

THEATER DESIGN and PRODUCTION PROGRAM OF STUDIES

Students enrolled in Theater Design and Production explore, study and develop skills required for theater, dance and music production. The curriculum consists of coursework focused on scenery, costume, lighting and sound design and production techniques as well as classes in stage management, acting, art history, theatre history, visual arts, and script analysis.

Each year every student is enrolled in a full year class focused on a design discipline. Freshmen participate in an introductory color and design course while Sophomores, Juniors and Seniors enroll in Costume, Scenery or Lighting Design.

The balance of the program is structured around classes in the Theater and Visual Arts departments, as well as Sound Design, and practicums in each specialty. Students rotate through a variety of classes designed to introduce topics specific to theater and theater production. Classes include theater history, script analysis, stage management and drafting for the theater. In addition, students investigate more generic arts related subjects that inform theater practice like art history, drawing and acting. Classes are progressive but structured to accommodate students entering at any level.

Freshman Year:

- Drawing
- Introduction to Technical Theater
- Acting
- Sound Design
- Art History
- Practicum

Sophomore through Senior Years:

Each year, upper level students enroll in a full year class exploring one of the principal design disciplines - Set Design, Costume Design or Lighting Design. Students entering as Sophomores, Juniors or Seniors are placed according to interest and space.

All incoming, upper-class students will take Sound Design. They also may be placed in classes that are not for their “year” but are based on experience.

Each year, upper-class students take an out-of-department elective.

Sophomore Year:

- Design Class
- Introduction to Theater
- Introduction to TD&P semester 1
- Contemporary Trends in Theater semester 2
- Practicum

Junior Year:

- Design Class
- Theater History
- Drafting – Pencil and Computer
- Practicum

Senior Year:

- Design Class
- Drawing & Painting
- Computer Design Semester 1
- Theatre Crafts Semester 2
- Practicum



THEATER DESIGN AND PRODUCTION COURSE DESCRIPTIONS

FRESHMAN CLASSES

INTRODUCTION TO THEATRE DESIGN AND PRODUCTION

Introduction to Theatre covers basic Theatre Production & Design terminology and how theatre works from behind the scenes. Working both on classroom projects and Arts Academy productions, students are introduced to basic scenic drafting, scenery construction and scenic painting techniques. Includes survey classes in Lighting, Costume and Scenery and Stage Management

SURVEY I– Lighting

An introduction to the electrical theory and practice and its application in theatrical lighting. Students gain fundamental skills in basic wiring, theatrical lighting fixtures, lighting color theory, rope & ladder skills, and lighting paperwork. Students will gain an appreciation for light through daily renderings and photos, which will help them to perceive light and how it affects mood and perception.

SURVEY I – Costumes

This class is an introduction to costume construction fundamentals. Students learn how the costume shop is organized, what jobs are available in this field, what tools are used and when they are used. Students will gain hands-on experience by learning to sew both by hand and machine.

Stage Management / Production Management

An exploration of the roles and responsibilities of a theatrical stage manager from pre- production and auditions through the final performance. Students create a prompt book that includes foundational paperwork for auditions, rehearsals, and performances. Students will read & analyze a script for production needs and create blocking notes, enabling them to call lighting and sound cues for a mock performance.

FRESHMAN DRAWING AND PAINTING (Visual Arts Department)

In this introductory course, students learn the basic elements and principles of drawing and their use across a variety of artistic mediums. Line, shape, space, mass, color, texture, ornament, as well as the ideas of harmony, balance, proportion, emphasis, and rhythm will be explored throughout numerous artistic challenges in this project-based class.

Introduction to Acting (Theater Department)

The basics of acting will be explored through physical and vocal exercises, improvisation, monologues, and scene study. Students will learn how to approach the text in preparation for character and performance

SOUND DESIGN

An investigation of sound design in theater and media production. The skills developed for this course prepare the student to work with directors in designing audio for theater and video production. Students develop an understanding of sound mixing, audio processing techniques, sound effect creation, and the creation of soundscapes for theater and video.

1. Sound Design, and sound effects
2. Sound Design for Video
3. Multimedia Applications

This class also covers Sound Production Survey - Audio, students study the fundamentals of sound used in theater production. Concepts include speaker design and placement, microphones and microphone techniques, audio mixing, and the role of sound reproduction and special effects.

ART HISTORY (Visual Arts Department)

This course provides an introduction to the language of the visual arts and a foundation for individual understanding and enjoyment of art. This class will focus on how art communicates, how to analyze and interpret it, and how we can see it as a cultural product that reveals something about the society that produced it.

SOPHOMORE, JUNIOR AND SENIOR CLASSES

COSTUME DESIGN

This class is an introduction to both the business and the art of costume design. Students will explore the designer's responsibilities to all the collaborators in a production, and the design process, with a focus on research and color theory. Each student will be responsible for the design and construction of at least one costume for the Arts Academy Spring Musical

SET DESIGN

Set design class investigates the basics of designing scenery for the stage. It includes the study of stage terminology and script analysis, as well as the basics of drafting, rendering and design presentation. Students study the elements of visual designing (composition, line, color). They will create groundplans, color renderings and a scale model.

LIGHTING DESIGN

Students learn the history, elements, and process of designing theatrical lighting through discussion and numerous hands-on projects. Students create fully produced designs for Fall Showcase, and projects based on different genres of lighting, including dance, concert, nightclub, film, architecture and special events. The class helps students acquire an in-depth exploration of theatrical lighting design, and to expand upon their experience and skills to prepare them for college and entry into the theater profession

SOUND DESIGN (Incoming Upperclassman)

An investigation of sound design in theater and media production. The skills developed for this course prepare the student to work with directors in designing audio for theater and video production. Students develop an understanding of sound mixing, audio processing techniques, sound effect creation, and the creation of soundscapes for theater and video.

1. Sound Design, and sound effects
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INTRO TO THEATER (Sophomore Year - Theater Department)

In this class, students learn how to read a play as a performance piece rather than as a literary work. Texts are analyzed for dramatic structure and character clues.

PRACTICUM- ADVANCED COSTUME DESIGN (Sophomore, Junior, Senior Year by choice)

Students gain hands-on experience by learning to sew both by hand and machine. The information will be reinforced while they are constructing costume pieces for the shows that Arts Academy produces. As they progress from freshmen to juniors, students will learn increasingly complex construction techniques. . Returning students design and build costumes for each show.

PRACTICUM- ADVANCED SET DESIGN (Sophomore, Junior, Senior Year by choice)

This class is a continuation of Introduction to Theater Design & Production; giving students experience working with tools, techniques and methods employed in the technical design, budgeting and installation of theatrical scenery. Students are encouraged to creatively work both in design of projects and the use of materials. It is also a continuation of Theater Production Survey Lighting I - students further develop skills and knowledge of theatrical lighting and lighting concepts. Students in these classes have increasing responsibility to Arts Academy production and assume more significant roles in Arts Academy performances.

1. Rigging
2. Technical Direction and Production Management (Budgeting)
3. Advanced Carpentry

PRACTICUM- ADVANCED THEATER CRAFTS (Sophomore, Junior, Senior Year by choice)

This class is focused on propping and painting Arts Academy theater and dance productions. Students learn to create a props list, budget a show and create the show props. It is also an introduction to the role of the scenic artist in the theatre production process. During this series of courses students will generate a variety of painted images on traditional scenic materials. Exercises begin with basic skills in applied color theory and investigation of color mixing using paints. Projects designed to develop basic painting techniques as well as paint the set.

Fundamentals:

1. Painting Natural Elements: Stone, Wood, Water, Foliage
2. Use of Spray Guns and other Advanced Techniques
3. Sculpture Technique for Theater

MAKE UP FOR THE THEATER will also be covered in Advanced Theater Crafts.

Students will be work with different techniques and materials to create special effects for the stage. Include prosthetic noses, old age, bruises, cuts, burns, scars and fantasy make-up.

THEATRE HISTORY (Junior Year – Theater Department)

This course will provide an overview of the history of theater from the present day back to the Greeks. A non-Eurocentric approach will be taken to include Asian and African theater in the curriculum. Students are required to do research and make presentations in class and to pool their knowledge and resources. Cultural eras will be brought to life in the classroom as students explore text, performance styles, and costume/scenic design.

DRAFTING FOR THE THEATER (Junior Year- Semester 1 Pencil, Semester 2 Computer)

Modules one and two explore the fundamental techniques used in manual and computer aided technical drawing. Students acquire the skills needed to read, analyze and produce architectural style drawings for the theater.

1. Manual (hand) drafting
2. Computer Aided Drafting (CAD)
3. Google SketchUp – 3d modeling

THEATER CRAFTS (Senior Year One Semester)

Students will be introduced to the terms, techniques, and methods used in the planning, construction, painting and installation of commonly used materials in theatrical properties. The course work will consist of classroom discussion projects and presentations. We will design and create a mask for the stage.

COMPUTER DESIGN (Senior Year One Semester)

An introduction to computer technology available to the theatrical designer.. Students will work on Macintosh Computers with a variety of software programs. Three 8 week modules

1. Adobe Photoshop
2. Web Design incorporating on-line portfolios

Senior Drawing & Painting (Visual Arts Department)

Drawing 1

Students will continue to incorporate the Elements & Principles of Design as a foundation for compositional development. Focus in this studio will include observation drawing, incorporating self-expression and compiling concepts of visual problems in to compositions. Media explored in this course will include graphite, charcoal, conte crayon and pastels.

Painting 1

Student will continue development of technical skills in a variety of studio painting media such as pen & ink, watercolor, acrylic, water-soluble oil paint and multimedia painting. Painting practices such as glazing, impasto, dry-brushing and wet-on-wet applications are significant elements to expanding techniques learned in this course.

INTERDEPARTMENTAL ELECTIVE CLASSES

All classes are one semester in length

THEATER DESIGN AND PRODUCTION FOR NON-MAJORS (Interdepartmental elective)

A survey of basic set construction and theater crafts using terms, techniques, scenic painting and technical theatre terminology commonly used in theatrical production. The course work will consist of both classroom discussion and lab work in the scene shop and theater.

MUSIC TECHNOLOGY (Interdepartmental elective)

An exploration of techniques and methods used in audio recording

YOGA

A class combining the discipline of yoga with the foundations of acting: breathing, moving truthfully, listening to the body and finding authentic physical vocabulary