP 1125: Drawing for the Visual Artist II (3 credits)

Through the exploration of both traditional and nontraditional media, surfaces, and approaches in mark making, this two semester course will emphasize the development of individual modes of expression and expand the conventional parameters of what defines a "drawing" in contemporary culture. Alternative processes, concepts, and influences that have changed how we view drawing as a medium will be explored. Research, critique sessions, and classroom discussions focusing on aesthetic issues and contemporary artists will also be vital components of this course.

DEP 1131: Drafting for the Theatre (2 credits)

This class will provide intensive training in the various elements of technical theatre and stage design graphics using traditional drafting technique. Skills will be developed in producing lettering, geometric constructions, ground plans, elevation, section, orthographic and isometric views with accepted industry standard practices and presentation.

DEP 1132: Drafting for the Theatre II (2 credits)

This class will provide intensive training in the various elements of technical theatre and stage design graphics using traditional drafting technique. Skills will be developed in producing lettering, geometric constructions, ground plans, elevation, section, orthographic and isometric views with accepted industry standard practices and presentation.

Prerequisite: DEP 1131.

DEP 1143: CAD Drafting for Design (3 credits)

This class will teach the techniques and standard practices of theatrical graphic communication for design, through exercises produced with computer aided design software. The course will focus on both 2D and 3D drawings, including rendering and sketching techniques possible with such software as Vectorworks, Sketch-up, etc.

Prerequisite(s): Demonstrated skill in objectives and outcomes for DEP 1111: Drafting for the Theatre or instructor's approval.

DEP 1153: Technical Graphics I-A (3 credits)

This class will teach the techniques and standard practices of technical graphic communication for entertainment technology and engineering, through exercises produced by sketches and traditional manual drafting. Projects generated will include emphasis in geometric constructions, plans, sections, elevations, orthographic and isometric projections, and lettering.

DEP 1154: Technical Graphics I-B (2 credits)

A continuation of DEP 1153: Technical Graphics I-A. The student will begin working with AutoCAD, building 2D and 3D graphic skills to an intermediate level. This will include practice in geometric constructions, plans, sections and elevations, 2D and 3D presentational views, layouts, sheet set organization, annotation style, dimensioning style and drawing scale. **Prerequisite(s):** DEP 1153 or permission of instructor.

DEP 1411: Intro to Stagecraft (2 credits)

An exploration of the basics of stagecraft, including tool selection and use, material and hardware selection and customary building practices as related to scenery.

DEP 1422: Welding and Metalworking I (2 credits)

A laboratory exploration of the use of metal as a scenic material. Concentration is on safety, tools, and the various welding and metalworking processes.

DEP 1651: Costume Technology Practicum (1 credit)

A one semester exploration of theatrical costume shop organization, industry standard construction techniques, commonly used tools, and machinery operation. A series of small projects may focus on: organization of a professional costume shop and an understanding of the skills required of those who work there; customary stitching techniques for the assembly and finishing of costumes; use of various patterning, cutting and marking tools; safe operation of domestic and industrial sewing machines, sergers, and steam irons.

DEP 1652: Costume Technology I (3 credits)

A study of basic flat patterning and construction techniques, with an emphasis on practical applications. Possible topics include: male and female basic bodices, simple sleeves, and a man's period shirt. **Prerequisite:** DEP 1651 or permission of instructor.

DEP 1711: Introduction to Makeup, Hair History and Styling I (2 credits)

A two semester overview of basic stage makeup materials, methods, history of hairstyles and styling techniques with an emphasis on applications for theatre and film.

DEP 1712: Introduction to Makeup, Hair History and Styling II (2 credits)

A two semester overview of basic stage makeup materials, methods, history of hairstyles and styling techniques with an emphasis on applications for theatre and film. **Prerequisite(s):** DEP 1711.

DEP 1812: Sound System Operation (3 credits)

This course focuses on using sound systems to acquire audio sources and mix them for delivery to the audience. Topics include microphone types, playback sources, and mixing consoles.

DEP 1912: Introduction to Stage Management (2 credits)

Students will gain an understanding of the industry protocols by learning about the qualities and role of a successful stage manager. Through guest lectures and class discussion students will learn to respect the differences in the stage manager's working relationship between the different disciplines and become aware of industry standards and practices and what skills are required of a professional stage manager.

DEP 2000: Production (5 credits)

This is a practical laboratory class that is required for all Design and Production undergraduate students. Specific assignments vary according to each student's abilities and the production to which they are assigned. It is intended to serve as an opportunity to practice skills learned in the studio or laboratory classes. By applying these skills to actual productions that are performed for the public, students will experience a variety of situations that will prepare them for the professional workplace. Advanced students will be assigned to the areas of their concentration.

DEP 2099: Tutorials and Contracts (1 to 10 credits)

Credit is given for apprenticeships and tutorials, originated by the student with faculty approval, for special projects which will significantly enrich the student's growth and development in areas not regularly covered in established courses.

DEP 2211: Foundation of Scene Painting I (3 credits)

A study of basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery and flat painted drops. Projects will include wood grain, simple trompe l'oeil techniques and a textural landscape. **Prerequisite(s):** DEP 2211.

DEP 2212: Foundation Scene Painting II (3 credits)

A continuing study of the basic techniques employed by the scenic artist. Emphasis is placed on equipment, procedure and practical application to framed scenery and flat painted drops. Projects will include architectural moldings, columns and spray techniques.

DEP 2261: Properties Management (3 credits)

A study of the management, organization and procurement of stage properties. Emphasis is placed on safety procedures, researching and problem solving for the Property Director.

DEP 2272: Furniture History and Design (3 credits)

A study of furniture design principles, construction techniques and materials. A comprehensive look at furniture history, style recognition and chief characteristics.

DEP 2311: Lighting Design IA (3 credits)

This two semester course begins with a concise survey of the history of theatrical lighting design. As the term progresses a study of the photometrics of the current fixtures available to the designer, and an in depth study of physical principles of light and human perception will be covered. The spring semester of Lighting Design I is an in depth study of script analysis for the designer. Following the work on script analysis application of the process will then be applied to creating a complete design package and a thorough look at all paperwork required of the Lighting Designer.

DEP 2312: Lighting Design IB (3 credits)

This two semester course begins with a concise survey of the history of theatrical lighting design. As the term progresses a study of the photometrics of the current fixtures available to the designer, and an in depth study of physical principles of light and human perception will be covered. The spring semester of Lighting Design I is an in depth study of script analysis for the designer. Following the work on script analysis application of the process will then be applied to creating a complete design package and a thorough look at all paperwork required of the Lighting Designer. **Prerequisite(s):** DEP 2311

DEP 2341: Stage Electrics IA (3 credits)

A two semester dialogue of basic stage electric equipment and lighting technology. Course discussions will include conventional instrumentation, lighting control consoles, power distribution and network/control systems. Some content of the course will be based on subjects in the ETCP Electrician Certification Exam.

DEP 2342: Stage Electrics IB (3 credits)

A two semester dialogue of basic stage electric equipment and lighting technology. Course discussions will include conventional instrumentation, lighting control consoles, power distribution and network/control systems. Some content of the course will be based on subjects in the ETCP Electrician Certification Exam. **Prerequisite(s):** DEP 2341

DEP 2371: Introduction to Lighting Design (3 credits)

This course is an introduction for students outside the lighting concentration to the design principles and aesthetics of lighting design for live performance. Areas of investigation will include analysis, collaboration, color, fixtures, pre-production and production from the lighting design perspective.

DEP 2412: Stagecraft (3 credits)

An in-depth study of the tools and techniques of scenery construction, backstage operating systems, and construction materials.

DEP 2413: Advanced Stagecraft (3 credits)

This is a continuation and advanced exploration and study of modern scenery construction techniques and processes. Primarily intended for the Scenic Technology students but may be taken by exceptional students from other concentrations.

DEP 2421: Welding and Metalworking II (2 credits)

A honing of welding and fabrication skills learned in Welding and Metalworking I. Basic machine shop operations will be covered including general tool and shop maintenance. **Prerequisite(s):** DEP 1422 or consent of the instructor.

DEP 2422: Shop Practice and Technique (2 credits)

Exploration of typical shop organization and methodology, including techniques to improve craftsmanship and productivity.

DEP 2511: Scene Design IA (3 credits)

A two semester introduction to Scene Design, emphasizing the design process from script analysis to presentational material, through the investigation of styles of theatre and stage spaces and the application of design variables.

DEP 2512: Scene Design IB (3 credits)

A two semester introduction to Scene Design, emphasizing the design process from script analysis to presentational material, through the investigation of styles of theatre and stage spaces and the application of design variables.

Prerequisite(s): DEP 2511

DEP 2513: Introduction to Scene Design (2 credits)

An introduction to and survey of the principles of scene design for the non-designer, focusing on understanding the process of theatrical design.

DEP 2601: Costume Design IA (3 credits)

A two semester examination of the fundamental techniques of costume design through a series of problem-oriented projects. Emphasis will be placed on imagination, problem solving, and growth in both rendering and presentation of work.

DEP 2602: Costume Design IB (3 credits)

A two semester examination of the fundamental techniques of costume design through a series of problem-oriented projects. Emphasis will be placed on imagination, problem solving, and growth in both rendering and presentation of work.

DEP 2651: Costume Technology IIA (3 credits)

A study of flat patterning and construction techniques for fitted garments, some made for live models, with emphasis on practical applications. Possible topics include: women's period bodices, two-piece sleeve variations, and gored skirts. **Prerequisite(s):** DEP 1652 or permission of instructor.

DEP 2652: Costume Technology IIB (3 credits)

A study of theatrical patterning and construction through realized projects made for live models with an emphasis on developing problem-solving skills. Possible topics include: semi-tailored menswear (vests, trousers), women's period undergarments (corsets, petticoats). **Prerequisite:** DEP 2651.

DEP 2711: Wig and Make-up Tech IA (3 credits)

A two semester course in basic two dimensional make-up application, wig making and styling techniques, including creating full characters. **Prerequisite:** DEP 1712.

DEP 2712: Wig and Make-up Tech IB (3 credits)

A two semester course in basic two dimensional make-up application, wig making and styling techniques, including creating full characters. **Prerequisite(s):** DEP 2711 or permission of instructor.

DEP 2713: Introduction to Prosthetics I (2 credits)

In this two-semester sequence of courses, students will learn about basic prosthetic materials, methods, and techniques with an emphasis on applications for theatre and film.

DEP 2714: Introduction to Prosthetics II (2 credits)

In this two-semester sequence of courses, students will learn about basic prosthetic materials, methods, and techniques with an emphasis on applications for theatre and film.

DEP 2811: Theatre Sound Design I (3 credits)

This course will introduce sophomore students to the process of developing a sound design starting with the text. Students will learn to analyze a script. Building on that analysis, students will learn a process to help them develop valid sound effects and music choices. Finally, students will learn how to refine their choices into a unified sound design that helps tell the story. At each stage students will be expected to present their work in front of the whole class for discussion and critique.

DEP 2812: Sound System Design (3 credits)

This course is an in-depth study for sophomore students of the science of sound as it relates to live theatre, and its behavior in acoustic space and electronic systems. Mathematical calculations, software, and tools used to predict and manipulate this behavior will be taught and used to influence the process of designing sound systems.

Prerequisite(s): DEP 2811 or permission of instructor.

DEP 2822: Theatre Audio Electronics (2 credits)

This course will introduce students to a practical knowledge of power, grounding, shielding, signal interconnection, troubleshooting and noise elimination. This course will take an in-depth practical look at what is happening in powering and interconnection systems on an electrical and electronic scale. Students will build the useful adapters and devices to test, measure and help them control these aspects and optimize their sound systems.

DEP 2921: Stage Management IA (3 credits)

A two semester introduction to the fundamentals of stage management as related to current productions as well as professional union requirements. The basic techniques of the stage manager are presented, including the prompt book, rehearsal and performance procedures. In addition, stage management forms and formats will be studied to strengthen organizational skills. **Prerequisite(s):** DEP 1912.

DEP 2922: Stage Management IB (3 credits)

A two semester introduction to the fundamentals of stage management as related to current productions as well as professional union requirements. The basic techniques of the stage manager are presented, including the prompt book, rehearsal and performance procedures. In addition, stage management forms and formats will be studied to strengthen organizational skills. **Prerequisite(s):** DEP 2921

DEP 3000: Production (6 credits)

This is a practical laboratory class that is required for all Design and Production undergraduate students. Specific assignments vary according to each student's abilities and the production to which they are assigned. It is intended to serve as an opportunity to practice skills learned in the studio or laboratory classes. By applying these skills to actual productions that are performed for the public, students will experience a variety of situations that will prepare them for the professional workplace. Advanced students will be assigned to the areas of their concentration.

DEP 3024: 3-Dimensional Design and Sculpture for the Theatrical Designer (2 credits)

This course will focus on the study of three-dimensional design and sculpture for the theatrical designer. Terminology appropriate to the planning, analysis and interpretation of the fine arts and theatrical design will complement the investigation of sculptural problems using a variety of media.

DEP 3099: Tutorials and Contracts (1 to 10 credits)

Credit is given for apprenticeships and tutorials, originated by the student with faculty approval, for special projects which will significantly enrich the student's growth and development in areas not regularly covered in established courses.

DEP 3103: Scenic Rendering (1 credit)

An exploration of techniques and media used in rendering scenic elements for theatre and film. Projects in a variety of media include grid perspective, furniture, décor, columns, architectural detail and a variety of landscapes.

DEP 3104: Studio: Figure (1 credit)

This course builds on the foundation laid in Life Drawing with the student continuing to drawing from a live model in a variety of mediums. This course maybe taken twice for credit.

DEP 3105: Studio: Plein Air Watercolor (1 credit)

The course explores the tools and techniques associated with Plein Air (outdoor) watercolor painting. Students will develop an understanding of the Plein Air (outdoor) environment when composing and executing a water color painting. Emphasis will be placed on washes, layers, brushwork technique and color mixing as students will observe light, atmosphere, proportion and the definition of form in both landscapes and built environments. **Prerequisite(s):** DEP 3103 or DEP 3143 or permission.

DEP 3106: Introduction to Architecture for Designers (1 credit)

An overview of the major periods of architecture that are of use to theatrical and entertainment designers. A particular emphasis will be placed on understanding proper nomenclature and identification of common architectural elements.

DEP 3111: Technical Graphics II (3 credits)

A continuation of the Technical Graphics coursework. The student will continue to build upon 2D and 3D graphic skills with AutoCAD by producing more complex projects, and will begin to focus on specific applications. **Prerequisite(s):** DEP 1153, 1154 or permission of instructor.

DEP 3113: Costume Rendering (1 credit)

This fast paced course focuses on creating effective, refined and versatile costume renderings. Emphasizing the selection of rendering "style" which best suits the mood and intentions of the character and the play, the student will work in many mediums, including watercolor, gouache, acrylic, markers and colored pencils. The course includes projects specifically designed to focus on color, texture, weight and pattern as well as projects that involve working in the style of "the masters."

DEP 3114: Studio: Architecture (1 credit)

This course focuses on developing skilled perspective and architectural sketch techniques for the design and painting student. Both "in class" and "on site" projects will be included .

DEP 3115: Digital Rendering (1 credit)

This one-semester course will introduce the student to rendering in a digital environment. The use of cutting-edge hardware and software for illustration will be employed.

DEP 3126: Life Drawing (3 credits)

The class is structured in the classical format, and includes a basic study of anatomy. Working from nude artists' models, students will focus on developing graphic abilities in many mediums, including graphite, charcoal, conté, chalk/pastel, colored pencil, watercolor and ink. Through exercises and skill building techniques the artist will learn to draw the human form. By focusing on eye-hand coordination, the students will learn to draw what they see while reinforcing issues of line, form, proportion, highlight and shadow, composition and gesture. This course may be taken multiple times for credit.

DEP 3133: Portraiture (1 credit)

The course is an in-depth study of the human head and face, focusing on expression and character. The artist will work in several mediums including graphite, charcoal, conté, and color mediums. Course content will include: Anatomy, Plasticity, Form, Value, Understanding Planes, and Drawing sculpturally.

DEP 3143: Wet Media (1 credit)

This course explores traditional and contemporary painting techniques and aesthetics. The study focuses on but is not limited to watercolor and acrylic. By exploring the possibilities of wet mediums the student will gain an understanding of the inherent qualities and capabilities of the mediums potential as a means of personal expression.

DEP 3153: Model Building (1 credit)

This course explores model building techniques in paper, wood and brass. For the students to effectively progress in the design classes, the course focuses on precision and speed.

DEP 3163: Using Technology for Models and Props (1 credit)

This course explores the use of advanced technology such as laser cutters, etchers and 3D printing for use in the construction of design models and stage properties.

DEP 3173: Advanced Drafting (1 credit)

This course reinforces a student's speed and accuracy in design drafting. Page layout, lettering, labeling and package content are addressed.

DEP 3183: Advanced Mechanical/Perspective Drawing (1 credit)

This course covers full scale layout of architecture detail, the basic principles of perspective and the relationship of plan geometry to perspective layout. Drop point and trompe l'oeil perspective techniques will be thoroughly explored.

DEP 3193: Digital Graphics (1 credit)

This course explores digital graphics for the designer using the computer rendering and mixed media skills. Focus will be on producing quick skillful works of art to illustrate a design.

DEP 3211: Trompe l'oeil Scenic Sculpture (3 credits)

A review of basic processes and techniques will be the foundation for development of more complex assignments in trompe l'oeil. Specialized applicators, bas-relief carving, assemblage and complex multi-step processes will be introduced.

DEP 3212: Translucency: The Interaction of Light and Painting (3 credits)

Projects in translucent, transparent and opaque media will be explored on a variety of surfaces. Issues of interaction of color in paint and color in light will be a focus of the final project.

DEP 3262: Stage Properties (3 credits)

A study of construction techniques and materials that can be used by the designer and technician in the construction of stage properties.

DEP 3271: Furniture Construction and Upholstery (3 credits)

A practical study of the construction, upholstery, repair and refinishing of furniture, and the art of fine woodworking.

DEP 3273: Blacksmithing (2 credits)

An exploration of Blacksmithing through lecture, demonstrations and practical application with a gas forge and its use in Theatrical Stage, Film and Television Properties.

DEP 3311: Lighting Design IIA (3 credits)

A two semester in depth look at designing and analyzing Dance and Opera. Part of one semester will be devoted to working with the Choreography students in a realized production. The opera portion of the semester will include survey of opera and a paper design project. Spring semester of LDII is devoted to the application of the processes studied in previous classes. Lighting designs will be executed for each of the major venue and performance types with a focus on refining the design process while learning the requirements and individual characteristics of each venue. **Prerequisite(s):** DEP 2312

DEP 3312: Lighting Design IIB (3 credits)

A two semester in depth look at designing and analyzing Dance and Opera. Part of one semester will be devoted to working with the Choreography students in a realized production. The opera portion of the semester will include survey of opera and a paper design project. Spring semester of LDII is devoted to the application of the processes studied in previous classes. Lighting designs will be executed for each of the major venue and performance types with a focus on refining the design process while learning the requirements and individual characteristics of each venue. **Prerequisite(s):** DEP 3311.

DEP 3338: Light Project (3 credits)

Special projects in lighting design will be covered this term, including but not limited to public art projects, architectural lighting and event lighting. This may include the execution of a public art project, including the design, logistics, budgeting, and grant writing. **Prerequisite(s):** DEP 2312.

DEP 3341: Stage Electrics IIA (3 credits)

The two semester course will engage in critique and discussion of electrics work at UNCSA and outside venues in the area. Trips will likely be required to visit commercial theatre productions. In addition, topics such as consulting, manufacturing and advanced entertainment electrics will be discussed. Students will be exposed to a variety of aspects of Entertainment Electrics and Lighting Production through research and practical assignments as well as readings. **Prerequisite(s):** DEP 2342.

DEP 3342: Stage Electrics IIB (3 credits)

The two semester course will engage in critique and discussion of electrics work at UNCSA and outside venues in the area. Trips will likely be required to visit commercial theatre productions. In addition, topics such as consulting, manufacturing and advanced entertainment electrics will be discussed. Students will be exposed to a variety of aspects of Entertainment Electrics and Lighting Production through research and practical assignments as well as readings. **Prerequisite(s):** DEP 3341.

DEP 3411: Technical Direction I (3 credits)

This two-semester class will explore the role of the Technical Director as a problem solver, manager, leader, and collaborator in the production process. Development of skills in critical thinking, communication, leadership, collaboration and practical applications will be emphasized.

DEP 3412: Technical Direction II (3 credits)

This two-semester class will explore the role of the Technical Director as a problem solver, manager, leader, and collaborator in the production process. Development of skills in critical thinking, communication, leadership, collaboration and practical applications will be emphasized. **Prerequisite(s):** DEP 3411.

DEP 3421: Theatrical Structures and Stage Dynamics I (3 credits)

An advanced two-semester course in scenery construction techniques and material technology with an emphasis on mathematical problem-solving. A brief study of structural engineering is included, with concentration on its application to stage machinery and scenic units.

DEP 3422: Theatrical Structures and Stage Dynamics II (3 credits)

An advanced two-semester course in scenery construction techniques and material technology with an emphasis on mathematical problem-solving. A brief study of structural engineering is included, with concentration on its application to stage machinery and scenic units. **Prerequisite(s):** DEP 3421.

DEP 3431: Theatrical Rigging (3 credits)

This class will explore the design and use of theatre rigging systems, hardware selection and limitations, and rigging techniques. Emphasis will be placed on proper selection and use of rigging hardware and equipment, safety factors and industry best practice.

DEP 3511: Scene Design IIA (3 credits)

An intermediate two-semester continuation of projects in Scene Design incorporating all of the various theatrical forms, such as opera, ballet, and musicals, as well as drama. Emphasis is on the speed of conceptualization and rendering. **Prerequisite(s):** DEP 2512.

DEP 3512: Scene Design IIB (3 credits)

An intermediate two semester continuation of projects in Scene Design incorporating all of the various theatrical forms, such as opera, ballet, and musicals, as well as drama. Emphasis is on the speed of conceptualization and rendering. **Prerequisite(s):** DEP 3511.

DEP 3601: Costume Design IIA (3 credits)

A continuation of the study of costume design intended to give the student the opportunity to explore non-traditional materials and concepts as well as organizational techniques such as budgeting and the appropriate use of resources. All projects are geared toward a strong portfolio. **Prerequisite(s):** DEP 2602 or permission of instructor.

DEP 3602: Costume Design IIB (3 credits)

A continuation of the study of costume design intended to give the student the opportunity to explore non-traditional materials and concepts as well as organizational techniques such as budgeting and the appropriate use of resources. All projects are geared toward a strong portfolio. **Prerequisite(s):** DEP 2602 or permission of instructor.

DEP 3651: Costume Technology IIIA (3 credits)

An advanced study of theatrical patterning and construction through realized projects tailored for the individual student made for live models with an emphasis on developing problem-solving skills. Possible topics include: pattern development and construction techniques for fluid draped garments and stretch wear; finishing techniques, specialty fabric treatment, couture principles, and fabric manipulation. **Prerequisite(s):** DEP 2652

DEP 3652: Costume Technology IIIB (3 credits)

An advanced study of theatrical patterning and construction through realized projects tailored for the individual student made for live models with an emphasis on developing problem-solving skills. Possible topics include: pattern development and construction techniques for fluid draped garments and stretch wear; finishing techniques, specialty fabric treatment, couture principles, and fabric manipulation. **Prerequisite(s):** DEP 3651

DEP 3653: Millinery (2 credits)

This course is to develop competent skills in the craft, creativity, and techniques necessary to produce basic theatrical millinery. The student will produce hats in a variety of styles and techniques and a polished, well-organized binder that documents each millinery project. The final project will showcase the student's knowledge of millinery techniques and aesthetics.

DEP 3654: Fabric Modification (3 credits)

The purpose of this course is to develop competent skills in the craft, creativity, techniques, and safety protocols necessary to produce multiple processes in fabric modification. Topics may include: types of dyes and specificity to their usage; fabric painting mediums and applications; fabric printing techniques; aging and distressing.

Prerequisite(s): DEP 2652 or Permission of Instructor

DEP 3655: Costume Crafts (3 credits)

Assorted projects in theatrical costume crafts emphasizing focused problem solving skills. Possible topics include: mask-making, thermoplastics, theatrical armor, jewelry, cobblery, crowns and tiaras. **Prerequisite(s):** DEP 3652 or Permission of Instructor

DEP 3711: Wig and Make-up Technology IIA (3 credits)

Continued exploration in make-up, wig making and styling technique. This two semester course introduces students to a wider variety of materials and techniques including commonly used 3-dimensional applications to create complete characters. **Prerequisite(s):** DEP 2712

DEP 3712: Wig and Make-up Technology IIB (3 credits)

Continued exploration in make-up, wig making and styling technique. This two semester course introduces students to a wider variety of materials and techniques including commonly used 3-dimensional applications to create complete characters. **Prerequisite(s):** DEP 3711 or permission of instructor.

DEP 3720: Medical Wig Project (2 credits)

An in-depth study of hair prosthesis as it pertains to the medical industry. Students will be partnered with a local medical facility's clients that have a medical hair need. Students will work with their clients to determine and build the appropriate wig or hairpiece. Students and medical clients will meet for 3-4 fittings and consultations over the term to ensure comfort, fit, style and adhesion methods. Upon successful completion of the course, the client will keep the prosthesis. This course is designated as a Service Learning Course.

DEP 3811: Theatre Sound Design II (3 credits)

This course will introduce junior sound design students to the advanced skills necessary to better tailor prerecorded music cues to fit the transitional needs of a production. It will also introduce sound design students to composing their own music cues for theatre. **Prerequisite(s):** DEP 2812 or permission of instructor.

DEP 3812: Sound Design Technology (3 credits)

This course is a study of the technology used by sound designers to create the sound content for theatrical productions. In this course juniors will learn to record and edit sound digitally on a computer, create MIDI sequences, prepare audio files for digital sound playback systems, and program digital sound playback systems. **Prerequisite(s):** DEP 3811 or permission of instructor.

DEP 3821: Sound System Engineering (3 credits)

This course is an in-depth study of the technology and engineering of sound systems for theatre. Junior students will learn how to install, troubleshoot, analyze, and operate sound systems and their various components.

Prerequisite(s): DEP 2812 or permission of instructor.

DEP 3931: Stage Management IIA (3 credits)

A two semester course designed specifically for stage managers to increase their awareness of the training of, and problems faced by, performers, directors and choreographers, as they relate to the functions and duties of the stage manager in production. **Prerequisite(s):** DEP 2922.

DEP 3932: Stage Management IIB (3 credits)

A two-semester course designed specifically for stage managers to increase their awareness of the training of, and problems faced by, performers, directors and choreographers, as they relate to the functions and duties of the stage manager in production. **Prerequisite(s):** DEP 3931

DEP 3942: Theatre Management Survey (2 credits)

An investigation of how a performing arts organization is created. Among the topics included will be mission statements, choosing artistic properties, a basic understanding of copyrights, theatre personnel, theatre unions, fundraising and budgets.

DEP 3952: Directing (3 credits)

Review and analysis of the principles of directing for the theatre, with emphasis on the use of various directing techniques, interpreting the playwright's intentions from a director's point of view, and understanding the director's role as it relates to the Stage Manager, Designers and Technical Director.

DEP 4000: Production (6 credits)

This is a practical laboratory class that is required for all Design and Production undergraduate students. Specific assignments vary according to each student's abilities and the production to which they are assigned. It is intended to serve as an opportunity to practice skills learned in the studio or laboratory classes. By applying these skills to actual productions that are performed for the public, students will experience a variety of situations that will prepare them for the professional workplace. Advanced students will be assigned to the areas of their concentration.

DEP 4014: Innovation & Creativity (3 credits)

In this course we will introduce students to some of the diverse processes of innovation and creativity that are practiced in other fields and art forms. A few core texts will be chosen that explain the design process as practiced by different industries and different individuals. To this will be added additional materials, concepts and practices from other artists and designers in the form of papers, DVDS and individual presentations to further expand the student's understanding of the different fields of design/innovation/creativity around them and the different methods and processes they employ. Students will then select some of these design processes and methods to integrate into their own process so as to increase their own individual design abilities.

DEP 4088: Independent Study (1 to 3 credits)

This course is a rigorous independent study by one student in a topic, skill, or process within the areas covered by the School of Design and Production, under the supervision of an appropriate faculty member. An Independent Study Contract detailing the readings, study materials, projects and/or activities and the methods of evaluation is required. This course can be repeated for credit. **Prerequisite(s):** Permission of instructor and the Assistant Dean of Academics for the School of Design and Production.

DEP 4089: Professional Internship (1 to 12 credits)

A supervised work experience at a professional performing arts organization, or an organization serving the performing arts, outside of UNCSA, through which a student applies the knowledge and skills learned in course work to on-the-job assignments and responsibilities. The number of credits varies according to the nature and scope of the internship. Graded Pass/Fail.

DEP 4099: Tutorials and Contracts (1 to 15 credits)

Credit is given for apprenticeships and tutorials, originated by the student with faculty approval, for special projects which will significantly enrich the student's growth and development in areas not regularly covered in established courses.

DEP 4111: Professional Career Development I (1 credit)

Group discussions on resumes, portfolio formats, cover letters, personal budgets, establishing credit, taxes, health insurance, retirement, unions and the interview process. This course is designed for students in their final year, preparing for the job market and life after UNCSA. Graded Pass/Fail.

DEP 4112: Professional Career Development II (1 credit)

Group discussions on resumes, portfolio formats, cover letters, personal budgets, establishing credit, taxes, health insurance, retirement, unions and the interview process. This course is designed for students in their final year, preparing for the job market and life after UNCSA. Graded Pass/Fail.

DEP 4123: Digital Portfolio (2 credits)

In this course students will learn to create a digital portfolio on the world wide web. The course will cover traditional web development technology with a focus on techniques for presenting portfolio materials effectively in a digital medium. Students will be required to have their own computer with internet access. The course material will be presented on the Mac OS system. Students will also need to purchase a web hosting service and development software. **Prerequisite(s):** DEP 3193: Digital Graphics or permission of instructor.

DEP 4198: Special Topics in Technology (1 to 3 credits)

A one- semester special topics course taught by Design and Production that focuses on a specific issue or issues in the study of technology. This course may be taken for 4 times for credit. **Prerequisite(s):** Permission of the instructor.

DEP 4211: Advanced Trompe l'oeil (3 credits)

An advanced course in trompe l'oeil concentrating on careful, accurate mechanical drawing and skillful rendering of real surfaces for the ultimate effect in large scale. Shop management and bidding will be included. The business of murals, murals location, site planning, local permits and commissions and grants will be covered.

DEP 4212: Scene Painting Studio (3 credits)

This course will be concentrated on individual focus in the areas of trompe l'oeil, paint chemistry, decorative finishes, film techniques or 3-D textural applications.

DEP 4298: Special Topics in Design (1 to 3 credits)

A one-semester special topics course taught by Design and Production that focuses on a specific issue or issues in the study of design. This course may be taken for 4 times for credit. **Prerequisite(s):** permission of instructor.

DEP 4311: Lighting Design IIIA (3 credits)

Topics covered in this two semester course are the aesthetics of performance and visual art. Reading and study of the major influences of theatrical design as well as ideas and concepts of other design fields and art forms will be considered. Spring semester special topics for career preparation include websites, portfolio material, financial planning, tax ramifications for the independent contractor, and current readings in the various arts. **Prerequisite(s):** permission of instructor.

DEP 4312: Lighting Design IIIB (3 credits)

Topics covered in this two semester course are the aesthetics of performance and visual art. Reading and study of the major influences of theatrical design as well as ideas and concepts of other design fields and art forms will be considered. Spring semester special topics for career preparation including websites, portfolio material, financial planning, tax ramifications for the independent contractor, and current readings in the various arts. **Prerequisite(s):** permission of instructor.

DEP 4341: Stage Electrics IIIA (3 credits)

The two semester course series will focus on the business of Entertainment Lighting Technology. Subjects will include: contracts, benefits, personal finance as a free-lance technician, resume, personal web-publishing, and maintaining contacts. **Prerequisite(s):** DEP 3342

DEP 4342: Stage Electrics IIIB (3 credits)

The two semester course series will focus on the business of Entertainment Lighting Technology. Subjects will include: contracts, benefits, personal finance as a free-lance technician, resume, personal web-publishing, and maintaining contacts. **Prerequisite(s):** DEP 4341

DEP 4361: Senior Lighting Seminar I (1 credit)

This Seminar will serve as forum for designers and technicians to meet weekly and discuss production issues and to work through challenges in a collaborative think tank environment. **Prerequisite(s):** DEP 3342 or DEP 3312. Graded Pass/Fail.

DEP 4362: Senior Lighting Seminar II (1 credit)

This Seminar will serve as forum for designers and technicians to meet weekly and discuss production issues and to work through challenges in a collaborative think tank environment. **Prerequisite(s):** DEP 3342 or DEP 3312. Graded Pass/Fail.

DEP 4398: Special Topics in Management (1 to 3 credits)

A one-semester special topics course taught in Design and Production that focuses on a specific issue or issues in the study of management. This course may be taken 4 times for credit. **Prerequisite(s):** Permission of instructor.

DEP 4451: Motion Control 1A (3 credits)

Motion control for the stage. In-depth two semester study of the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered.

DEP 4452: Motion Control 1B (3 credits)

Motion control for the stage. In-depth two semester study of the use of control systems and equipment in relation to moving scenery. Computer and other control systems will be covered. **Prerequisite(s):** DEP 4451 for DEP 4452.

DEP 4462: Advanced Computer Techniques (2 credits)

In-depth study of advanced software applications being used in the theatrical field and associated industries.

DEP 4511: Scene Design IIIA (3 credits)

An advanced two semester study of the philosophy and techniques of design as they apply to full and complete design packages, including final-year production assignments. **Prerequisite(s):** DEP 3512

DEP 4512: Scene Design IIIB (3 credits)

An advanced two semester study of the philosophy and techniques of design as they apply to full and complete design packages, including final-year production assignments. **Prerequisite(s):** DEP 4511

DEP 4601: Costume Design IIIA (3 credits)

A two-semester continuation developing skills needed to produce larger and more complex costume design projects. Exploration of source material other than traditional play scripts (film, dance, opera, and musicals). **Prerequisite(s):** DEP 3602 or permission of instructor.

DEP 4602: Costume Design IIIB (3 credits)

A two semester continuation developing skills needed to produce larger and more complex costume design projects. Exploration of source material other than traditional play scripts (film, dance, opera, and musicals). **Prerequisite(s):** DEP 3602 or permission of instructor.

DEP 4651: Costume Technology IVA (3 credits)

Advanced projects in theatrical costuming emphasizing advanced problem solving skills with a dual emphasis on flat patterning and draping. Possible topics include: complex draped women's wear, patterning and construction of highly structured garments from the 16th through the early 20th century and invisibly structured fantasy garments. **Prerequisite:** DEP 3652 or instructor's approval.

DEP 4652: Costume Technology IVB (3 credits)

This elective course offers additional opportunities in advanced projects in theatrical costuming emphasizing advanced problem solving skills with a dual emphasis on flat patterning and draping. Possible topics include: complex draped women's wear, patterning and construction of highly structured garments from the 16th through the early 20th century, and invisibly structured fantasy garments. Prerequisite(S): DEP 3652 or permission of instructor

DEP 4653: Costume Technology Portfolio Capstone (3 credits)

This course will focus on the finalized creation of a Costume Technology Portfolio in preparation for entering the job market. Capstone Projects will be focused on demonstrating a breadth of knowledge, and synthesis of prior coursework. **Prerequisite:** DEP 3652

DEP 4661: Shop Management (1 credit)

A study of the skills needed for successful management of a working professional shop. Topics include personal time management, supervision, leadership, and stress management. **Prerequisite(s):** Permission of instructor.

DEP 4711: Wig and Make-up Technology IIIA (3 credits)

An in-depth study of professional makeup, advanced wig construction and prosthetic skills, including specialized painting techniques, prosthetic applications, and lab techniques, as well as continued development in character studies. **Prerequisite:** DEP 3712

DEP 4712: Wig and Make-up Technology IIIB (3 credits)

An in-depth study of professional makeup, advanced wig construction and prosthetic skills, including specialized painting techniques, prosthetic applications, and lab techniques, as well as continued development in character studies. **Prerequisite:** DEP 4711 or instructor's approval

DEP 4727: Puppetry, Design & Fabrication (2 credits)

This course will concentrate on complex mold making and castings designed to bridge costume crafts, prosthetics, and stage properties using the creation of puppets. This course uses varying materials which may include, but are not limited to, silicones, latex, and urethanes. **Prerequisite(s):** Permission of Instructor.

DEP 4811: Sound Design Seminar (2 credits)

This course will look into the challenges and opportunities that individual senior sound designers are facing in their productions and attempt to share the learning experience with all the other sound design students. This course will look into some advanced concepts and strategies in theatre sound design related to aesthetics and audience cognition. **Prerequisite(s):** DEP 3812 or permission of instructor. Graded Pass/Fail

DEP 4821: Applied Digital Projects (2 credits)

This course is a practical exploration of modern technology used to develop advanced solutions for control and synchronization of digital audiovisual systems. **Prerequisite(s):** DEP 2812 or permission of instructor.

DEP 4917: Personal Finance for Artist (2 credits)

This course will help prepare students that are entering the workforce to better understand the importance of sound personal financial management. Topics to be covered include an introduction to basic business and economic principles, fundamentals of investing (including risk vs. return), preparation of an artist's personal income tax return, understanding employee benefits, insurance basics, independent contractor status, and retirement planning. Graded Pass/Fail.

DEP 4941: Stage Management Seminar I (3 credits)

A two semester group discussion and individual projects relating to current productions for the senior stage management student, and development of the student's skills needed to survive in the marketplace. **Prerequisite(s):** DEP 3932.

DEP 4942: Stage Management Seminar II (3 credits)

A two semester group discussion and individual projects relating to current productions for the senior stage management student, and development of the student's skills needed to survive in the marketplace. **Prerequisite(s):** DEP 4941.

DEP 5599: Intensive Arts (1 credit)

A one week period for intense production and seminars in specialties in areas that are normally outside the planned curriculum utilizing guest artist and exploring new materials and techniques. Graded Pass/Fail.