

# COURSE DESCRIPTIONS

## COURSE NUMBERS

The course-numbering system indicates the college level at which courses are normally taken.

### NUMBERING SYSTEM GUIDE

001-009	precollege course-no credit
010-099	credit granted but not applicable to graduation
100-199	primarily for first-year students
200-299	primarily for second-year students
300-499	primarily for upper division students
500-599	graduate courses
600-799	doctorate courses

At the end of each description, course credits are listed. Courses with variable hours and credits are so indicated.

### SEMESTER SCHEDULE

Notation to the right of the course name indicates when the course is offered. If a notation is not included, the course is offered as needed.

### DEPARTMENTAL OFFERINGS

#### ARTS MANAGEMENT

##### **AMGT 216 Development for the Arts**

**3 credits**

Examines the different aspects of development including the roles played by the board of directors and staff in raising funds for arts organizations. An overview of corporate, foundation and government grant-seeking. Individual donor drives and their relationship to audience-building. The components of, and differences between annual, multi-year, challenge and capital campaigns, and how general operating funds and project funds support arts organization activities. Students will visit and learn to use the Foundation Center at the Carnegie Library. Prerequisite: Junior/Senior Standing; Film and Video, Digital Arts and Cinema, Film and Video Production, and Photography Majors Only.

#### BALLET

##### **BAL 101 Supplemental Classical Ballet I – B.A., Non-Concentration**

**1-2 credits**

A study of classical ballet technique and theory with an emphasis on proper placement and correct execution. Class placement is determined by student potential and previous training.

##### **BAL 102 Supplemental Classical Ballet II – B.A., Non-Concentration**

**1-2 credits**

Continued study of classical ballet technique and theory with an emphasis on proper placement and correct execution at novice to intermediate level.

##### **BAL 111 Classical Ballet I**

**3 credits**

A study of classical ballet technique and theory focusing on: Anatomical alignment, neutral spinal and pelvic alignments, proper knowledge and execution of ballet vocabulary. This course is taught at the low intermediate 1 level. Prerequisite: Freshman Dance Major, Audition

##### **BAL 121 Classical Ballet II**

**3 credits**

Continued study of classical ballet technique and theory from BAL 111, focusing on: moving through space utilizing body directions, epaulement, coordination of port de bras, and distribution of physical weight. This course is taught at the low intermediate 2 level. Prerequisite: BAL 111.

- BAL 131 Pointe I** **1 credit**  
 Basic techniques of dancing en pointe. An introduction to correct pointe positions and exercises to strengthen the feet and legs. Prerequisite: Audition.
- BAL 141 Pointe II** **1 credit**  
 Basic techniques of dancing en pointe. An introduction to correct pointe positions and exercises to strengthen the feet and legs. Prerequisite: BAL 131.
- BAL 151 Male Technique I** **1 credit**  
 Specific attention to the technical requirements needed to perform classical male variations. Prerequisite: Audition.
- BAL 161 Male Technique II** **1 credit**  
 Specific attention to the technical requirements needed to perform classical male variations. Prerequisite: BAL 151.
- BAL 171 Pas de Deux I** **1 credit**  
 These courses introduce the basic technique required to perform classical partnering. Various styles, supported pirouettes, promenades and lifts will be included. Prerequisite: Audition.
- BAL 181 Pas de Deux II** **1 credit**  
 These courses introduce the basic technique required to perform classical partnering. Various styles, supported pirouettes, promenades and lifts will be included. Prerequisite: BAL 171.
- BAL 201 Supplemental Ballet I** **1-2 credits**  
 This course is the first of six sequential courses that will enhance the required courses from modern and jazz dance concentration students. Students will learn the necessary movement skills to facilitate the execution of classical ballet movement vocabulary. Prerequisite: BAL 121 or Instructor Placement
- BAL 202 Supplemental Ballet II** **1-2 credits**  
 This is the second of six sequential courses that will enhance the required courses for modern and jazz dance concentration students. This course combines ballet vocabulary in movement phrases, building cardiovascular stamina, and physical strength. Prerequisite: BAL 201
- BAL 211 Classical Ballet III** **3 credits**  
 A continued study of ballet technique and theory incorporating the concepts from BAL 121, emphasizing musical phrasing in adagio, pirouettes, petite allegro, and grand allegro. This course is taught at the intermediate 1 level. Prerequisite: BAL 121
- BAL 221 Classical Ballet IV** **3 credits**  
 A continuation study of classic ballet technique and theory incorporating the concepts from BAL 211 focusing on linking of turning vocabulary on one leg and turning en l'air This course is taught at the intermediate 2 level. Prerequisite: BAL 211.
- BAL 231 Pointe III** **1 credit**  
 A continuation of BAL 141 with particular emphasis placed on increasing strength and executing movements on one leg. Prerequisite: BAL 141.
- BAL 241 Pointe IV** **1 credit**  
 A continuation of BAL 231 with particular emphasis placed on increasing strength and executing movements on one leg. Prerequisite: BAL 231.
- BAL 251 Male Technique III** **1 credit**  
 A continuation of BAL 161 with emphasis on study of selected male variations. Prerequisite: BAL 161.
- BAL 261 Male Technique IV** **1 credit**  
 A continuation of BAL 251 with emphasis on study of selected male variations. Prerequisite: BAL 251.
- BAL 271 Pas de Deux III** **1 credit**  
 A continuation of BAL 181 with emphasis on techniques of partnering and studies of selected classical pas de deux. Prerequisite: BAL 181.

- BAL 281 Pas de Deux IV** **1 credit**  
 A continuation of BAL 271 with emphasis on techniques of partnering and studies of selected classical pas de deux. Prerequisite: BAL 271.
- BAL 291 Ballet Repertoire** **1 credit**  
 This course is an introduction to classical and neoclassical ballet repertoire focusing on the technical, stylistic, musical and artistic standards of each work. Classes will culminate in an informal performance at semester end. Prerequisite: Sophomore standing.
- BAL 301 Supplemental Ballet III** **1-2 credits**  
 This is the third of six sequential courses that will enhance the required courses for modern and jazz concentration students. Students will be challenged in their ability to replicate more complex movement phrases and musically articulate these phrases. Prerequisite: BAL 202, 2 credits.
- BAL 302 Supplemental Ballet IV** **1-2 credits**  
 This is the fourth in six sequential courses that will enhance the required courses for the modern and jazz concentration students. Students will be challenged with the following: complex jumping sequences, elevation when jumping and multiple turning combinations. Prerequisite: BAL 301
- BAL 311 Classical Ballet V** **3 credits**  
 A continued study of classical ballet technique and theory incorporating the concepts from BAL 221 focusing on sautes. This course is taught at the high intermediate 1 level. Prerequisite: BAL 221.
- BAL 321 Classical Ballet VI** **3 credits**  
 Continued study of classical ballet technique and theory incorporating the concepts from BAL 311 focusing on battue. This course is taught at the high intermediate level 2. Prerequisite: BAL 311.
- BAL 401 Supplemental Ballet V** **1-2 credits**  
 This is the fifth of six sequential courses that will enhance the required courses for modern and jazz concentration students. Students will be challenged with performing sustained adagios and petite allegros that incorporate pirouettes. Prerequisite: BAL 302
- BAL 402 Supplemental Ballet VI** **1-2 credits**  
 This is the sixth of six sequential courses that will enhance the required courses for modern and jazz concentration students. Students will be challenged with their abilities to show their versatility in a wide variety of stylized movement skills and self-critique these videos in written format. Prerequisite: BAL 401.
- BAL 411 Classical Ballet VII** **3 credits**  
 Continued study of classical ballet technique and theory incorporating the concepts from BAL 321 and focusing on individual artistry. This course is taught at the advanced level 1. Prerequisite: BAL 321.
- BAL 421 Classical Ballet VIII** **3 credits**  
 A continued study of classical ballet technique and theory incorporating the concepts from BAL 411. This course is taught at the advanced level 2 and will focus on consistent and proficient technique, and a wide variety of styles appropriate for pre-professional. Prerequisite: BAL 411

## CINEMA ARTS

- CINE 101 Introduction to Cinema** **3 credits**  
 This course is an introduction to techniques and technologies of cinema production. The fundamental principles and practices of producing, cinematography, editing, directing and sound-design will be studied. Both traditional film and state-of-the-art digital tools and techniques will be discussed.
- CINE 102 History of American Cinema** **3 credits**  
 The course will focus on the history of American cinema, decade by decade, from the early experiments with moving images through the invention of sound, color, and digital effects. Students will study the evolution of cinematic form, style and language as well as the social and artistic impact of the medium on society.

**CINE 105 Introduction to Screenwriting****3 credits**

This course is designed as an introduction to screenwriting. Students will, for the first part of the semester, learn the elements of storytelling and apply that knowledge to the analysis of short and feature length stories. For the second part of the semester, students will take the knowledge gained in the first part of the semester and apply it to short scripts that they will develop and rewrite.

**CINE 110 History of International Cinema****3 credits**

This course is designed as an introduction to the history of international/global film. Students will screen films from around the globe and will study the economic and geo-political forces that shaped the film industries of certain countries and created film movements and genres. Prerequisites: CINE 102.

**CINE 150 Production I****6 credits**

This course is an introduction to the basic principles and practices of cinema production. Students will learn the fundamentals of single-camera production including the basic aesthetic and technical aspects of producing, directing, cinematography and film editing. Lectures, screenings and in-class exercises will focus on teaching students the skills they need to produce, shoot and edit various projects for the class. Each project will incorporate new skills and demand a higher level of proficiency from the filmmaker. Student work will be screened and discussed in class. Prerequisites: CINE 101 and CINE 105.

**CINE 170 Introduction to Screenwriting for Non-Majors****3 credits**

Introduction to Screenwriting for Non-Majors is designed for any student in the University not currently a Cinema Arts major. For the first part of the semester, students will learn the elements of storytelling and apply that knowledge to the analysis of short and feature length motion picture stories. For the second part of the semester, students will take the knowledge gained in the first part of the semester and apply it to the development of short scripts that they will write and revise. This course employs a two-part, Lecture/Lab Workshop structure.

**CINE 202 Zombie Cinema and the Rise of American Anxiety****3 credits**

In this course, students will survey canonical films of the zombie oeuvre and examine the variety of ways filmmakers have used the zombie metaphor to examine society's subconscious anxieties and fears. Students will engage with screenplays, texts and other media to analyze the prevalence and plasticity of zombies to shed light on the human condition.

**CINE 205 The Narrative Structure of Cinema****3 credits**

An in--depth analysis of the structure, formulas and storytelling techniques of the feature length screenplay will be the focus of the course. Students will study a wide range of successful films and discover the common elements that they share. Prerequisites: CINE 105.

**CINE 207 Survey of Media Writing****3 credits**

An overview of a variety of forms including situation comedies, hour dramas, non-fiction films, theatre, and interactive media, this course outlines the fundamentals of style, content and format specific to each and gives students the opportunity to write in several different genres. Prerequisite: CINE 105.

**CINE 208 Classical and Modern Drama****3 credits**

Recognizing theatre as one of the cornerstones of cinema, this course is a survey and analysis of historically significant plays that examines common elements of dramatic structure, character development, and theme as they relate to, and have influenced, cinematic forms. Prerequisite: CINE 205

**CINE 210 Visual Analysis****3 credits**

This course will introduce students to systems of critical analysis of visual images, particularly of the cinema. These include contemporary critical frameworks of cinematic analysis, as well as analysis of the visual components of images in media production, and how their manipulation can help communicate meaning. Prerequisite: CINE 150.

**CINE 250 Production II****6 credits**

A workshop course that builds upon the basic skills introduced in Production I to further develop students' narrative storytelling abilities with an emphasis on effective collaboration. Students, working in groups on three productions, will alternate in the roles of writer/director, cinematographer, and editor. Prerequisite: CINE 150.

**CINE 301 Cinema Studies: Various Topics****3 credits**

The CINE 301 courses are designed to allow students to explore the depths, via review and analysis, of specific periods, histories and topics of cinema already covered in the freshman year sequence of courses. Some of the courses already offered

have been Film Noir; Women Filmmakers; The French New Wave, an Overview; The Horror Film; Five International Masters; Comedy on Film; and American Cinema of the 1970s-The Age of the American Auteur. Prerequisite: CINE 110.

**CINE 302 Cinema Authors**

**3 credits**

The courses comprising the Cinema Authors sequence have been developed to pinpoint one specific filmmaker's work for analysis over the span of an entire term in order for the students to have a deeper understanding of artistic evolution and an appreciation of such. Courses already offered have detailed the works of Alfred Hitchcock, Woody Allen, Stanley Kubrick, Martin Scorsese, and Joel and Ethan Coen. Prerequisite: CINE 110.

**CINE 305 Intermediate Screenwriting**

**3 credits**

This course is designed for students who wish to advance their screenwriting skills and move beyond the introductory course. In the first half of the course students will be challenged to pitch an original short film idea and follow through with its development to a completed draft & rewrite. During the second half of the course, students will pitch an idea for a commercial feature length film, which they will continue to develop, culminating in the completion of a detailed outline of their feature. Prerequisite: CINE 205.

**CINE 306 Story Analysis**

**3 credits**

Students will learn the skills of professional screenplay analysis, including, writing a concise plot synopsis, evaluating a script based on structure, character, theme and market ability, and developing a detailed plot outline. Prerequisite: CINE 205.

**CINE 307 Screenwriters and Their Work**

**3 credits**

Prominent screenwriters and the work they have produced are analyzed as both screenplays and as completed cinematic works to demonstrate how masters of the craft have successfully addressed the challenges of the form. Prerequisite: CINE 110.

**CINE 308 History of TV Entertainment - 1936-2000**

**3 credits**

An overview of television as a means of popular entertainment, this course also examines how social, technological, and market forces have influenced the evolution of the medium. Prerequisite: CINE 102.

**CINE 310 Intermediate Directing**

**3 credits**

A workshop course on the fundamentals of film directing with a focus on directing actors. Students explore the basic relationship between actor, text and director. Students learn the craft and vocabulary of the actor through exercises and scene studies, and how to utilize that understanding in communicating with and directing actors. Other areas of study include the responsibilities of the director in each stage of the filmmaking process, basic staging for camera, and formulating an overall visual strategy for a project. Prerequisite: CINE 250.

**CINE 315 Intermediate Producing**

**3 credits**

For students considering a concentration in producing, this course provides a detailed study of the responsibilities of the producer in pre-production, production and post-production, with a focus on the short film. Topics include: pitching, script breakdowns, scheduling, production management, personnel management, set operations, locations, and budgeting. Prerequisite: CINE 250.

**CINE 327 Acting for Camera**

**3 credits**

Introduction to traditional modern acting techniques from the perspective of a filmmaker with a focus on the discipline of acting for the camera. The impact of frame composition, blocking and technical elements will be studied in the creation of an acting performance. Communication between Director and Actor will be a primary tenet of the workshopped scene work of all students.

**CINE 320 Intermediate Editing**

**3 credits**

This course will focus on the conceptual development of editors as storytellers. Students will study terminology and practical film editing techniques, while looking at artistic choices and technological workflow options. This course will also afford hands-on experience with multiple non-linear editing software. Students will apply these concepts and skills to a short film that they will edit throughout the semester. Prerequisite: CINE 250.

**CINE 325 Introduction to Visual Effects**

**3 credits**

This course provides students with an overview of the tools used in digital media, using Adobe Production software (Illustrator, Flash, Photoshop and After Effects) and Maya. Prerequisite: CINE 250.

**CINE 326 Acting and Directing for Writers and Filmmakers**

**3 credits**

In order to create successful screenplays, writers must have an understanding of how directors and actors interpret their work. Students will have the opportunity to work as a director in analyzing and staging scenes, and as an actor in creating a character and developing a performance, with the goal of understanding the challenges of translating the written word to the stage or screen. Prerequisite: CINE 150.

**CINE 330 Intermediate Sound**

**3 credits**

This course teaches the foundations of film audio approaches and techniques. It introduces students to sound theory, signal flow concepts, sound design methods, and the equipment used in production and post-production sound. Curriculum focuses on the use of sound in effectively communicating mood, tone and narrative. Hands-on exercises will explore field and production sound strategies, production/post workflow, as well as the fundamentals of post-production processes such as sound editing, dialogue clean-up, foley, ADR, and mixing. Prerequisite: CINE 250.

**CINE 335 Introduction to Production Design**

**3 credits**

This course is designed to introduce the concepts of cinema production design using practical exercises along with peer support and collaboration. Students will learn how to interpret the narrative, emotional, and psychological intent of the script and translate the storytelling process using visual language and real-world techniques through practicum/lab involving set construction. Prerequisite: CINE 250

**CINE 340 Intermediate Cinematography**

**3 credits**

Designed for the student considering a concentration in cinematography, this course will focus on techniques in rigging, lighting, and digital imaging. Class exercises are designed to develop skills in narrative and documentary camera techniques. Prerequisite: CINE 250.

**CINE 345 Fundamentals of Documentary**

**3 credits**

Fundamentals of documentary will introduce students to the history of the documentary film genre. In this film history course students will examine the modes, styles, and approaches to documentary films through lectures, screenings, and discussions.

**CINE 350 Production III**

**6 credits**

Students will work in groups to produce a narrative or documentary short that approaches professional quality. Each project will be a collaborative effort, created with involvement of a student screenwriter, producer, director, cinematographer, editor, and sound designer. Prerequisite: CINE 305, 310, 315, 320, 330, or 340.

**CINE 354 Alternative Forms Workshop: Various**

**3 credits**

This workshop course covers the history, approaches, processes, techniques of alternate forms of media. These include television commercial production, experimental film production, web series production and music video production. The course is designed to allow students to explore modes of media outside of the traditional narrative filmmaking approaches covered in the Cinema Production curriculum. It will permit students to diversify their experiences with media creation, expand their skill set, and broaden their work portfolio. Prerequisite: CINE 250.

**CINE 361 Writing for Theatre**

**3 credits**

In this course students will write play and, in doing so, will explore the distinct challenges in structure, character development and theme involved in writing for theatre. Prerequisite: CINE 305.

**CINE 362 Writing the Situation Comedy**

**3 credits**

With its origins in radio and its future in new media, the situation comedy has been a staple of television since its inception. In this course students study the classics of the genre, write an episode of a current situation comedy, and develop and pitch an original concept for a comedy series. Prerequisite: CINE 305.

**CINE 363 Writing the Hour Drama**

**3 credits**

One of the principle forms of entertainment on television, the hour drama has remained popular with audiences for generations. In this course students examine the classics of the genre, write an episode of a current hour drama, and develop and pitch an original concept for a series. Prerequisite: CINE 305.

**CINE 364 Writing for Multimedia**

**3 credits**

Technological advances allow for content to be delivered to audiences in an ever-increasing number of ways and forms. This course examines the current entertainment media landscape and allows students to develop and write projects that

are designed for digital distribution, including web-based and mobile platforms. The incorporation of audience participation and other interactivity into storytelling will also be explored. Prerequisite: CINE 305.

**CINE 365 Writing the Adaptation**

**3 credits**

Many successful screenplays are adapted from other sources. In this course, students will find pre-existing material, whether it is a book, short story, song, biography, or graphic novel, and develop it into a feature or web series or short script. Students are encouraged to obtain the rights to any materials they choose to adapt. Prerequisite: CINE 305.

**CINE 367 Writing for Video Games**

**3 credits**

Writing for Video Games is designed to provide students an introduction to the narrative gaming industry as well as cover the functions of the narrative video game writer. Topics covered include game theory, history of video games and games consoles, game studios today, gaming structure, and the documents created in video game development. Students will pitch and develop their own video game concepts along with corresponding documents to leave the course with a portfolio of materials. Prerequisite: CINE 305.

**CINE 368 Writing for TV Animation**

**3 credits**

Television animation scripts look very much like all other kinds of scripts. Yet there are numerous differences, some subtler than others, between writing for animators to interpret rather than writing for those who produce live-action motion pictures and television. Writing for TV Animation provides students an opportunity to explore the craft of creating speculative screenplays for existing television series, enabling each student to gain an in-depth understanding of what is required to work as a professional writer in the TV animation industry. Prerequisites: CINE 305

**CINE 369 Writing the Web Series**

**3 credits**

Students will apply and practice the essential elements and conventions for writing, producing, marketing, and distributing the web series including concept, character, structure, budget, and audience. Students will create and write the pilot episode for an original web series, as well as four polished episodes of their web series. Prerequisite: CINE 350

**CINE 390 Grip and Electric Workshop**

**3 credits**

An intensive workshop course designed to build upon the skills introduced in prior Production courses to further develop students' ability to identify and work with professional Grip and Electric Equipment. Students will have the opportunity to gain extensive hands on experience with modern grip and electric equipment that is used in the commercial and film industry today. Pre Requisite: CINE 250

**CINE 399 Cinema Arts Practicum**

**3 credits**

This course allows students to gain practical, hands-on experience by acting as creative work/research assistants on projects being done by Cinema Arts faculty members or Point Park faculty members in other departments. The nature and scope of the work will be agreed upon by the student and faculty member, and approved by the Cinema Arts department. The goal of the practicum is to allow the student to broaden their knowledge on a particular subject, and to give them experience performing work at a professional level as well as meeting the deadlines given by their faculty supervisor. An additional opportunity for practicum credit is to work on an advanced cinema arts production in a capacity not being filled by a student that is completing that project for credit. (Some select examples-visual effects artist for an advanced cinema production, sound designer for an animation thesis, screenwriter for a production 4, production designer for a production 4 project.) Students seeking approval for a student project practicum would be required to arrange to be supervised by a cinema arts faculty member. A 3-credit cinema student practicum requires generally 150 hours of work, however credits per hour could vary depending on the nature of the project. Prerequisite: Sophomore standing or above.

**CINE 401 Cinema Studies - Advanced Seminar**

**3 credits**

An advanced course in Cinema analysis which explores the potential to which cinema can have a broader scope and a deeper consciousness, involving layers of idea and thought, both concrete and abstract, communicated through all of the components of the medium. Students achieve an advanced understanding of these ideas and processes, and then to be able to apply them in their own work. Prerequisite: CINE 301.

**CINE 405 Advanced Screenwriting**

**3 credits**

This course is designed for students to examine, create and pitch an original, feature film idea, and through a writers' workshop experience, develop it through outlining and crafting a polished first draft of a screenplay. Prerequisite: CINE 305.

**CINE 406 Advanced Screenwriting II**

**3 credits**

Recognizing that drafting a professional quality screenplay is a process that often requires more than one academic semester, this course is designed for students who have started projects in other courses and are interested in continuing to develop and rewrite the concept. Students must have a completed draft at the start of the course. Prerequisite: CINE 305.

**CINE 410 Advanced Directing**

**3 credits**

A workshop course that focuses on directing for the camera. Students experiment with various visual styles and practice concepts essential to scene construction through shooting in-class scenes and a final project outside of class. As the final elective class in the directly concentration, the course also focuses on preparing students for their Production 4 projects and assisting them in determining a career path. Prerequisite: CINE 310

**CINE 412 The Professional Writer's Life**

**3 credits**

This course provides an overview of professional writing forms including writing for film, television, interactive media, journalism, broadcasting and public relations. Students will engage with professional writers in various media to gain a comprehension of the professional writer's life. Topics will also include job search strategies, personal and business finance, compiling a professional portfolio, helping a student transition into a professional career.

**CINE 415 Advanced Producing**

**3 credits**

This course is meant to serve as a workshop for the development and pre-production of a film project from a producer's perspective. It will cover the essential considerations involved with the evolution of a project from story concept through marketing of the product. The course will also expose students to the business and legal considerations of producing motion pictures and other visual media. Prerequisite: CINE 315

**CINE 420 Advanced Editing**

**3 credits**

This course is designed to link conceptual and technical skills gained in previous courses with projects that emulate experiences found in the "real world," while also increasing knowledge of different styles of editing outside of the traditional narrative realm. Additionally, student will learn the basic terminology and skills necessary to become a professional assistant editor. Prerequisite: CINE 320.

**CINE 425 Advanced Digital Effects**

**3 credits**

This course is the Advanced Elective in the Digital Tools sequence. Building on concepts covered in CINE 325, it covers compositing techniques, cinematography for visual effects, particle systems, and tracking techniques. Prerequisite: CINE 325.

**CINE 430 Advanced Sound**

**3 credits**

This course focuses on advanced aesthetic approaches to sound design in effectively communicating narrative, using the methods and protocols of a professional post-production sound environment. Students learn the skills and techniques required to complete a 5.1 film sound design and mix. It also introduces students to emerging immersive sound formats and the acquisition and use the techniques of these formats. Prerequisite: CINE 330

**CINE 440 Advanced Cinematography**

**3 credits**

Advanced lighting, filtration, and camera techniques will be studied along with post-production processes, including digital color timing. Current best practices of the camera crew in narrative filmmaking will be examined. Cinematography majors will have the opportunity to focus their studies on issues specific to their thesis project. Prerequisite: CINE 340.

**CINE 445 Documentary Production Workshop**

**3 credits**

Students will work in groups to produce a short form documentary. Genres and styles of non-fiction cinema will be analyzed and discussed. Prerequisite: CINE 250.

**CINE 451 Production IV**

**3 credits**

CINE 451 is the first in a two-semester course sequence, along with CINE 452, for students competing the thesis requirement over two semesters. This Capstone course bridges the gap between school and the working world; students take the experience and knowledge gained as a Cinema student and apply it to an advanced project of their choice. During this first semester of a two-semester sequence, students will also demonstrate accumulated knowledge and training of the learning objectives in the Cinema Production Program through the creation of long-form, well-researched written thesis project and presentation with a focus on cinema production. Students will also finalize their individual professional portfolios, which include a resume, cover letter, demo reel, and web presence. Prerequisites: CINE 350 and one of the following: CINE 410, 415, 420, 430, or 440.



<b>CINE 452 Production IV</b>	<b>3 credits</b>
<p>CINE 452 is the second in a two-semester course sequence, along with CINE 451, for students competing the thesis requirement over two semesters. Production IV bridges the gap between school and the working world; students take the experience and knowledge gained as a Cinema student and apply it to an advanced project of their choice. Production IV is the capstone production course for an undergraduate in the (choice of concentration) of Cinema Production. Students have chosen their project with Department approval. The schedule and production of the project is set by student and instructor(s) at the beginning of the semester(s) and must be completed within agreed upon deadlines. Students are in charge of and responsible for their work in this course, including their collaboration with other production members to complete the work. (Choice of concentration) should plan and prepare to be active participants in the visual construction, production planning and postproduction of their chosen project. The instructor(s) functions as advisor and mentor for the student's project, guiding the class meetings and feedback to aid the student(s) in achieving best possible finished work. Prerequisite: BFA Student and CINE 451.</p>	
<b>CINE 453 Senior Thesis I</b>	<b>3 credits</b>
<p>Working with their Thesis advisor, students will propose a project for the creation of a written dramatic work. Upon approval, students research, develop the concept, prepare outlines and treatments, and write a draft of their project. Emphasis is not only on the work created, but also in developing a successful working process that writers can rely on throughout their careers. Prerequisite: CINE 405.</p>	
<b>CINE 454 Senior Thesis II</b>	<b>3 credits</b>
<p>Continuing the work begun in CINE 453, students will complete the initial draft of their project and go through multiple rewrites to produce a polished, professional-quality work. Prerequisite: CINE 453.</p>	
<b>CINE 460 Cinema Arts Professional</b>	<b>3 credits</b>
<p>This Capstone course is designed to demonstrate a student's accumulated knowledge and training of the learning objectives in the Cinema Arts Program. Students apply their cumulative skills in the creation of long-form, well-researched written thesis project and presentation with a focus on cinema production. Students will also finalize their individual professions portfolios, which include a resume, cover letter, demo reel, and web presence. Prerequisite: Senior Standing</p>	
<b>CINE 194, CINE 294 Special Topics (CORE)</b>	<b>3 credits</b>
<b>CINE 498 Internship in Cinema and Digital Arts</b>	<b>1-6 credits</b>
<p>None - individualized based on internship location. Prerequisites: CINE 250.</p>	
<b>CINE 499 Independent Study in Cinema and Digital Arts</b>	<b>1-6 credits</b>
<b>CINE 295, CINE 395, CINE 495 Special Topics in Cinema and Digital Arts</b>	<b>1-6 credits</b>

## CONSERVATORY OF PERFORMING ARTS

<b>COPA 250 The Arts and Human Experience I: The Roots</b>	<b>3 credits</b>
<p>An overview of artistic forms of expression from selected cultures with particular reference to Dance, Theatre, Music, and the Visual Arts. Students will explore how the arts reflect social, political, and religious conditions in a spectrum of cultures and civilizations. Prerequisite: ENGL 101.</p>	
<b>COPA 252 The Art of Creative Nonfiction</b>	<b>3 credits</b>
<p>A course covering a broad range of prose including essay, memoir, biography, autobiography, and expository writing, as well as some fiction and short story as it has been practiced in western culture over the past five hundred years. The course will cover historic, generic, formal, and thematic aspects of prose. Students will be expected to analyze and perform close readings of individual prose texts examining content, technical aspects, and context, and to share those interpretations both verbally and in writing, as well as to create imaginative text of their own authorship (personal essay, memoir, etc.) that reflects the conventions of the genre. Prerequisite: ENGL 101 or equivalent. Dual listed as ENGL 252.</p>	
<b>COPA 253 The Art of Poetry</b>	<b>3 credits</b>
<p>A course covering a broad range of lyric poetry as it has been practiced in western culture over the past five hundred</p>	

years. The course will cover historic, generic, formal, and thematic aspects of poetry. Students will be expected to analyze and perform close readings of individual poems including content, technical aspects, and context, and to share those interpretations both verbally and in writing, as well as to create imaginative text of their own authorship (poetry) that reflects the conventions of the genre of poetry. Prerequisite: ENGL 101 or equivalent. Dual listed as ENGL 253.

**COPA 254 The Art of the Short Story**

**3 credits**

A course covering the development of the short story as it has been practiced in Western culture over the past two hundred years. The course will cover historic, generic, formal, and thematic aspects of the short story. Students will be expected to analyze and perform close readings of individual texts, examining content, technical aspects, and context, and to share those interpretations both verbally and in writing. Prerequisite: ENGL 101 or equivalent. Dual listed as ENGL 254.

**COPA 194, COPA 294 Special Topics (CORE)**

**3 credits**

**DANCE**

**DANC 105 Tap Dance I**

**1 credit**

An introduction to basic tap dance styles and vocabulary.

**DANC 106 Cultural Dance Forms I**

**1 credit**

This course serves as an introduction to basic steps, patterns and formations found in the dances of selected nations or ethnographic region, including non-western dance forms. Supplemental information will include geographic, historic and cultural context with additional emphasis on musical forms and meters.

**DANC 107 Character Dance I**

**1 credit**

A study of theatrical adaptation of Folk Dance limited to five nationalities ~ Hungarian, Russian, Polish, Italian and Spanish. This technique is built upon ethnically-based movements combined with a knowledge of classical technique. Prerequisite: DANC 106.

**DANC 109 Elements of Production for Dancers I**

**2 credits**

This course provides an introduction to the technical aspects of dance production.

**DANC 115 Music Fundamentals for Dancers**

**2 credits**

Foundation for music reading, eurhythmics, and aural discrimination through specific keyboard, movement and ear training exercises. Integrates specific applications to dance. Dual listed as MUS 115.

**DANC 130, DANC 131 Production/Rehearsal/Performance I, II**

**1 credits**

Production components of the dance curriculum. Performance opportunities with the Playhouse Dance Company and/or crew assignments will be included.

**DANC 153 Dancer Wellness**

**1 credit**

The student will deepen their understanding of dancer wellness as a lifestyle. This course will introduce tools to evaluate the foundations, mental components, physical aspects, and nutritional needs involved in designing a comprehensive dancer wellness plan that can be used to prolong and enhance a dancer's career. The student will receive detailed insight into the research conducted by the International Association for Dance Medicine and Science. ( IADMS) and their experts from around the globe. The course is designed to facilitate learning through in-class activities and discussion.

**DANC 163 Somatic Preparation for Technique**

**1 credit**

This course will assess the general, physical strengths and weaknesses of students. Specific fitness needs will be formatted into a prescribed set of exercises that will condition the following areas: cardio vascular strength; muscular strength; muscle stamina; flexibility; balance; rhythmic time; orientation to space; and neuro-muscular sensitivity. This course focuses on corrective patterning and cross-training media for the dancer. Instruction supplements traditional dance vocabulary with exercises on balance, posture, and equilibrium, weight training and isometrics ~ empowering students to prevent and remedy strain and injury, building confidence in physical exertion, and thus enhancing artistry of dance. Prerequisite: Dance major/standardized fitness testing

**DANC 180 Dance Improvisation****1 credit**

This course is an introduction to improvisation as foundation for dance composition. Course work provides methods and practice in improvisation that challenge students' abilities to create and perform original work spontaneously, without any preplanning. Structured parameters direct students towards conscious movement choices in the most authentic and inventive manner. Department requirement. Prerequisite: Dance major.

**DANC 181 Contact Improvisation I****1 credit**

Discovery and cultivation of the principles and skills of contact improvisation dance technique practice. Contact improvisation is an improvisational duet dance form based on sensation, weight, touch, communication and essential connection between two people, influenced by modern dance, martial arts, social dance and cultural values of its time of inception. Prerequisite: Dance Major.

**DANC 205 Intermediate Tap****1 credit****DANC 224 History of Dance****3 credits**

This course provides students a theoretical and historical basis for analyzing global dance practices from pre-history through the late 19th century. Undergraduate students will investigate how dance is categorized and performed in culturally specific settings such as theatrical dance, popular dance, ceremonies, and processions. This course introduces historical methodologies including text analysis and primary source research as tools to understand dance knowledge in global contexts.

**DANC 225 History of Dance II****3 credits**

This course covers the history of dance as a theatrical art form in Western culture from the early twentieth century to the present. The course is designed to explore significant historical movements and personalities and contemplate major themes and forces that have shaped the development of ballet, modern, jazz, and other relevant dance forms. Prerequisites: ENGL 101

**DANC 230, DANC 231 Production/Rehearsal/Performance III, IV****1 credit**

Continued opportunities to learn choreographic works in rehearsals for performances with the Playhouse Dance Company. A continued study of technical preparation for productions at the theatre. Prerequisite: DANC 131. Performance and/or crew will be included.

**DANC 236, DANC 237 Contemporary Partnering I, II****1 credit**

Designed to develop and increase the partnering skills required in contemporary partnering. Students will be exposed to a wide range of contemporary styles including jazz, contemporary ballet and modern dance. Prerequisite: DANC 117 or permission of instructor.

**DANC 280 Dance Composition I****2 credits**

An introductory course in the art and craft of composing dances. Students compose short studies that are specific to developing a wide range of creative skills. Studies vary per semester and may include a variety of ways of using space, time and movement, the physical expression of size, volume, texture and direction. Prerequisite: Sophomore standing.

**DANC 281 Dance Composition II****2 credits**

This course is a continuation of Dance Composition I. Studies vary per semester. Prerequisite: DANC 280.

**DANC 355 Dance Aesthetics and Criticism****3 credits**

This course empowers students to develop the skills necessary in the critical analysis of dance as an art form, and the understanding of the basic principles of art and aesthetics. The course offers the exploration of diverse methodologies employed by master critics in analyzing dance, popular and emerging in the 21st century, and gives an in-depth look into the content and context of contemporary and historical choreographic bodies of work, the themes they explore, and the ways in which they relate to real life. Emphasis will be placed on critical observation and writing skills. Prerequisite: DANC 224

**DANC 365 Dance Pedagogy I****2 credits**

The theory and practice of teaching correct dance techniques in order to assess and train students from low levels through advanced levels in a logical, progressive, and responsible manner.

**DANC 380 Composition III****2 credits**

This course provides students with a forum to develop choreographic skills, culminating in a completed work. A

journal will document the process, and a thesis will conclude the work process. The course also provides guidance and structure for hands-on work in production/technical/promotional preparation that is essential to perform the work. Prerequisite: DANC 281.

**DANC 480 Entrepreneurship and the Arts**

**3 credits**

An exploration of capacity-building, creative/entrepreneurial strategy, and the use of technology and communication strategy as applied to the arts and culture sector. Topics include relationships between art, artist and audience, marketing and branding, common business models and failing practices, assumptions that are suffocating the field, as well as gender-, race-, and class-disparities in the arts. Together we will uncover opportunities for artists, creatives, and future arts managers in current arts and culture ecosystems.

**DIGITAL ARTS**

**DIGI 101 Fundamentals of Design for Animation**

**3 credits**

The course examines the creation of modern day animation and visual effects and how these images, design paradigms, techniques were developed from historical imagery, painting and design. Students will develop the aesthetics knowledge and skills necessary to be a successful designer for digital visual arts and new media.

**DIGI 102 Digital Design Tools and Techniques**

**3 credits**

This course provides students with an overview of the tools used in Digital Media.

**DIGI 210 Fundamentals of Motion Graphics and Visual Effects**

**3 credits**

This course provides a historical overview of the evolution of visual effects, as well as an introduction to the techniques of digital visual effects for film and video. Students will be introduced to the seminal film works leading to the state of the contemporary visual effects work. They will also learn the fundamental applications of visual effects developing storyboards and pre-visualizations and putting them into practice with class exercises. Prerequisite: DIGI 102.

**DIGI 220 Fundamentals of Animation**

**3 credits**

An introduction to general animation techniques, this course combines theoretical elements of film aesthetics with practical experience in animation filmmaking. Students are exposed to all types of animated film production through lectures, film presentations, studio work and outside assignments. Class projects include: drawn animation, cell animation, stop motion, clay animation, rotoscoping and experimental techniques. This course is a prerequisite for all intermedia and advanced animation courses. Prerequisite: DIGI 102.

**DIGI 225 Sound for Animation and Visual Effects**

**3 credits**

This course teaches the foundations of film sound approaches and techniques as it applies to animation and visual effects audio post-production. It introduces students to sound theory, signal flow concepts, sound design methods, and the equipment used in production and post-production sound. Hands-on exercises will explore strategies, workflow, as well as the fundamentals of post-production processes such as sound editing, dialogue, clean-up, foley, ADR, and mixing.

**DIGI 230 Classical Animation**

**3 credits**

Using classical 2-D technique, this course focuses on creating believable movement and expression in animated characters. Students explore the history of classical animation screening a wide range of commercial and experimental works. Students create short projects exploring various classical principles that can make any modern form of animation convincing. This course will also develop the student's ability to rough, block and animate 2-D shots in sequence. Prerequisite: DIGI 220.

**DIGI 240 Introduction to 3D Animation**

**3 credits**

This course is designed for students choosing a concentration in animation. It focuses on the introduction of 3D animation techniques, including 3D modeling, texturing, animating, lighting, and rendering. Prerequisite DIGI 230.

**DIGI 245 Visual Development for Animation**

**3 credits**

This course explores visual development for animation with concept art and storyboarding. Students create character designs, learn to create believable and atmospheric environments, as well as props and vehicles. It introduces the components of sequential art and explores visual narrative theories and techniques. They will develop the fundamental skills of design for time-based media beginning with basic conceptual scripting and storyboarding techniques. Prerequisite: DIGI 230.

**DIGI 305 History of Animation****3 credits**

This course is a survey of the history of animation from its beginning to present day. Students will examine animators and studios from all over the world that helped to shape and influence the industry. Advances in technology and different methods and styles of animation will be discussed.

**DIGI 311 Intermediate Motion Graphics****3 credits**

This course is a continuation of Fundamentals of Motion Graphics. The course focuses on creating designs and illustrations for motion graphics, then animating those elements in creative ways. Students will analyze and explore trends in motion graphics design, concepts, composition, and animation styles while creating complex and engaging projects. Prerequisite: DIGI 210

**DIGI 315 3D Character Animation****3 credits**

In this course, students will continue to learn animation principles and practices related to 3D character animation. Through believable motion and action, students will create 3D character animation with the use of observational and timing skills, pantomime, body and force dynamics, action analysis, lip sync, and acting. Prerequisite: DIGI230, DIGI240.

**DIGI 325 Character Animation & Analysis I****3 credits**

This course continues character animation and analysis. Students may complete character animation projects in either 2D or 3D animation. The course emphasizes practicing and developing observational skills and then applying them to create believable character motion and acting. Prerequisite: DIGI230, DIGI 240, DIGI315.

**DIGI 330 Classical Animation II****3 credits**

This is a course continuation of DIGI 230 Classical Animation. Students will continue to analyze and observe motion and apply those to 2-D characters and other projects they animate. Classical animation effects will also be introduced as well as further understanding of lip sync, physics, and believable acting and character personality. Prerequisite: DIGI 230.

**DIGI 335 Theory of Game Design****3 credits**

In this hands-on workshop students learn techniques and approaches they can apply to understanding and designing games of any format - from board games to digital games to real world games. Students analyze existing games to understand how they work as interactive systems; create a number of non-digital games in order to master the basic design principles as well as work on a series of exercises that explore the social, technological, and creative possibilities of games.

**DIGI 340 Concept Art****3 credits**

This course develops students' ability to create effective concept art used in the pre-production phase of live action films, animation and video games. Students create character designs, learn to create believable and atmospheric landscape buildings and interiors, as well as designing props and vehicles. Students work in both traditional and Digital media. Prerequisites: DIGI 220.

**DIGI 345 Comics and Storyboarding****3 credits**

This course explores the art of cartooning and storyboarding. It introducing the components of sequential art, and explores visual narrative theories and techniques. Students focus on observational and interpretive drawing skills and apply them to visual storytelling. Students break down ideas and scenes sequentially to promote compelling narrative. Students will learn how characters are constructed and integrated into graphic composition, and use a hands-on approach to increase their knowledge of how these skills apply to comic book, animation and motion picture fields. They will develop the fundamental skills of design for time-based media beginning with basic conceptual scripting and storyboarding techniques and ending with the creation of an "animatics" prototype. The art of visual storytelling is explored from both abstract and representational points of view, with applications ranging from comic books to cinema and character animation. Prerequisites: DIGI 220.

**DIGI 350 Community Animation Project****3 credits**

In this workshop course, students will work in teams, developing an animation or visual effects based narrative project. They will develop a script creating storyboards and pre-visualizations. Each production team will assume specific roles in completing the final project. Prerequisites: DIGI 310, DIGI 320.

**DIGI 354 Project in Stop Motion****3 credits**

This course provides a structure for learning the major principles of stop motion animation. Students will explore a range of techniques developing how to create puppets, armatures and sets for physical animation. Core visual skills such as

sculpture, life drawing and materials development are integral to the course as well as the technical expertise execute stop motion projects. Students will work on a number of projects/ exercises throughout the semester. Prerequisite: DIGI 250.

**DIGI 370 Unreal for Animators I**

**3 credits**

This course provides animators with a fundamental understanding of Unreal Engine, a powerful real-time 3D creation platform widely used in the entertainment industry. Students will learn how to leverage Unreal Engine's capabilities to enhance their animation and filmmaking capabilities. Prerequisite: DIGI 240 Introduction to 3D Animation.

**DIGI 399 Animation and Visual Effects Practicum**

**1-3 credits**

This course allows students to gain practical, hands-on experience by acting as creative work/research assistants on projects being done by Animation and Visual effects faculty members or Point Park faculty members in other departments. The nature and scope of the work will be agreed upon by the student and faculty member, and approved by the Cinema Arts department. The goal of the practicum is to allow the student to broaden their knowledge on a particular subject, and to give them experience performing work at a professional level as well as meeting the deadlines given by their faculty supervisor. An additional opportunity for practicum credit is to work on an advanced cinema arts production in a capacity not being filled by a student that is completing that project for credit. Students seeking approval for a student project practicum would be required to be supervised by an animation and visual effects faculty member. A 3-credit cinema student practicum requires generally 150 hours of work, however credits per hour would vary depending on the nature of the project.

**DIGI 410 Advanced Visual Effects**

**3 credits**

In this course, students will learn advanced 3D visual effect/motion graphic techniques including advanced compositing techniques, rotoscoping, advanced motion tracking, matte paintings, digital set extensions. Prerequisite: DIGI 310.

**DIGI 420 Advanced Computer Animation**

**3 credits**

In this course, students will learn advanced 3D animation techniques including 3D environments, 3D lighting, 3D textures and advanced character development. Prerequisite: DIGI 315.

**DIGI 425 Character Animation and Analysis II**

**3 credits**

This course is a continuation of DIGI425 Character Animation and Analysis I. Students will continue to analyze and observation motion and apply those to characters they animate in either 2D or 3D animation. Students will work towards a character animation demo reel of industry quality work. Prerequisite: DIGI 325

**DIGI 430 Advanced Motion Graphics**

**3 credits**

This course is a continuation of Fundamentals of Motion Graphics and Visual Effects. It covers further understanding of motion graphics animation and design techniques and principles, compositing, 2D character animation, and introduction of 3D animation related to the field of motion graphics. Prerequisite: DIGI 311.

**DIGI 451 Senior Thesis - Part I**

**3 credits**

In this course, students will begin their thesis project based upon their area of concentration. Collaboration, pre-approved by the advising instructor, is encouraged. The project will be an animated, motion-graphic or visual effect-based work that synthesizes the techniques learned in the first three years of the program. This first phase of the thesis project involves the conceptualization and pre-visualization of the work as well as the initial stages of production. Student may also elect to work on a demo reel or visual development portfolio of equivalent scope.

**DIGI 452 Senior Thesis - Part II**

**3 credits**

This course is a continuation of DIGI 451. Students continue in the production of their thesis project through completion. The final work will demonstrate a high level of proficiency in their area of concentration as well as an understanding of all of the processes of creating professional digital media work.

**DIGI 460 Animation and Visual Effects Capstone**

**3 credits**

This Capstone course is designed to demonstrate a student's accumulated knowledge and training of the learning objectives in the Animation and Visual Effects Program. Students will analyze films, sequences, breakdowns, and other works in Animation and Visual Effects production that focus on post-graduation interests. Students will also finalize their individual professional portfolios, which include a resume, cover letter, demo reel, and web presence. Prerequisite: Senior Standing.

**DIGI 470 Unreal for Animators II**

**3 credits**

Building on the foundation of the Unreal Engine for Animators I course, this advanced class delves deeper into the

world of virtual production, targeting animation filmmaking and how to master cutting edge techniques with Unreal Engine. Prerequisite: DIGI 370 Unreal for Animators I.

**DIG 194, DIGI 294 Special Topics (CORE) 3 credits**

**DIGI 495 Special Topics in Digital Arts 1-6 credits**

**DIGI 498 Internship 3 credits**

Internships are intended to be substantive learning experiences that help to prepare the student for his/her professional career. Internship assignments must have written approval of both the student's advisor and the department chair. Prerequisite: students are eligible for an internship after completion of their sophomore year.

**DIGI 499 Independent Study 1-6 credits**

An independent study provides students with the opportunity to enrich the learning experience by allowing them to focus their attention on a particular area in their field of study. Students can request an independent study of one to six credits if a comparable course is not available on campus or through another institution of higher education. Prerequisites: a junior or senior class standing and a 3.0 Q.P.A. are required to register for an independent study.

## FINE ARTS

**ART 100 Introduction to the Visual Arts 3 credits**

An introduction to the visual arts from both an analytical and historical perspective. Representational and abstract organizations are discussed. The historical perspective is presented in a brief chronological survey of painting, sculpture, and architecture in Western art from ancient Greece and Rome to the present day. Students will have experiences both inside and outside the classroom, including lectures, art demonstrations, hands-on activities, and possible conversations with specialists when available.

**ART 210 Introduction to Architecture 3 credits**

Survey of the architecture of the Ancient, Medieval, Renaissance, Baroque and Modern periods. All major styles are covered. Architecture is presented within the context of determinants such as geographical, cultural and historical factors. Terms, significant architects and representative works are highlighted. Prerequisite: ART 100.

**ART 212 Graphic Design 3 credits**

A studio course with some lecture; no art background necessary. Relationship of basic design principles to graphic art problems in projects involving such concepts as the use of positive and negative space, unity, balance and emphasis. Projects involve design with typography, body copy, photography, illustration and graphic elements in mass-media communication.

**ART 213 Introduction to Drawing 3 credits**

An introductory studio course dealing with basic drawing issues and problems. Fundamental exercises geared to the novice include contour, gesture, structural, and value studies, as well as an emphasis on figure drawing with the live model.

**ART 214 Concepts in Rendering 3 credits**

The concepts in rendering as related to theatre design projects with particular emphasis on creative techniques that enlarge artistic vision. Projects include collage, multi-media, basic sketching for scenic design and color values. Open to Technical Theatre/Design majors with permission. Other University majors may ask permission to enroll.

**ART 215 Finding Your Vision, Finding Your Voice 3 credits**

This course explores the nature of inspiration across artistic disciplines. We will examine poets, painters, filmmakers, choreographers, and writers both in terms of their creative output and their writings on the nature of artistic creativity, imagination, and inspiration. Then, using each of our creative thinkers as nature of artistic creativity, imagination, and inspiration. Then, using each of our creative thinkers as touchstones, we will look at ourselves as artists and ask the questions that permeate all disciplines of COPA: Why do we create? How do we create? Where do we find our inspiration and then translate it into artistic expression?

<b>ART 301</b>	<b>Ancient Art</b>	<b>3 credits</b>
Survey of the art and architecture of ancient Egypt, Greece, Rome and the Islamic world. Emphasis on the cultural and historical developments which made possible the flourishing of creativity in the arts of these civilizations. Includes a variety of media, but stresses architectural developments, especially those of Greece and Rome. Prerequisite: ART 100.		
<b>ART 302</b>	<b>Medieval Art</b>	<b>3 credits</b>
Survey of the art and architecture of the Medieval period in Europe from the fourth through the fourteenth century. All major periods and styles covered. Architecture is stressed, but emphasis is also placed on painting, sculpture, mosaics, ivory carving, manuscript illumination and stained glass. Prerequisite: ART 100.		
<b>ART 304</b>	<b>Renaissance and Baroque Art</b>	<b>3 credits</b>
Survey of the art and architecture of Italy and Northern Europe from the end of the Middle Ages, or the late Gothic period, to about 1775. Major styles of the Renaissance and Baroque periods are covered. Prerequisite: ART 100.		
<b>ART 305</b>	<b>Modern Art</b>	<b>3 credits</b>
Survey of the painting, sculpture and architecture of Europe and America from about 1775 to the present. Dominant movements and themes of the Modern period are presented. The twentieth century is discussed with regard to new attitudes toward the nature, functions and materials of art and architecture. Prerequisite: ART 100.		
<b>ART 306</b>	<b>American Art</b>	<b>3 credits</b>
Survey of American painting, sculpture and architecture from the seventeenth century Colonial period to 1900, presented in relation to a changing cultural, social and philosophical background. Architecture in a variety of styles and developments. Emphasizes nineteenth as the first great indigenous style in American art. Prerequisite: ART 100.		
<b>ART 313</b>	<b>Advanced Drawing</b>	<b>3 credits</b>
An advanced studio course designed to explore and expand upon previously learned skills such as gesture, value studies, and the figure. Slide lectures, critiques, field trips, as well as specific advanced exercises designed to heighten investigation in seeing. Prerequisite: ART 213.		
<b>ART 320</b>	<b>Figure Drawing</b>	<b>3 credits</b>
This course introduces the fundamental principles of drawing the human form. Students study systems of measurement, learn the importance of gesture as a framework for proportion and movement and model structure with light and tone. Human muscular and skeletal anatomy is studied in order to create convincing drawing from observation and invention.		
<b>ART 194, ART 294</b>	<b>Special Topics (CORE)</b>	<b>3 credits</b>
<b>ART 295, ART 395, ART 495</b>	<b>Special Topics in Fine Arts I, II, III</b>	<b>1-6 credits</b>
<b>ART 296, ART 396, ART 496</b>	<b>Independent Study in Fine Arts I, II, III</b>	<b>1-6 credits</b>

## JAZZ

<b>JAZ 101</b>	<b>Supplemental Jazz I – B.A., Non-Concentration</b>	<b>1-2 credits</b>
Introductory Jazz. Develops a basic understanding of jazz dance techniques; styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, placement and coordination. Prerequisite: BA dance major, non-Jazz concentration.		
<b>JAZ 102</b>	<b>Supplemental Jazz II</b>	<b>1-2 credits</b>
Develops a basic understanding of jazz dance techniques on a low to intermediate level. Styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, placement and coordination. Prerequisites: JAZ 101.		
<b>JAZ 111</b>	<b>Jazz I</b>	<b>3 credits</b>
Introductory Jazz. Develops a basic understanding of jazz dance techniques; styles include classical, contemporary, and musical theatre jazz. Emphasis will be placed on proper anatomical alignment, placement and coordination skills. Students will learn about historic influences on jazz dance today and develop an understanding of jazz dance's roots in African Diaspora and evolution of various individual styles. Students will be introduced to social dance and its influence on the		



jazz field today, and exposed to jazz dance presented on Broadway and theater dance. Prerequisite: Freshmen dance major; audition.

**JAZ 121 Jazz II**

**3 credits**

Develop a basic understanding of jazz dance techniques on a low to intermediate level. Styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, strength, placement and coordination skills. Develop a deeper understanding of jazz dance history in America. Write and speak about historic jazz dance influences. Develop an understanding of the jazz dance impact on current works through concert dance and commercial dance. Prerequisite: JAZ 111.

**JAZ 201 Supplemental Jazz I**

**1-2 credits**

Introductory Jazz. Develops basic understanding of jazz dance techniques; styles include classical, contemporary, and musical theatre jazz. Emphasis on proper alignment, placement, and coordination skills. Introduce historic influences on jazz dance today. Prerequisite: JAZ 121

**JAZ 202 Supplemental Jazz II**

**1-2 credits**

Develops a basic understanding of jazz dance techniques on a low to intermediate level. Styles include classical, contemporary, and musical theater jazz. Emphasis on proper alignment, strength, placement, and coordination skills. Develop a deeper understanding of jazz history in America. Prerequisite: JAZ 201

**JAZ 211 Jazz III**

**3 credits**

This course continues the study of JAZ 121 on an intermediate level. Emphasis is placed on kinetic and spatial awareness, coordination, phrasing and stylistic versatility. Develop understanding of musicality and dynamics through exposure to social and commercial styles of dance. Introduce social dance lineage and current impact on the industry. Develop audition techniques to gain strategies building confidence and execution of material. Introduce concepts of dance on film. Prerequisite: JAZ 121

**JAZ 221 Jazz IV**

**3 credits**

This course continues the study of JAZ 211 on an intermediate level. Emphasis is placed on application of cohesive coordination, phrasing, and stylistic versatility. Execute understanding of musicality and dynamics of social and commercial styles of dance. Develop an understanding of social dances and current influence on the industry. Develop audition techniques to gain strategies building confidence and execution of material. Develop individual projects to present introductory concepts of dance on film. Prerequisite: JAZ 211

**JAZ 301 Supplemental Jazz III**

**1-2 credits**

Additional studies in Jazz. Introduce musicality and dynamics through exposure to social and commercial styles of dance. Introduce social dance lineage and current impact on the industry. Prerequisite: JAZ 202.

**JAZ 302 Supplemental Jazz IV**

**1-2 credits**

Additional studies in Jazz. Develop musicality and dynamics through exposure to social and commercial styles of dance. Develop skills to execute movement phrases with confidence and artistic style. Prerequisite: JAZ 301

**JAZ 311 Jazz V**

**3 credits**

A continuation of JAZ 221, this course further develops a sense of individual style and solid technique on an intermediate to advanced level. Individual creativity is encouraged. Introduce arts advocacy and activism concepts. Develop group community engagement research projects investigating topics of social, civil, or political impact. Present research projects integrating message and movement utilizing narrative, dance, music, film, and/or other mediums. Develop understanding of dance as a vehicle for storytelling and expression. Prerequisite: JAZ 221

**JAZ 321 Jazz VI**

**3 credits**

A continuation of JAZ 311, this course further develops a sense of individual aesthetic with solid technique on an intermediate to advanced level. Individual creativity is explored and expressed. Develop quick response and adaptive skills through dance audition exercises. Develop understanding of personal brand. Explore dance video, photos, and imagery to identify a visible and consistent aesthetic for marketing. Adapt movement styles to address specific contexts. Industry genres addressed include cruise ship, music video, industrials/events, concert, and theater. Develop confident and memorable audition skills. Prerequisite: JAZ 311

**JAZ 401 Supplemental Jazz V** **1-2 credits**  
Additional studies in Jazz. Develop a sense of individual style integrated with technical foundation. Individual creativity is encouraged. Introduce understanding of dance as a vehicle for storytelling and expression. Prerequisite: JAZ 302.

**JAZ 402 Supplemental Jazz VI** **1-2 credits**  
Additional studies in Jazz. Explore quick response and adaptive skills through dance audition exercises. Develop confident movement quality of a wide range of industry genres including cruise ship, music video, industrials/events, concerts, and theater. Individual creativity is explored. Prerequisite: JAZ 401.

**JAZ 411 Jazz VII** **3 credits**  
A continuation of JAZ 321, this course is an advanced study of jazz dance techniques. Technical accomplishment, clarity, phrasing, musicality, Individual style and confidence are presented. Develop qualitative and innovative solo phrases for dance reel highlights and live audition requirements. Create impressive dance reels featuring individual creative and technical strengths. Prerequisite: JAZ 321.

**JAZ 421 Jazz VIII** **3 credits**  
A continuation of DANC 411, this course is highest level study of jazz dance techniques. Technical accomplishment, clarity, phrasing, musicality, individual style and confidence are all presented. Students will present consistently industry ready material throughout various aspects of styles. Students will create group and solo commercial projects demonstrating dynamic, expressive, and proficient dance performance, and present projects for final adjudications. Prerequisite: JAZ 411.

## MODERN

**MOD 101 Supplemental Modern I** **1-2 credits**  
This course provides fundamental instruction in Modern Dance Technique. Students will learn how to put into action a wide range of movement concepts and skills. Instruction provides methods for improving movement organization, efficient and effective strength and stamina building, with a strong emphasis on developing performance skills. Prerequisites: B.A. Dance Major, Not Modern Concentration.

**MOD 102 Supplemental Modern II** **1-2 credits**  
This course is a continuation of MOD 101 and provides level II, instruction in modern dance. Principles learned in term I will be reinforced and students will learn how to adapt them to a wider range of movement. Prerequisites: MOD 101.

**MOD 111 Modern I** **3 credits**  
An elementary, level 1 course. Students will employ modern/contemporary movement concepts such as stabilization, breath support and functional alignment to develop their movement skills. They will improve methods for movement organization, skill development and presentation. The course provides an overview of the history of early modern dance. Prerequisite: Freshmen dance major; audition.

**MOD 121 Modern II** **3 credits**  
An elementary, level 2 course. Students will learn how to integrate basic movement skills into combination work. They will develop coordination, musicality, and awareness of their body in space. Students will learn about prominent American modern dance figures. Prerequisite: MOD 111.

**MOD 201 Supplemental Modern I** **1-2 credits**  
This course is the first in a sequence of six courses that provide an overview of select modern/contemporary dance styles. Styles will vary per term and will progressively challenge technical and artistic development. Using skills introduced in MOD 111/121 such as movement stabilization, and integrating basic movement concepts, students will learn how to adopt methods to a variety of different movement vocabularies. Course material will develop high-elementary Level I skills. Prerequisite: MOD 121

**MOD 202 Supplemental Modern II** **1-2 credits**  
This course is the second in a sequence of six courses that provide an overview of select modern/contemporary dance styles. Styles will vary per term and will progressively challenge technical and artistic development. Principles of musicality and basic methods to articulate movement clearly through space will be taught. Course material will develop high elementary level II skills. Prerequisite: MOD 201

- MOD 211 Modern III** **3 credits**  
An intermediate level 1 course. Students will learn skills that develop balance, efficient weight-shifts, and suspension. Movement transitions and musicality are stressed. Prerequisite: MOD 121
- MOD 221 Modern IV** **3 credits**  
An intermediate level 2 course. Students will learn the elements of fall and recovery, spatial awareness, use of dynamics in combination work, and how to safely increase range of motion. Prerequisite: MOD 211
- MOD 291 Modern Dance Repertory I** **1 credit**  
This course offers intermediate students experience in learning modern dance and contemporary modern dance repertory. Instruction includes learning select choreographic material. A wide range of styles and creative approaches will provide students with a diverse palette of choreography that challenges students' range of adaptability. Students will learn about each choreographer's background, historic context, scope of work, and aesthetic development. Emphasis is placed on the role a dancer must play to actualize each selected choreographer's vision and concept. Prerequisites: MOD 121.
- MOD 301 Supplemental Modern III** **1-2 credits**  
This course is the third in a sequence of six courses that provide an overview of select modern/contemporary dance styles. Styles will vary per term and will progressively challenge technical and artistic development. Students examine different ways of perceiving and shifting weight effectively, and practice integrating improvisational skills in classwork. Course material will develop low intermediate level I skills. Prerequisite: MOD 202.
- MOD 302 Supplemental Modern IV** **1-2 credits**  
This course is the fourth in a sequence of six courses that provide an overview of select modern/contemporary dance styles. Styles will vary per term and will progressively challenge technical and artistic development. Spatial awareness and movement dynamics in relation to performance skills are further developed. Course material will develop low-intermediate level II skills. Prerequisite: MOD 301.
- MOD 311 Modern V** **3 credits**  
High- intermediate level I course. Students will learn skills that develop a dynamic range of physicality as related to more complex movement phrasing. Quick response to aural and rhythmic variations are refined. Experimentation with performance skills is addressed. Prerequisite: MOD 221
- MOD 321 Modern VI** **3 credits**  
A high intermediate level II course. Students will learn how to take responsibility for their movement praxis through classroom discussion and written assignments. Students will learn how to integrate various skills and styles, as well as use improvisational and performative elements in classwork. Prerequisite: MOD 221.
- MOD 401 Supplemental Modern V** **1-2 credits**  
This course is the fifth in a sequence of six courses that provide an overview of select modern/contemporary dance styles. Styles will vary per term and will progressively challenge technical and artistic development. Students will be given the opportunity to experiment creatively with class material. Technical competency is developed. Course material will develop intermediate, level I skills. Prerequisite: MOD 302.
- MOD 402 Supplemental Modern VI** **1-2 credits**  
This course is the sixth and last in a sequence of six courses that provide an overview of select modern/contemporary dance styles. Styles will vary per term and will progressively challenge technical and artistic development. Performance skills are emphasized. Course material will develop intermediate level skills. Prerequisite: MOD 401.
- MOD 411 Modern VII** **3 credits**  
An advanced Level 1 course. Students create innovative approaches to technical terminology in order to execute a wide range of diverse movement genres. Prerequisite: MOD 321
- MOD 421 Modern VIII** **3 credits**  
An advanced, level 2 course. Class material provides students with a strong aesthetic focus, and fine tunes personal artistry with regard to technical and performance execution at the pre professional level. Students will be given the opportunity to create a video showcasing their work in class. Prerequisite: MOD 411

## MUSIC

- MUS 101 Music Appreciation** **3 credits**  
Selected compositions to develop an appreciation of music through guided musical experiences, biographical materials and critical comments on composers and modes. Listening experience is provided. Attendance at professional musical performances is required.
- MUS 106 Piano Class** **1 credit**  
Music fundamentals and basic theory through keyboard techniques, sight reading and eurhythmics utilizing beginning materials. Recommended for anyone interested in learning to play the piano from the beginning level or refreshing beginning skills. Open to all university students. Strongly recommended for Education and Dance majors.
- MUS 111, MUS 112 Private Voice I, II** **1 credit**  
Techniques and principles of vocal performance within a private, one-to-one context. Materials may be selected from the classical, musical theatre or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisites: Acceptance to BFA MT program, THEA 116 and audition, THEA 117 and audition.
- MUS 113, MUS 114 Private Piano I, II** **1 credit**  
Techniques and principles of piano performance within a private, one-to-one context. Materials focus on piano literature, technique and sight reading skills chosen according to student level. Includes studio and jury evaluations. Prerequisite: MUS 106, or MUS 124, or audition.
- MUS 123 Music Theory/Piano/Sight Singing Part I** **2 credits**  
An introduction to music theory through written and aural demonstration, keyboard skills, and sight-singing with particular attention to those skills necessary for musical theatre.
- MUS 124 Music Theory/Piano/Sight Singing Part II** **2 credits**  
A continuation of music theory studies through written and aural demonstration, keyboard skills, and sight-singing with particular attention to those skills necessary for musical theatre. Opportunities for private piano study are available upon course completion. Prerequisites: MUS 123.
- MUS 201 Point Park University Singers** **1 credit**  
The course may be taken up to four times for credit. The University Singers is open to all majors. A variety of music (classical, pop, jazz, gospel). culminates in a performance each term. Prerequisite: Audition or interview (may be taken for zero credit)
- MUS 203 Voice Class I** **2 credits**  
An examination of the processes of singing and speaking in the classroom and other performance/interaction situations. A variety of exercises and materials at both group and individual levels to improve performance/communication skills. Open to all university students. Strongly recommended for Dance majors. NOTE: Each individual student will work at his or her individual level.
- MUS 205 Solfège** **3 credits**  
A basic approach to music theory through materials of sight singing, aural training and rhythmic dictation. Students are expected to improve skills in analyzing and singing materials at sight. Offered as preparation for further work in music theory.
- MUS 206 Music Theory** **3 credits**  
Foundations of music fundamentals, analysis of harmonic materials and aural exercises. Opportunities to analyze, criticize and develop original materials. Prerequisites: THEA 123 and THEA 135, or Instructor's Permission.
- MUS 211, MUS 212 Private Voice III, IV** **1 credit**  
Continuation of MUS 111. Techniques and principles of vocal performance within a private, on-to-one context. Materials may be selected from the classical, musical theatre, or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisites: MUS 111, MUS 112.
- MUS 213, MUS 214 Private Piano III, IV** **1 credit**  
Continuation of MUS 114. Prerequisite: MUS 114.

<b>MUS 220 Musicianship</b>	<b>2 credits</b>
A participatory exploration and integration of basic music techniques through a variety of material and styles. Activities may include aural skills, theory fundamentals, introductory song analysis, and ensemble experiences. Opportunities for original composition or other creative work as semester project. Prerequisites: MUS 124 or By Permission.	
<b>MUS 223 Ensemble Singing I</b>	<b>2 credits</b>
Development of skills necessary for ensemble singing through sight-singing, score analysis and vocal techniques. The course will focus on pre-1970's musical theatre repertoire. Prerequisites: Sophomore standing in Musical Theatre program and minimum C average in MUS123, MUS124 and THEA137.	
<b>MUS 224 Ensemble Singing II</b>	<b>2 credits</b>
Continuation of MUS 223, with further development of skills necessary for ensemble singing through sight-singing, score analysis and vocal techniques. The course will focus on contemporary musical theatre repertoire. Prerequisites: MUS 223.	
<b>MUS 311, MUS 312 Private Voice V, VI</b>	<b>1 credit</b>
Continuation of MUS 211, MUS 212. Techniques and principles of vocal performance within a private, one-to-one context. Materials may be selected from the classical, musical theatre, or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisite: MUS 212.	
<b>MUS 313, MUS 314 Private Piano V, VI</b>	<b>1 credit</b>
Continuation of MUS 214. Prerequisite: MUS 214.	
<b>MUS 411, MUS 412 Private Voice VII, VIII</b>	<b>1 credit</b>
Continuation of MUS 311, MUS 312. Techniques and principles of vocal performance within a private, one-to-one context. Materials may be selected from the classical, musical theatre, or contemporary repertoire according to student level. Includes studio recitals and jury evaluations. Prerequisite: MUS 312.	
<b>MUS 413, MUS 414 Private Piano VII, VIII</b>	<b>1 credit</b>
Continuation of MUS 314. Prerequisite: MUS 314.	
<b>MUS 194, MUS 294 Special Topics (CORE)</b>	<b>3 credits</b>
<b>MUS 295, MUS 395, MUS 495 Special Topics in Music I, II, III</b>	<b>1-6 credits</b>
<b>MUS 296, MUS 396, MUS 496 Independent Study in Music I, II, III</b>	<b>1-6 credits</b>

## PRODUCTION

<b>PROD 100, PROD 101 Tech Practicum I/II</b>	<b>2 credits</b>
<b>PROD 100-Fall; PROD 101-Spring</b>	
Freshmen are assigned to crews as an introduction to general production techniques and procedures. Prerequisites: PROD 100 is acceptance into the program; PROD 101 is PROD 100.	
<b>PROD 104, PROD 105 Stage Management Practicum I/II</b>	<b>2 credits</b>
<b>PROD 104-Fall; PROD 105-Spring</b>	
Freshmen are assigned to crews as an introduction to general production techniques and procedures. Prerequisites: PROD 104 is acceptance into the Program; PROD 105 is PROD 104.	
<b>PROD 113 Stage Operations</b>	<b>2 credits</b>
An introduction to the technical aspects and operation of the stage. This includes types of venues, organizational structures, and backstage operations. The focus of skills learned in this class will be how to run a show, rigging, basic trouble shooting and repair in the areas of scenery, scenic art, lighting, sound, and wardrobe. Prerequisites: Acceptance into the Program.	

**PROD 121 Costume Construction I****2 credits**

This course covers basic sewing techniques (hand and machine sewing) and basic costume construction methods. Students will learn how to take measurements of a performer and how to use a commercial pattern. A completed garment is constructed during the course.

**PROD 124 Fundamentals of Design and Drawing****3 credits**

Fundamentals of Design and Drawing covers the underlying elements and principles to visual creation. The class fosters a multidisciplinary design experience, which ultimately aids the collaboration and communication of theater artists. Prerequisites: Acceptance into the Program.

**PROD 132 Stage Management I****3 credits**

An introductory course in the techniques and practice of stage management, including the organization and preparation of a production book from beginning rehearsals through the closing of a production. This class will investigate the relationship between the stage manager and the artistic, administrative, and production staffs and how to work collaboratively with these staffs. Additional topics include working with the director and actor, stress management, time management and performance maintenance. Prerequisites: Acceptance into the Program.

**PROD 140 Theatre Safety****2 credits**

A study of theatre safety and occupational health. The course covers fire prevention, chemical safety, risk assessment, emergency procedures, code requirements, and CPR/First aid. Prerequisites: Acceptance into the Program.

**PROD 142 Drafting and CAD****3 credits**

An introduction to the proper material, methods, and techniques for communicating settings, properties and working drawings through technical drafting. The course will combine the skills of hand drafting and computer aided drafting software to teach the reading and creation of professional quality plates. Designed for beginning students in technical theatre. Prerequisites: Acceptance into the Program.

**PROD 145 Script Analysis****2 credits**

An introduction to dramatic text analysis using a variety of techniques. Designed for technical, design and stage management majors. Scripts will be analyzed and related back to the student's specific area of study. Prerequisites: Acceptance into the Program.

**PROD 200, PROD 201 Tech Practicum III/IV  
PROD 200-Fall; PROD 201-Spring****2 credits**

Intermediate level production assignments for theatre production students on work produced by The Pittsburgh Playhouse. Assignments are awarded at the discretion of the Theatre Production Unit. Prerequisites: PROD 200 is PROD 101; PROD 201 is PROD 200.

**PROD 204, PROD 205 Stage Management Practicum III/IV  
PROD 204-Fall; PROD 205-Spring****2 credits**

Intermediate level production Assignments for the Stage Management Student. Assignments are awarded at the discretion of the Theatre Production Unit. Prerequisites: PROD 204 is PROD 105; PROD 205 is PROD 204.

**PROD 212 Computer Applications for Managers****3 credits**

Basic to advanced use of general managerial software that is commonly used in entertainment. Emphasis is given to special techniques and efficient use of word processors, spreadsheets, databases, etc.

**PROD 213 Carpentry for the Theatre****2 credits**

Discussion of common construction methods used in theatre and practical application of techniques in woodworking. Prerequisites: Acceptance into the program.

**PROD 221 Costume Construction II****2 credits**

This course advances the theatrical costume design and production student in the skills of flat patterning and draping as well as more complex construction techniques for the creation of costumes.

**PROD 222 Computer Applications for Designers****3 credits**

Basic to advanced use of general design software including Adobe Photoshop and Adobe Muse. Emphasis is given to image import, manipulation and composition. The course aims to enable the student to create visual supported presentations (portfolio) on the computer.

**PROD 224 Scenic Painting****2 credits**

A study of basic techniques employed by the scenic artist for the recreation of faux finishes. Emphasis is placed on equipment and its maintenance, procedure and practical application to framed scenery and three-dimensional units. Prerequisites: PROD 124.

**PROD 226 Scene Design I****3 credits**

An introduction to Scene Design that focuses on the storytelling aspects of Design and Scenography. Students will understand the function and skill of a scenic designer, learn basic techniques of designing in 3D space, practice conceptual development and visual communication skill and undergo the design process with several hands on projects. Prerequisites: PROD 124.

**PROD 227 Lighting I****3 credits**

An introduction to Lighting Design that focuses on the storytelling aspects of Light and Scenography. Students will understand the function and skill of a lighting designer, learn basic operations of Light, practice concept development and visual communication skill. This class is "hands-on" and includes many practical applications and experimentation with light. Prerequisites: PROD 124.

**PROD 228 Costume Design I****3 credits**

An introduction to Costume Design that focuses on the storytelling aspects of Costume Design and Scenography. Students will understand the function and skill of a costume designer, learn basic costume design skills and practice concept development and visual communication skill. Prerequisites: PROD 124.

**PROD 229 Audio Design I****2 credits**

An introduction to the art of sound for the theater. Students will be trained in various techniques of sound design, including recording, mixing, editing and playback software as well as script analysis and creative listening. Prerequisites: Acceptance into the program.

**PROD 243 The Acting/Directing Process****3 credits**

An introduction to the acting/directing experience that focuses on the communication between technician and artist. The class will relate the actor's and the director's work to the technical major. Prerequisites: Acceptance into the program.

**PROD 245 Properties I****2 credits**

An introduction to the procedures, materials and techniques that can be used by the designer or technician in the construction of stage properties. Prerequisites: Acceptance into the program.

**PROD 300, PROD 301 Tech Practicum V/VI****PROD 300-Fall; PROD 301-Spring****2 credits**

An advanced level production assignment for theatre productions produced by The Pittsburgh Playhouse to further the skills learned in PROD 200 and PROD 201. Assignments are awarded at the discretion of the Theatre Production Unit and will increase in responsibility from previous assignments. Prerequisites: 200 Level Production Practicum Course.

**PROD 304, PROD 305 Stage Management Practicum V/VI****PROD 304-Fall; PROD 305-Spring****2 credits**

Advanced level Production Assignments for the Stage Management Student. Assignments are awarded at the discretion of the Theatre Production Unit. Prerequisites: PROD 304 is PROD 205; PROD 305 is PROD 304.

**PROD 313 Technical Design****2 credits**

Discussion and practical application of techniques and methodology related to engineering a designers concept. Students will look at design specifications, concepts designs, detail designs, and designs for manufacture based in the reality of time, budget and labor. Prerequisites: PROD 113 and PROD 213.

**PROD 321 Costume Construction III****2 credits**

This advanced level Costume Construction class will introduce the theatrical costume design and production student to sophisticated techniques in costume construction, crafts and unconventional costume related applications. Students will learn to construct a corset/bodice and explore and experiment with non-traditional and innovative fiber-based materials such as nonwovens as well as thermoplastics and costume animatronics.

**PROD 323 Advanced Drawing****2 credits**

This course will further the student's methods of drawing with various media and strengthen the passion to express

ideas visually. Students will learn to more consciously access the creative “right side of their brain” and in turn be able to more effectively come up with creative solutions. Prerequisites: PROD 124.

**PROD 324 Advanced Scenic Painting** **2 credits**

A continuation of basic techniques employed by the scenic artist. Emphasis is placed on color mixing cartooning, procedure and practical application to framed scenery, and three-dimensional units. Prerequisites: PROD 124.

**PROD 326 Scene Design II** **3 credits**

An in-depth study of theatrical storytelling and techniques in/through Scenic Design. Students will go through the design process of a theatrical Scenic Designer and study in more depth play analysis, technique and aesthetic communication to broaden and enhance the imagination and creation of ideas. Prerequisites: PROD 226.

**PROD 327 Lighting Design II** **3 credits**

An in-depth study of theatrical storytelling and technical operations in/through Lighting Design. Students will go through the design process of a theatrical Lighting Designer and study in more depth play analysis, technique, equipment, composition and aesthetic psychology effects of stage lighting. Prerequisites: PROD 227.

**PROD 328 Costume Design II** **3 credits**

An in-depth study of theatrical storytelling and techniques in/through Costume Design. Students will go through the design process of a theatrical Costume Designer and study in more depth play analysis, technique and aesthetic communication to broaden and enhance the imagination and creation of ideas. Prerequisites: PROD 228.

**PROD 333 Stage Management II** **3 credits**

Continues the themes of Stage Management I. Particular attention is given to calling, blocking, and refining characteristics vital to be a leader, team player and skilled communicator. This course includes an introduction to the equity handbook and stage managers responsibilities to Actor’s Equity Association.

**PROD 343 Electricity for the Theatre** **2 credits**

Practical application of theories learned in Lighting Design, including building primitive instruments, electrical safety, and wiring. Prerequisites: PROD 227.

**PROD 346 Theatre Architecture and Décor** **3 credits**

A survey of the chronological development and historical significance of theatre architecture that begins with ancient civilizations and culminates with styles of the twentieth century. Prerequisites: PROD 113 and PROD 124.

**PROD 348 Costume History** **3 credits**

A study of the chronological development of fashion from the classical Greek world to the twentieth century with a detailed exploration of the basic clothing shapes, accessories, color, texture and quirks of each period. Prerequisites: PROD 124 and PROD 228.

**PROD 361 Advanced CAD** **2 credits**

A continuation of PROD 142 that focuses on the 3D drafting, renderings, materials, lighting, animations and customizing tools. Prerequisites: PROD 142.

**PROD 362 Metalworking** **2 credits**

General metal working techniques and teachings involving safety, welding (both GMAW and oxyacetylene), cutting, bending, and fabricating as it refers to theatre construction. Prerequisites: PROD 213.

**PROD 363 Automation** **2 credits**

The practical applications and theories of the motion of moving scenery, be it moving wagons, turntables, or lifts. Beginning with the fundamentals of physics and Newton’s Laws to the practical use of these theories by studying motors, winches, turntables, lifts, and other mechanisms for the stage. The course also focuses on the process of mechanical design for temporary and permanent stage machinery. Topics include design considerations, component selection, construction methods, and safety. Prerequisites: PROD 113, PROD 140, PROD 142, PROD 213 and PROD 313.

**PROD 372 Makeup for Production** **2 credits**

This course introduces the student to makeup design, 3 dimensional makeup, prosthetic makeup, application and creation of beards, mustaches and wigs, non-realistic/fantasy makeup, period makeup and way of achieving quick changes in makeup. Prerequisites: PROD 124.



- PROD 373 Costume Crafts** **2 credits**  
The course will cover such elements as millinery, mask making, jewelry assembly, liquid latex armor, decorative embellishments, constructing ruffs, feather work, machine embroidery and other assorted crafts as time allows. Prerequisites: PROD 121.
- PROD 381 Reading Music** **2 credits**  
The course introduces the fundamentals of music: music terminology, symbols/notation, and concepts. Particular emphasis is placed on developing and applying the knowledge and skills most necessary for stage managers to call shows from a musical score. Prerequisites: Acceptance into the program.
- PROD 382 Properties II** **2 credits**  
An advanced course in Property design and fabrication. This course will investigate unique materials and methods as well as pneumatic, hydraulic and basic robotic effects. Prerequisites: PROD 245.
- PROD 383 Stage Movement for Stage Managers** **2 credits**  
A study of movement techniques and terminology used by performers on stage. This includes dance terms and fight choreography. Prerequisites: PROD 132.
- PROD 391 Audio Engineering** **2 credits**  
An introduction to the various equipment and setups used for sound playback and reinforcement needs of live theatre productions. From this course one will have the knowledge to handle basic sound equipment and setups (drama and musical) and troubleshooting techniques. Prerequisites: PROD 229.
- PROD 392 Video Production** **2 credits**  
This course is an exploration of video and projected design for the stage. The course will investigate the technical and engineering aspects of playback and projections as well as the design considerations within a production. Prerequisites: PROD 113, PROD 124 and PROD 227.
- PROD 393 Vectorworks** **2 credits**  
An introductory course in the techniques of Vectorworks for use in the theatre and lighting design. Prerequisites: PROD 142 and PROD 227.
- PROD 400 Senior Project I** **2 credits**  
Each B.F.A. student will be assigned a senior project. Projects will be assigned at the discretion of the technical theatre unit. These projects may include; Assistant Designer, Assistant Technical Director, Assistant Stage Manager, department manager or equivalent for a Pittsburgh Playhouse production or an undergraduate thesis. Students are required to research and critically analyze the project showing the student's mastery of critical thinking. The student will meet regularly with his/her mentor and will be required to interview for SETC/USITT. Prerequisites: 300 Level Production Practicum.
- PROD 401 Senior Project II** **2 credits**  
Each B.F.A. student will be assigned a senior project. Projects will be assigned at the discretion of the technical theatre unit. These projects may include; designer, technical director, stage manager or equivalent for a Pittsburgh Playhouse production or an undergraduate theses. Students are required to research and critically analyze the project showing the student's mastery of critical thinking. The student will meet regularly with his/her mentor and will be required to interview for SETC/USITT. Prerequisites: Senior B.F.A. Production Major or Area Head Permission.
- PROD 413 Technical Direction** **3 credits**  
This class puts in focus everything a student has learned for technical theatre and shows the student how to merge all the processes together. Participants will learn how to supervise workers, estimate and budget shows, create a plan of execution for creating a set and keeping records of the production. Prerequisites: PROD 313.
- PROD 426 Scene Design III** **3 credits**  
This course looks further into the art of Scenic Design for Musicals, Opera and Found Spaces. Students will realize their ideas in physical and/or virtual environments and analyze other Scenic Designs while further improving their communication skills with the creative team. Prerequisites: PROD 326.
- PROD 427 Lighting Design III** **3 credits**  
This course looks beyond the theatrical application of Lighting Design and prepares the student to design lights for television, architecture or the music industry. Students will realize their ideas in physical and virtual environments and

analyze other lighting designs while further improving their communication skills with the creative team. Prerequisites: PROD 327.

**PROD 428 Costume Design III**

**3 credits**

This course looks further into the art of costume design. Students will realize their ideas in physical and/or virtual environments and analyze other Costume Designs while further improving their communication skills with the creative team. Prerequisites: PROD 328.

**PROD 433 AEA & Theatre Unions**

**3 credits**

This class studies, discusses, examines and dissects the rules of production/performance according to the AEA handbook. The class will practice creative problem solving working within the confines of union contract.

**PROD 440 Production Management**

**3 credits**

The course is designed to be an overview of the function of Production Management in the performing arts and all its facets. Budgeting, scheduling, theatre systems, etc. especially in relationship to working with administrative personnel and creative artist. Prerequisites: PROD 132, PROD 113, Two courses of Production Practicum, and Sophomore Standing.

**PROD 450 Professional Preparation for Design/Tech**

**3 credits**

In this class the students will study the content and presentation forms of the theatre artist portfolio, resume and cover letter. The student will also advance his/her interview skills. Students will journal their professional development efforts and reflect on their progress weekly. Cover letters, resumes and portfolios (image and text) are created and edited. Ultimately, the intention of this course is to get the student's presentation package ready for future job applications. Prerequisites: Junior or Senior in the B.F.A. Production Program.

**PROD 451 Professional Preparation for SM**

**3 credits**

In this class the students will study the content and presentation forms of the manager portfolio, production binders, resume and cover letter. The student will also advance his/her interview skills. Students will journal their professional development efforts and reflect on their progress weekly. Cover letters, resumes and portfolios (image and text) are created and edited. Ultimately, the intention of this course is to get the student's presentation package ready for future job applications. Prerequisites: Junior or Senior in the B.F.A. Production Program.

**PROD 194, PROD 294 Special Topics (CORE)**

**3 credits**

## THEATRE ARTS

All sequential courses must have a passing grade and be taken in order. An "F" grade in THEA 101 or THEA 104, etc. would keep a student from taking the second half (THEA 102 or THEA 105). A minimum "C" grade average is required to advance to the next level. This applies to all technique classes (Movement, Voice & Speech, Acting, Singing, and Musical Theatre).

**THEA 101, THEA 102 Acting I, II**

**2 credits**

A yearlong immersion basic techniques of the Stanislavski System through text analysis, exercises and scene work. Open to theatre performance majors only. Prerequisite for THEA 102 is THEA 101.

**THEA 104, THEA 105 Voice and Speech I, II**

**2 credits**

A yearlong immersion in the fundamental foundation of voice training for the actor, physical awareness, breath, and the free release of sound. Resonance, range, articulations, vocal clarity and expressiveness are also emphasized. Open to performance majors only. Prerequisite THEA 105 is THEA 104.

**THEA 109 Elements of Stagecraft I**

**2 credits**

Technical problems of stage production such as scene construction and painting, stage lighting and equipment and costume construction in laboratory and actual productions. Dual listed as DANC 109. Prerequisite: Audition or Interview and acceptance into the program..

**THEA 111, THEA 112 Introduction to Acting I, II**

**THEA 111-Fall THEA 112-Spring**

**3 credits**

An introduction to the acting process through exercises scene work and monologue work, improvisation, lecture, play analysis and attendance at live performances. Open to all University majors. Recommended for Dance majors

- THEA 114, THEA 115 Stage Movement I, II** **2 credits**  
 A yearlong course with an introduction to body awareness through various techniques in order to free habitual habits of tensions and increase range and freedom of expression for the actor. For Acting and Performance & Practices majors only.
- THEA 116 Principles of Singing I** **1 credit**  
 An introduction to the basics of singing (i.e. breath, resonance, support, articulation, registration and interpretation) This course will focus on achievement and application of the beginning principles of healthy vocal technique. Prerequisites :Dance Major with a Jazz Concentration/BFA Acting or elective with permission.
- THEA 117 Principles of Singing II** **1 credit**  
 This course will focus on the application of healthy vocal technique, ear training, sight singing, and solo and ensemble singing.
- THEA 118 Stage Make-up** **1 credit**  
 Introduces corrective and character make-up procedures for the stage.
- THEA 119 Creativity and the Creative Process** **2 credits**  
 Students will explore ways to stimulate their creativity, identifying creative blocks and coming up with ways to work through or around these blocks, as well as developing files of creative prompts for use in generating original work. Prerequisite: BFA Theater Arts majors or by permission.
- THEA 137 Foundations of Musical Theatre Technique I** **1 credit**  
 This course lays the foundations for musical theater techniques. It is an introduction to the dramaturgical aspect of musical theatre: text analysis, exploration of music, lyric and libretto with the emphasis on the American musical. Prerequisites: MUS 123.. Prerequisite: THEA 136
- THEA 138 Survey of Musical Theatre** **2 credits**  
 The study of the history and styles of musical theatre through the use of musical recordings, video, television, film and archival footage.
- THEA 140, THEA 141 Production I, II** **2 credits**  
 Freshmen are assigned to crews as an introduction to general production techniques and procedures. Prerequisites: THEA 140 is an audition/interview and acceptance into the program; THEA 141 is THEA 140.
- THEA 200 Principles of Acting for Musical Theatre I** **2 credits**  
 Principles of Acting for Musical Theatre I is part one of a two semester course in which the student will explore the use of text, lyric and music in various styles within Musical Theatre. Prerequisite: MUS 123, MUS 124 or permission from the chair.
- THEA 201 Principles of Acting for Musical Theatre II** **2 credits**  
 Principles of Acting for Musical Theatre II is part two of a two semester course in which the student will learn repertoire and explore the skills required for the various styles of musical theater as it pertains to Musical Theatre auditions. Prerequisite: MUS 123, MUS 124 or permission from the chair.
- THEA 205, THEA 206 Acting III, IV** **2 credits**  
 An intermediate level course designed to strengthen basic acting skills with increased emphasis on text analysis and character development. Includes instruction on audition techniques. Open to theatre performance majors only. Prerequisite: .Prerequisite for THEA 206 is THEA 205.
- THEA 207, THEA 208 Stage Movement II** **2 credits**  
 A year-long course. Builds upon stage movement one with an emphasis on strengthening kinesthetic skills and the exploration of physical impulse within text. Prerequisites: Minimum "C" average in THEA 114/115. For acting and performance & practice majors only.

- THEA 210, THEA 211 Directing I, II** **3 credits**  
 Fundamentals of directing the play beginning with analyzing the script, moving to physical planning of a performance to actual presentation of fully rehearsed scenes. Prerequisite for THEA 210 is THEA 109; THEA 211 is THEA 210.
- THEA 213, THEA 214 Voice and Speech III, IV** **2 credits**  
 The study of phonetics, clear diction, and unaccented speech will be continued. Voice and speech skills will be expanded to include the exploration of text and heightened language. Various texts that place a greater physical and vocal demand on the actor will be studied. Minimum "C" grade in THEA 104/105. For performance majors only. Prerequisite for THEA 214 is THEA 213. For performance majors only.
- THEA 218, THEA 219 Ensemble Lab II, IV** **2 credits**  
 This ensemble lab is an extension of the work in the current year's devising, playwriting, and directing classes. Topics may include: Improvisation, rehearsal and performance, devised work, movement, voice, acting techniques, text, and other special topics. Prereq:THEA119,BFA Theatre major or by permission
- THEA 225 Theatre History I** **3 credits**  
 A comprehensive survey of Western (and influential non-Western) theatre from classical times to the late 17<sup>th</sup> century. Open to all university majors.
- THEA 226 Theatre History II** **3 credits**  
 A comprehensive survey of Western (and influential non-Western) theatre from the 18th century to the present. Open to all university majors.
- THEA 230 Introduction to Theatre** **3 credits**  
 Introduction to Theatre is a beginning survey of the theatre arts - a starting point toward a general appreciation of the dramatic form and theatrical process. The course explores theatre's historical significance and its contemporary relevance. Students will actively participate in several theatrical activities in the roles of playwrights, critics, actors and designers over eight weeks to develop some understanding of the collaborative process that goes into staging a play, in order that they may become informed artistic audiences in the future.
- THEA 237, THEA 238 Musical Theatre Techniques Level I, II** **2 credits**  
 Song Analysis through the use of the fundamentals of acting and the exploration of text, lyric and music. Emphasis is placed on the actor/singer's interpretation based on the information provided by the composer, lyricist and librettist. Prerequisites: THEA 137 with a minimum "C" average, B.F.A. Musical Theatre Majors Only.
- THEA 240, THEA 241 Production/Rehearsal/Performance I, II** **2 credits**  
 Advanced crew assignments and auditions for roles in theatre productions. Prerequisite: THEA 141. A student must be registered for production in order to be cast. Prerequisite: For THEA 240 - THEA 141, for THEA 241- THEA 240.
- THEA 250 Script Analysis** **2 credits**  
 An introduction to text analysis using a variety of techniques. Scripts will be analyzed and related back to the student's specific area of study. Prerequisites: ENGL 101; THEA 225, Second semester Sophomore Theatre Arts major.
- THEA 260 Devised Theatre I** **3 credits**  
 This course introduces students to the collaborative processes and aesthetics essential to making devised theatre. Devised theatre is a collaborative, often improvisational form of work by a group of people that is often physically driven, and may utilize non-traditional narrative structures and aesthetics. A devised piece of theatre has a unified vision shaped through continuous group discussion and employing a variety of theatrical practices. Beginning with the exploration of an idea based in literature, images, historical or political events, devisers then develop a structure and sequence through a rehearsal process that culminates in performance. BFA Theatre Arts Major or by permission.
- THEA 261 Devised Theatre II** **3 credits**  
 This course allows students to continue developing the collaborative processes and aesthetics essential to making devised theatre. Devised theatre is a collaborative, often improvisational form of work by a group of people that is often physically driven, and may utilize non-traditional narrative structures and aesthetics. A devised piece of theatre has a unified vision shaped through continuous group discussion and employing a variety of theatrical practices. Beginning with the exploration of an idea based in literature, images, historical or political events, devisers then develop a structure and sequence through a rehearsal process that culminates in performance. BFA Theatre Arts Major or by permission.

**THEA 270 Improvisation for the Actor****2 credits**

The student will be encouraged to discover the possibilities of the imagination and to cultivate spontaneity, and will be provided with opportunities to exercise their possibilities. The student will learn basic improvisational performance skills, and will use their skills to create original work. Prerequisites: Minimum "C" grade in THEA 102 and THEA 105.

**THEA 280 Playwriting I****3 credits**

THEA 280 is an introduction to the craft of playwriting, with a focus on the basic elements of conflict, character, plot, dialogue, and setting and how they can be integrated to produce a stage-worthy short play. Prerequisites: ENGL 101 or equivalent.

**THEA 281 Playwriting II****3 credits**

This course explores practical techniques for writing scripts for performance. Building on foundations of playwriting structure, Playwriting II covers techniques for crafting long-form narratives, including research based writing, autobiography, lyricism, and nontraditional structures. Prerequisites: THEA 280 or Instructor Approval.

**THEA 290 Contemporary Drama: Plays & Playwrights****3 credits**

An intensive study of contemporary drama, including major plays/playwrights and established and emerging forms/genres of drama. Students will read, discuss, view, and write about contemporary drama and its diverse range of voices. Prerequisites: ENGL 101

**THEA 292 Introduction to Performance Studies****3 credits**

This course introduces the field of performance studies and examines the performative nature of the continuum of human actions ( example, theatre, solo performance, ritual, sports, performance art, street performance, dance, music/sound/art installations) and incorporate aspects of theatre history, theory and practice, anthropology, sociology, communication and cultural studies to understand the broad range of performance and how it impacts our society. This course will allow students to theorize performance studies through a practical project. Prerequisites: ENGL 101

**THEA 301 Acting V****2 credits**

An advanced acting course designed to strengthen skills by incorporating voice, speech and movement training, historical research and advanced acting skills with an emphasis on Shakespeare. Prerequisite: THEA 205/206, 213/214. Open to BFA acting and musical theatre majors only, or by permission.

**THEA 302 Acting VI****2 credits**

An advanced acting course designed to strengthen acting skills, integrating voice, speech, movement, and research on classical or stylized material. Prerequisite: Minimum C grade in THEA 301. Open to BFA acting majors only, or by permission.

**THEA 303 Shakespeare: Page to Stage****3 credits**

This course introduces students to the plays of William Shakespeare, including exploration and analysis of their structure, themes, plots, language, versification, music, and characters. Emphasis will be on transferring knowledge of Shakespeare's anon from "page to stage" via short performance projects linked to studies of the plays. BFA Theatre Arts Majors or by permission.

**THEA 304, THEA 305 Voice and Speech V, VI****2 credits**

The voice and speech skills acquired in previous semesters will be applied to the exploration of text and heightened language. Various texts that place a greater physical and vocal demand on the actor will be studied. Prerequisite: Minimum of a C in THEA 213,214. Open to BFA acting and MT majors only, or by permission. Prerequisite for THEA 305 is THEA 301 and THEA 304.

**THEA 307, THEA 308 Advanced Directing III, IV****3 credits**

An advanced stage directing seminar in which the student director enhances their knowledge of both the art and craft of directing. The artistic aspects of craft, exploration of various styles, genres, and concepts, along with the organizational tools and communication skills necessary for the staging of drama will be studied. Prerequisites: THEA 211 and permission of instructor and department chair.

**THEA 309 Acting for the Camera****3 credits**

The fundamentals of acting for film and television are reviewed and guidance is provided in independent research and creativity through scene study. Also included are seminars with guest lectures concerning the business aspect of the

performing arts. Open to theatre performance majors, or by invitation. Prerequisite: THEA 207, Theatre Major.

**THEA 311, THEA 312 Stage Movement III**

**2 credits**

A year-long course with a concentration on extended and stylized movement with a focus on research, preparations and compositions. Prerequisites: Minimum "C" average in Movement Level II. Prerequisite for THEA 312 is THEA 311. For performance majors only.

**THEA 318, THEA 319 Ensemble Lab IV, V**

**2 credits**

This ensemble lab is an extension of the work in the current year's advanced levels in directing, playwriting, contemporary drama, and performance courses. Topics may include: Stage combat, devised work, rehearsal and performance, devised work, movement, voice, acting techniques, text, and other special topics. Prereq:THEA218 ,BFA Theatre major or by permission.

**THEA 321 Repertoire**

**2 credits**

The actor/singer actively learns the repertoire of material available to the musical theater performer. Emphasis is in the development of a book of songs with marketable and appropriate material. Prerequisites: THEA 237 and THEA 238 with a minimum "C" average, and BFA Musical Theatre Major.

**THEA 322 Junior Musical Theatre Lab**

**4 credits**

The practical application of all aspects of actor training culminating in the development of musical theatre performance. Emphasis is on coachability, the rehearsal process, development of character and material and the relationship between the audience and performer. Prerequisites: THEA 237, 238, 337, and BFA Musical Theatre Major.

**THEA 323, THEA 324 Studio III**

**2 credits**

This studio is an extension of the work in the current year's acting classes. Topics may include: rehearsal and performance, devised work, special techniques, and others. Open to BFA Acting majors only, or by invitation. Prerequisites: THEA 224, BFA Acting Major

**THEA 337, THEA 338 Musical Theatre Techniques Level III**

**2 credits**

Continuing to apply the fundamentals of acting and the exploration of text, lyric and music , the actor/singer explores the various styles within the repertoire and the demands of heightened text as it relates to musical theater. The emphasis is on scene study. Prerequisites: THEA 237 and 238 with a minimum "C" average and B.F.A. Musical Theatre Majors Only

**THEA 340, THEA 341 Production/Rehearsal/Performance III, IV**

**2 credits**

A continuation of THEA 241. Prerequisite: THEA 241.

**THEA 374 Experimental Theatre**

**3 credits**

This course will examine the movements and artists from the twentieth century to today, beginning with the Futurists and all forms of 'the new' that followed: avante-garde, Dada, Surrealism, Complicit, La Mama, SITI Company, Wooster Group, and others. Students will trace the Futurists' focus on speed, technology, youth, violence, and objects such as the car and industrial city to contemporary and emerging art forms, media, and performance today, and examine the century of avant-garde art that informs today's non-traditional theatre making.

**THEA 380 Advanced Playwriting Workshop I**

**3 credits**

An advanced playwriting course designed to refine theatrical writing techniques with an emphasis on long-form scripts and professional practices. Students will engage in weekly assignments to develop a portfolio of polished, submission-ready playwriting material. Prerequisites: THEA 281 or Instructor permission.

**THEA 381 Advanced Playwriting Workshop II**

**3 credits**

An advanced playwriting course designed to refine theatrical writing techniques with an emphasis on long-form scripts and professional practices. Students will engage in weekly assignments to develop a portfolio of polished, submission-ready playwriting material. Prerequisites: THEA 281 or Instructor permission.

**THEA 400 Senior Showcase**

**3 credits**

A preparatory workshop for the annual New York City showcase, the capstone project for BFA performance majors. Emphasis will be given to the selection and use of performance material (songs, monologues, choreography, scenes) in preparation for the performance of the showcase. Additionally, emphasis will be placed on all aspects of a professional career in New York and other cities, including marketability, business acumen, audition and interview techniques, and

relationships with agents, managers and casting directors. Prerequisites: BFA Acting/Musical Theatre Major in good standing; Acceptance into the Showcase (NYC)

**THEA 403 Theatre Professional Seminar** **3 credits**  
Students transitioning into the world of professional acting will greatly benefit from an introduction to the basics of the business. Theatre Professional Seminar will provide weekly seminars on a variety of topics from acting unions to taxes for the performer. This course will provide students with the necessary information to operate with credibility and competence in the world of professional theatre and aid in the transition from university to career. Prerequisites: Theatre major only, THEA206, 208, 210, 214, 238 or by permission of department chair.

**THEA 409 Advanced Topics in Musical Theatre** **2 credits**  
Specific topics chosen for a specialized course of study for the advanced musical theatre student. Prerequisites: Musical Theatre Major

**THEA 411, THEA 412 Stage Movement IV** **2 credits**  
This is an advanced level course that helps the actor synthesize their stage movement training. Special topics may include stage combat, and may also include demonstrating specific techniques, and non-naturalistic styles, among others. THEA 411 is a prerequisite for advancement into THEA 412. Open to BFA Acting majors only, or by invitation.

**THEA 413 Voice and Speech VII** **2 credits**  
This course will focus on special topics in voice and speech with an emphasis in preparing the student for the professional world. Areas of specialization may include voice over technique. Prerequisite: Minimum 'C' grade in THEA 304 and 305. For performance majors only.

**THEA 414 Voice and Speech VIII** **2 credits**  
This course will focus on special topics in voice and speech with an emphasis in preparing the student for the professional world. Areas of specialization may include voice over technique, Alexander work, or other topics suitable for advanced level study. Prerequisite: THEA 413. For performance majors only.

**THEA 415, THEA 416 Acting VII , VIII** **2 credits**  
This is an advanced-level course that helps the actor synthesize their training. Special topics may include: specific acting techniques, development of a major role, ensemble creation, solo performance, and non-naturalistic styles, among others. THEA415 is a prerequisite for advancement into THEA416. Prerequisites: THEA 302. Open to BFA acting majors only, or by invitation by the department chair.

**THEA 423 Studio V** **2 credits**  
This studio is an extension of the work in previous semesters of performance classes. Topics may include: rehearsal and performance, devised work, special techniques, or other skill sets deemed most useful to the cohort. BFA Acting Seniors.

**THEA 437, THEA 438 Musical Theatre Techniques Level IV** **2 credits**  
An advanced class for the fourth year musical theatre major. Emphasis is given to further developing the skills required for the various styles of musical theater and expanding the repertoire in preparation for entering the profession. Prerequisite: THEA 322, 337, 338, and B.F.A. Musical Theatre Majors Only.

**THEA 470 Senior Capstone** **3 credits**  
This senior capstone is a performance project that synthesizes a student's skills in performance, communication, and scholarship utilizing research, analysis, interpretation, rehearsal, meetings with a faculty advisor, production director or other artistic staff, written components, and culminating in a performance. Topics and theatrical forms are negotiable (devised work, original play, etc.), as is exploration/collaboration with additional disciplines (dance, design, etc.) or professional employment/internship. Prerequisites: By permission of instructor.

**THEA 194, THEA 294 Special Topics (CORE)** **3 credits**

**THEA 295, THEA395, THEA 495  
Special Topics in Theatre Arts I, II, III** **1-6 credits**

**THEA 296, THEA 396, THEA 496  
Independent Study in Theatre Arts I, II, III** **1-6 credits**