

DESIGN (DES)

DES 111 | DRAWING FOR DESIGNERS I | 2 quarter hours (Undergraduate)

The first in a 3 quarter sequence of general drawing courses. An introduction to composition, line, and rendering in black and white media. Students will develop technical skills of drawing to enable them to express their ideas visually. The course will cover techniques and materials used for documentation of designs, including perspective, spatial understanding, and figure drawing. Drawing exercises will be combined with critiques, discussions, and demonstrations.

Status as a Theatre Undergraduate or Graduate student (or concentration in Production Design in the School of Cinematic Arts) is a prerequisite for this course.

DES 112 | DRAWING FOR DESIGNERS | 3 quarter hours (Undergraduate)

This is a general drawing course. An introduction to composition, line, and rendering in black and white media. Students will develop technical skills of drawing to enable them to express their ideas visually. The course will cover techniques and materials used for documentation of designs, including perspective, spatial understanding, and figure drawing. Drawing exercises will be combined with critiques, discussions, and demonstrations.

Status as a Theatre Undergraduate or Graduate student (or concentration in Production Design in the School of Cinematic Arts) is a prerequisite for this course.

DES 113 | DRAWING FOR DESIGNERS III | 2 quarter hours (Undergraduate)

The third in a 3 quarter sequence of general drawing courses. An introduction to composition, line, and rendering in black and white media. Students will develop technical skills of drawing to enable them to express their ideas visually. The course will cover techniques and materials used for documentation of designs, including perspective, spatial understanding, and figure drawing. Drawing exercises will be combined with critiques, discussions, and demonstrations.

DES 112 and status as a Theatre School Undergraduate or Graduate student (or Production Design concentration in the School of Cinematic Arts) are prerequisites for this class.

DES 141 | ELEMENTS OF DESIGN | 4 quarter hours (Undergraduate)

The course will develop and strengthen abilities to observe, visualize, and visually communicate conceptual ideas through design problem solving. Students will develop an understanding of how design principles create meaning in performance based art forms. Assignments will stimulate and refine intuitive design sensibilities and skills relative to the elements of design and composition. Project work will explore various 2-D and 3-D means of visual communication.

Status as a Theatre Undergraduate or Graduate student (or concentration in Production Design in the School of Cinematic Arts) is a prerequisite for this course.

DES 142 | PRINCIPLES OF DESIGN | 4 quarter hours (Undergraduate)

The course will develop and strengthen abilities to observe, visualize, and visually communicate conceptual ideas through design problem solving. Students will develop an understanding of how design principles create meaning in performance based art forms. Assignments will stimulate and refine intuitive design sensibilities and skills relative to the elements of design and composition. Project work will explore various 2-D and 3-D means of visual communication.

DES 141 and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School of Cinematic Arts) are prerequisites for this class.

DES 143 | SCRIPT ANALYSIS | 4 quarter hours (Undergraduate)

A study of theatre text analysis. Using dramatic literature from naturalism to the avant garde, students will dissect how plays work structurally with an eye toward design and technology.

and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School of Cinematic Arts) are prerequisites for this class.

DES 208 | SOUND DESIGN I | 4 quarter hours (Undergraduate)

Fundamentals of Sound Design - This introductory course teaches the fundamentals of how to approach the artistry of sound design through the understanding of the physics of sound, and the tools by which you will manipulate it. It is recommended that you have some knowledge of computer sound software programs.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 209 | SOUND DESIGN I | 4 quarter hours (Undergraduate)

History of Music and Implementation of Sound to Visual - Students will learn the history of music from ancient formats to present day from an intercontinental perspective, and how the music was notated, recorded, produced, and distributed globally. Students will apply practical knowledge from the prior quarter to form and apply soundscapes to visual images emphasizing research.

DES 208 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 210 | SOUND DESIGN I | 4 quarter hours (Undergraduate)

Design Organization and Script Analysis - An in depth exploration with the process of creating a sound design for a specific script. The students will learn how to analyze the script for sound design, create the cues for the script, and learn the process of how to approach a concept and see it through to its final design.

DES 209 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 215 | WIG & MAKEUP DESIGN AND TECHNOLOGY 1 | 4 quarter hours (Undergraduate)

First in a three course sequence. Introduction to the study of facial anatomy, chiaroscuro, and color theory as it applies to makeup design and application for theatre and film. Corrective and age makeup, contour and expression, texturing techniques, and basic injury-makeup are explored. Testing makeup's ability to read under stage lights of varying intensity/color and discussions of how makeup reads onstage in a variety of venues. A whimsical or animal-based makeup design with training in using Aquacolor and cream makeup will be a final project.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 216 | WIG & MAKEUP DESIGN AND TECHNOLOGY 1 | 4 quarter hours (Undergraduate)

Second in a three-course sequence. An introduction to basic makeup prosthetics, adhesives, and three-dimensional makeup techniques such as wax, nose putty, and latex. Techniques used for eyebrow blocking and reshaping explored. Use of crepe hair to build brows and mustaches. Advanced study in injury makeup, in addition to the study of various stage blood and delivery systems. Beginning training in hair ventilation techniques. Special topics in cultural theatrical makeup practices. Final project will consist of a fantasy makeup design and application.

DES 215 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

DES 217 | WIG & MAKEUP DESIGN AND TECHNOLOGY 1 | 4 quarter hours (Undergraduate)

Third course in a three-course sequence. Makeup and hair design in conjunction with script and character analysis explored. Stylized makeup will be studied. Introduction to high definition/film makeup techniques. Training in wig prep and application techniques, including pin curling and pin curl alternatives. Wig roller sets, pinning on a wig, and applying facial hair. Head wraps and tracings for ventilation patterning will be created. Students will create a mustache from scratch. Introduction to cultural and period makeup techniques.

DES 216 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

DES 220 | INTRODUCTION TO COSTUME DESIGN | 4 quarter hours (Undergraduate)

An introduction to costume design for the stage. Students will explore costume silhouette and detail as it relates to the elements and principles of design. Students will learn the steps in a typical design process for costume design, including script analysis, research, and paperwork.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 221 | COSTUME SKILLS WORKSHOP: 1A PULLING 1B ALTERATIONS | 4 quarter hours (Undergraduate)

Costume skills Workshop is a course divided into two five-week sessions: the first focuses on the skills necessary to accurately and responsibly pull costumes from stock with both measurements and period accuracy in mind; the second focuses on how to complete common alterations necessary for pulled, shopped, or rented costume pieces.

Status as a first-year student in The Theatre School Costume Design or Costume Technology majors is a prerequisite for this course

DES 230 | PROJECTION DESIGN I | 4 quarter hours (Undergraduate)

First course in three course sequence. An introduction to the methods of projection design, with exposure to both historical and contemporary practice. The development and communication of projection, video and media ideas. Script analysis, images, visual research, lighting concepts. The observation of light, and the development of oral, written and visual communication of lighting ideas.

DES 143 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

DES 231 | PROJECTION DESIGN I | 4 quarter hours (Undergraduate)

Second course in three course sequence. An introduction to the methods of projection design, with exposure to both historical and contemporary practice. The development and communication of projection, video and media ideas. Script analysis, images, visual research, lighting concepts. The observation of light, and the development of oral, written and visual communication of lighting ideas.

DES 230 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

DES 232 | PROJECTION DESIGN I | 4 quarter hours (Undergraduate)

Third course in three course sequence. An introduction to the methods of projection design, with exposure to both historical and contemporary practice. The development and communication of projection, video and media ideas. Script analysis, images, visual research, lighting concepts. The observation of light, and the development of oral, written and visual communication of lighting ideas.

DES 231 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

DES 240 | LIGHTING TECHNOLOGY | 3 quarter hours (Undergraduate)

Technical and mechanical aspects of lighting. A detailed study of standard equipment, lamps, connectors, control systems, hanging positions, procedures and practices for the lighting designer. (2 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 241 | SCENE DESIGN I | 4 quarter hours (Undergraduate)

First of a 3-course sequence. An introduction to the methods of scenic design, with exposure to both historical and contemporary practice. Students become familiar with the mechanical aspects of scenery and stages, and assimilate the principles of design and the technical requirements of a script into a fully developed scene design.

DES 143 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

DES 242 | SCENE DESIGN I | 4 quarter hours (Undergraduate)

Second of a 3-course sequence. An introduction to the methods of scenic design, with exposure to both historical and contemporary practice. Students become familiar with the mechanical aspects of scenery and stages, and assimilate the principles of design and the technical requirements of a script into a fully developed scene design.

DES 241 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 243 | SCENE DESIGN I | 4 quarter hours (Undergraduate)

Third of a 3-course sequence. An introduction to design research techniques and use of research in creating, and detailing, environments that reflect a particular period.

TEC 152 & DES 143 and status as a Theatre School undergraduate or graduate student (or concentration in Production Design in the School for Cinematic Arts) are prerequisites for this course.

**DES 244 | COSTUME DESIGN I | 4 quarter hours
(Undergraduate)**

First of a 3-course sequence. An introduction to costume design. Students will explore the design process, costume silhouette and detail, and script and character analysis.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 245 | COSTUME DESIGN I | 4 quarter hours
(Undergraduate)**

Second of a 3-course sequence. An introduction to costume design. Students will explore the design process, costume silhouette and detail, and script and character analysis within the context of historical theatrical costuming.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 246 | COSTUME DESIGN I | 4 quarter hours
(Undergraduate)**

Third of a 3-course sequence. An introduction to costume design. Students will explore the design process, costume silhouette and detail, and script and character analysis within the context of historical theatrical costuming.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 247 | FUNDAMENTALS OF LIGHTING DESIGN | 4 quarter hours
(Undergraduate)**

First course in a 3 course sequence. The development and communication of lighting ideas. Script analysis, images, visual research, lighting concepts. The observation of light, and the development of oral, written and visual communication of lighting ideas.

and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School for Cinematic Arts) are prerequisites for this class.

**DES 248 | LIGHTING DESIGN I | 4 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. The development and communication of lighting ideas. Script analysis, images, visual research, lighting concepts. The observation of light, and the development of oral, written and visual communication of lighting ideas.

DES 247 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 249 | LIGHTING DESIGN I | 4 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. The development and communication of lighting ideas. Script analysis, images, visual research, lighting concepts. The observation of light, and the development of oral, written and visual communication of lighting ideas.

DES 248 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 250 | MATERIALS AND PROCESSES | 4 quarter hours
(Undergraduate)**

Students will become familiar with both the general concept of theatrical production and the specifics at The Theatre School. Students will also be introduced to the most common scenic construction materials, their strengths, limitations, and the tools used to manipulate these materials. Students will understand and practice the safety procedures of TTS production spaces while demonstrating proficiency with shop tools and equipment sufficient to complete construction assignments.

Status as a Theatre Undergraduate or Graduate student (or concentration in Production Design in the School of Cinematic Arts) is a prerequisite for this course.

**DES 252 | SCENOGRAPHIC DRAFTING | 3 quarter hours
(Undergraduate)**

First course in a 2 course sequence. With an emphasis on practical work in substantial projects, students learn the organization of the technical documentation of scenery. Scenic drafting conventions are studied and applied to the comprehensive communication of a design.

TEC 153 and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School for Cinematic Arts) are prerequisites for this class.

**DES 253 | SCENOGRAPHIC DRAFTING | 3 quarter hours
(Undergraduate)**

Second course in a 2 course sequence. With an emphasis on practical work in substantial projects, students learn the organization of the technical documentation of scenery. Scenic drafting conventions are studied and applied to the comprehensive communication of a design.

DES 252 and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School for Cinematic Arts) are prerequisites for this class.

**DES 260 | GLOBAL HISTORY OF COSTUME, HAIR, AND MAKEUP | 4
quarter hours
(Undergraduate)**

3)
Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 261 | GLOBAL HISTORY OF COSTUME, HAIR, AND MAKEUP | 4
quarter hours
(Undergraduate)**

3)
DES 260 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

**DES 271 | DESIGN PRODUCTION PRACTICE I | 3 quarter hours
(Undergraduate)**

First course in a 3 course sequence. Design students do practical work on planning, constructing, rigging, painting, crewing, and running of productions. Areas may include scenery, costumes, lighting, or sound. (3 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 272 | DESIGN PRODUCTION PRACTICE I | 3 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Design students do practical work on planning, constructing, rigging, painting, crewing, and running of productions. Areas may include scenery, costumes, lighting, or sound. (3 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 273 | DESIGN PRODUCTION PRACTICE I | 3 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Design students do practical work on planning, constructing, rigging, painting, crewing, and running of productions. Areas may include scenery, costumes, lighting, or sound. (3 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 284 | MODEL BUILDING | 3 quarter hours
(Undergraduate)**

The course focuses on creating professional quality scale models of stage scenery. Students will learn to work with a variety of materials (foamcore, board, paper, wood, and metal, and appropriate glues), will find sources for scale furnishings, and will learn a variety of techniques such as soldering and casting.

DES 142, TEC 152 and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School for Cinematic Arts) are prerequisites for this class.

**DES 285 | MEDIA FOR DESIGNERS | 3 quarter hours
(Undergraduate)**

An advanced level class on rendering skills with different media: Charcoal Graphite. Pastels/Color pencils and Water Color/Acrylic/Acrylic markers. These will be practically explored in the classroom within a project context, and will be geared towards developing an advanced, refined and individual method of communicating design ideas and concepts.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 286 | FIGURE DRAWING FOR THEATRE | 4 quarter hours
(Undergraduate)**

By creating drawings from live models, students will learn about body structure and musculature, and will develop their skills in figure drawing, and 'drawing what you see'.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 290 | PORTRAITURE FOR THE WIG AND MAKEUP ARTIST | 4 quarter hours
(Undergraduate)**

In-depth study of the head, face, and hair through drawing from live models. Focus of study is on anatomy and multiple forms of artistic medium are explored. Theatrical lighting and its effect on facial features will be explored alongside the illusion created by makeup applied on the model.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 308 | SOUND DESIGN II | 4 quarter hours
(Undergraduate)**

Analysis and Psychoacoustics - Delving into the why and then the how of the choices we make in sound design students learn how to bring an audience on an emotional journey through psychoacoustics and analysis of a specific script. Guest directors are present to aid in the students' understanding of communication of their ideas.

DES 210 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 309 | SOUND DESIGN II | 4 quarter hours
(Undergraduate)**

Intro to Composition - Students will learn both simple and advanced methods of music composition using MIDI, hardware and software samplers and keyboards. Students will create several pieces of composed music including scores for theatre and film and integrate other learned skills to create sound designs for both published and new plays.

DES 308 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 310 | SOUND DESIGN II | 4 quarter hours
(Undergraduate)**

Advanced Design and Technology - An advanced look at sound design and how to implement it with greater understanding. Advanced paperwork and advanced analysis of plays from the canonical work to new plays. Guests are invited to give a range of implementation ideas that students can learn from.

DES 309 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 315 | WIG & MAKEUP DESIGN AND TECHNOLOGY 2 | 4 quarter hours
(Undergraduate)**

The first course in a three-course sequence. Wig and facial hair ventilation and styling techniques. Specialized training in the techniques used to create realistic facial hair. Study of the natural hair growth and patterns, along with study of hair of various ethno-profiles. Techniques for cutting, styling, and coloring. Advanced period makeup techniques will be explored in concert with historical hairstyles and facial hair grooming techniques. Script analysis, visual research, and design of wigs, hair, and makeup for theatrical text will be explored.

DES 217 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

**DES 316 | WIG & MAKEUP DESIGN AND TECHNOLOGY 2 | 4 quarter hours
(Undergraduate)**

The second course in a three-course sequence. Wig and facial hair ventilation and styling techniques. Specialized training in the techniques used to create realistic facial hair. Study of the natural hair growth and patterns, along with study of hair of various ethno-profiles. Techniques for cutting, styling, and coloring. Advanced period makeup techniques will be explored in concert with historical hairstyles and facial hair grooming techniques. Script analysis, visual research, and design of wigs, hair, and makeup for theatrical text will be explored.

DES 315 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

**DES 317 | WIG & MAKEUP DESIGN AND TECHNOLOGY 2 | 4 quarter hours
(Undergraduate)**

The third course in a three-course sequence. Wig and facial hair ventilation and styling techniques. Specialized training in the techniques used to create realistic facial hair. Study of the natural hair growth and patterns, along with study of hair of various ethno-profiles. Techniques for cutting, styling, and coloring. Advanced period makeup techniques will be explored in concert with historical hairstyles and facial hair grooming techniques. Script analysis, visual research, and design of wigs, hair, and makeup for theatrical text will be explored.

DES 316 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

**DES 320 | ADVANCED MAKEUP | 3 quarter hours
(Undergraduate)**

In this course students will design a character makeup involving both facial prosthetics and ventilated hair. Three types of facial prosthetics are produced: silicone, foamed latex and slush molded latex. Face casting, clay sculpting and mold making are taught as steps to creating the final prosthetic. A ventilated hair piece is produced with attention to techniques of pattern making, hair processing, ventilating and hair dressing. Painting techniques are reviewed as final makeup is put together. Each year the class will choose one "extra" technique to pursue. Past pursuits have been: Kabuki Makeup with Kabuki master Shozo Sato, Tooth casting and stage teeth. (3 quarter hours)

DES 217 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

**DES 330 | PROJECTION DESIGN 2 | 4 quarter hours
(Undergraduate)**

First course in three course sequence. Basic techniques are incorporated into a comprehensive approach to projection design with the emphasis on aesthetics. The analysis of scripts in visual terms, visual research methods, style in the theater, and the development of a design concept, are studied through projects in contrasting styles of production designs. Students will demonstrate familiarity and skill in the use of equipment, cueing and playback, and the exploration of projection as character.

DES 232, TEC 232 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

**DES 331 | PROJECTION DESIGN 2 | 4 quarter hours
(Undergraduate)**

Second course in three course sequence. Basic techniques are incorporated into a comprehensive approach to projection design with the emphasis on aesthetics. The analysis of scripts in visual terms, visual research methods, style in the theater, and the development of a design concept, are studied through projects in contrasting styles of production designs. Students will demonstrate familiarity and skill in the use of equipment, cueing and playback, and the exploration of projection as character.

DES 330 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

**DES 332 | PROJECTION DESIGN 2 | 4 quarter hours
(Undergraduate)**

Third course in three course sequence. Basic techniques are incorporated into a comprehensive approach to projection design with the emphasis on aesthetics. The analysis of scripts in visual terms, visual research methods, style in the theater, and the development of a design concept, are studied through projects in contrasting styles of production designs. Students will demonstrate familiarity and skill in the use of equipment, cueing and playback, and the exploration of projection as character.

DES 331 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

**DES 340 | TOPICS: ADVANCED LIGHTING TECHNOLOGY | 4 quarter hours
(Undergraduate)**

Rotating instruction in advanced lighting technology includes: types of intelligent lighting fixtures, LED fixtures, computer control consoles (types and programming), and visualizer programs as well as their integration into theatrical design. Additional topics covered are concert/live event lighting design including: professional practice and protocols, equipment, rigging, consoles and documentation of those designs.

DES 240 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

**DES 341 | SCENE DESIGN II | 4 quarter hours
(Undergraduate)**

First course in a 3 course sequence. Basic techniques are incorporated into a comprehensive approach to scene design with the emphasis on aesthetics. The analysis of scripts in visual terms, visual research methods, style in the theater, and the development of a design concept, are studied through projects in contrasting styles of stage designs.

DES 243 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 342 | SCENE DESIGN II | 4 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Basic techniques are incorporated into a comprehensive approach to scene design with the emphasis on aesthetics. The analysis of scripts in visual terms, visual research methods, style in the theater, and the development of a design concept, are studied through projects in contrasting styles of stage designs.

DES 341 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 343 | SCENE DESIGN II | 4 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Basic techniques are incorporated into a comprehensive approach to scene design with the emphasis on aesthetics. The analysis of scripts in visual terms, visual research methods, style in the theater, and the development of a design concept, are studied through projects in contrasting styles of stage designs.

DES 342 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 344 | COSTUME DESIGN II | 4 quarter hours
(Undergraduate)**

First course in a 3 course sequence. Lectures and projects in costume design for the modern drama, specifically from realism through 21st century styles. Design projects include script interpretation, rendering techniques, budgets, and fabric selections.

DES 246 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 345 | COSTUME DESIGN II | 4 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Lectures and projects in costume design for the modern drama. Design projects include team collaboration, script interpretation, rendering techniques, budgets, and fabric selections.

DES 344 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 346 | COSTUME DESIGN II | 4 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Lectures and projects in costume design for the modern drama, specifically from realism through 21st century styles. Design projects include script interpretation, rendering techniques, budgets, and fabric selections.

DES 345 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 347 | LIGHTING DESIGN II | 4 quarter hours
(Undergraduate)**

First course in a 3 course sequence. The implementation of lighting ideas. Practice in the translation of lighting ideas into actual designs. Light pads, lighting paperwork, Vectorworks, the use of equipment and the exploration of realistic lighting styles.

DES 249 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 348 | LIGHTING DESIGN II | 4 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. The implementation of lighting ideas. Practice in the translation of lighting ideas into actual designs. Light pads, lighting paperwork, Vectorworks, the use of equipment and the exploration of realistic lighting styles.

DES 347 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 349 | LIGHTING DESIGN II | 4 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. The implementation of lighting ideas. Practice in the translation of lighting ideas into actual designs. Light pads, lighting paperwork, Vectorworks, the use of equipment and the exploration of realistic lighting styles.

DES 348 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 351 | COSTUME DESIGN SEMINAR | 2 quarter hours
(Undergraduate)**

This course is a seminar discussion that prepares students for entering the professional field of costume design. Career preparation, industry standards, marketing oneself as an artist, professional networking, and interview skills will be explored. Antiracist and equitable practices in theatre, as well as the business of working as a freelance artist, will also be discussed.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 360 | THEATRICAL COLLABORATION | 3 quarter hours
(Undergraduate)**

An investigation, through research and discussion, of the conceptual problems of physically mounting specific, assigned scripts from the classic and modern theatre, covering a broad stylistic range. Students will submit proposals for designs and justify their ideas through literary and pictorial research. The directorial and collaborative problems of arriving at a production concept, up to, but not including fully-realized design documentation, is emphasized through a series of projects. (3 quarter hours)

Status as a 2nd, 3rd, or 4th year Theatre School student in any Design and Technology major, or Dramaturgy major, is a prerequisite for this class

**DES 361 | THEATRICAL COLLABORATION | 3 quarter hours
(Undergraduate)**

An investigation, through research and discussion, of the conceptual problems of physically mounting specific, assigned scripts from the classic and modern theatre, covering a broad stylistic range. Students will submit proposals for designs and justify their ideas through literary and pictorial research. The directorial and collaborative problems of arriving at a production concept, up to, but not including fully-realized design documentation, is emphasized through a series of projects. (3 quarter hours)

Status as a 2nd, 3rd or 4th year BFA Lighting, Scenery, Costume Design and Dramaturgy students, or MFA students is a prerequisite for this class.

**DES 362 | THEATRICAL COLLABORATION | 3 quarter hours
(Undergraduate)**

An investigation, through research and discussion, of the conceptual problems of physically mounting specific, assigned scripts from the classic and modern theatre, covering a broad stylistic range. Students will submit proposals for designs and justify their ideas through literary and pictorial research. The directorial and collaborative problems of arriving at a production concept, up to, but not including fully-realized design documentation, is emphasized through a series of projects. (3 quarter hours)

Status as a 2nd, 3rd or 4th year BFA Lighting, Scenery, Costume Design and Dramaturgy students, or MFA students is a prerequisite for this class.

**DES 371 | DESIGN PRODUCTION PRACTICE II | 4 quarter hours
(Undergraduate)**

First course in a 3 course sequence. For all design students. Through demonstration, discussion, lecture, and projects, students explore thAssignments will be commensurate with ability and experience.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 372 | DESIGN PRODUCTION PRACTICE II | 4 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. For all design students. Through demonstration, discussion, lecture, and projects, students explore thAssignments will be commensurate with ability and experience.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 373 | DESIGN PRODUCTION PRACTICE II | 4 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. For all design students. Demonstration, discussion, lecture, and projects. Assignments will be commensurate with ability and experience.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 384 | RENDERING FOR DESIGNERS I | 3 quarter hours
(Undergraduate)**

First course in a 3 course sequence. Using color pencils, pastel and markers, the fundamentals of drawing will be explored with primary emphasis on working from observation. The course develops insights in the mechanisms of visual perception, how the individual components of the drawing relate to the whole and compositional organization. Each student works to represent accurately and proportionately objects, planes, and volumes in color by developing hand-to-eye coordination with line and tone and color.

DES 113 or DES 286 and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School for Cinematic Arts) are prerequisites for this class.

**DES 385 | RENDERING FOR DESIGNERS II | 3 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Using color pencils, pastel and markers, the fundamentals of drawing will be explored with primary emphasis on working from observation. The course develops insights in the mechanisms of visual perception, how the individual components of the drawing relate to the whole and compositional organization. Each student works to represent accurately and proportionately objects, planes, and volumes in color by developing hand-to-eye coordination with line and tone and color.

DES 384 and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School for Cinematic Arts) are prerequisites for this class.

**DES 386 | RENDERING FOR DESIGNERS III | 3 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Using color pencils, pastel and markers, the fundamentals of drawing will be explored with primary emphasis on working from observation. The course develops insights in the mechanisms of visual perception, how the individual components of the drawing relate to the whole and compositional organization. Each student works to represent accurately and proportionately objects, planes, and volumes in color by developing hand-to-eye coordination with line and tone and color.

Status as a Theatre Undergraduate or Graduate student (or concentration in Production Design in the School of Cinematic Arts) is a prerequisite for this course.

**DES 387 | SCENE PAINTING | 3 quarter hours
(Undergraduate)**

First course in a 3 course sequence. Discussion of the formulation and handling of scene paints and dyes, brushes and tools, and techniques. Practical laboratory work in problems of the realistic representation of a variety of textures and materials at scenic scale. (2 quarter hours)

Status as a Theatre Undergraduate or Graduate student (or concentration in Production Design in the School of Cinematic Arts) is a prerequisite for this course.

**DES 388 | SCENE PAINTING | 3 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Discussion of the formulation and handling of scene paints and dyes, brushes and tools, and techniques. Practical laboratory work in problems of the realistic representation of a variety of textures and materials at scenic scale leads to fully developed illusionistic and pictorial stage scenery. (2 quarter hours)

Status as a Theatre Undergraduate or Graduate student (or concentration in Production Design in the School of Cinematic Arts) is a prerequisite for this course.

**DES 389 | SCENE PAINTING | 3 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Discussion of the formulation and handling of scene paints and dyes, brushes and tools, and techniques. Practical laboratory work in problems of the realistic representation of a variety of textures and materials at scenic scale leads to fully developed illusionistic and pictorial stage scenery. (2 quarter hours)

DES 388 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 399 | INDEPENDENT STUDY | 1-4 quarter hours
(Undergraduate)**

Independent Study (variable credit)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 400 | SPECIAL TOPICS IN DESIGN | 4 quarter hours
(Undergraduate)**

This course covers one topic in depth in a rotation. These are advanced topics not able to be covered in the other design classes. Using a rotation allows students the opportunity to take multiple topics.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 408 | SOUND DESIGN III | 4 quarter hours
(Undergraduate)**

Senior Capstone - Focusing on the individual student and their requested field of study. Students choose what they wish to learn to create a more specialized approach to the individual's specific skills. The student outlines their own curriculum in an area in which they wish further research or study.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 409 | SOUND DESIGN III | 4 quarter hours
(Undergraduate)**

Portfolio, Website, and the Business of Freelancing - Students prepare their own specific branding for their freelance career so they will have a complete packaging of their artwork. Students also learn about the language that is necessary for freelance contracts, union contracts, and how to approach filing taxes.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 410 | SOUND DESIGN III | 4 quarter hours
(Undergraduate)**

Different Careers in Sound Design - Each week will be an introduction to different careers possible within the field of Sound Design. This course will contain guest lectures from professional designers who specialize in each field. Allowing students to narrow their focus to what they wish to achieve after they graduate.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 415 | WIG & MAKEUP DESIGN AND TECHNOLOGY 3 | 4 quarter hours
(Undergraduate)**

First course in a three-course sequence. Students will explore advanced ventilating techniques, including developing wig foundations and advanced hand tying/wefting. Exploration in non-traditional materials and fantasy design for both wigs and makeup. The analysis of scripts and development of a design concept are studied through projects in contrasting styles of production design, including design for film and other various entertainment media. The business side of wig and makeup design will be explored, including budgeting for materials and labor. As a corollary, portfolio and resume building is developed.

DES 317 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

**DES 416 | WIG & MAKEUP DESIGN AND TECHNOLOGY 3 | 4 quarter hours
(Undergraduate)**

Second course in a three-course sequence. Students will explore advanced ventilating techniques, including developing wig foundations and advanced hand tying/wefting. Exploration in non-traditional materials and fantasy design for both wigs and makeup. The analysis of scripts and development of a design concept are studied through projects in contrasting styles of production design, including design for film and other various entertainment media. The business side of wig and makeup design will be explored, including budgeting for materials and labor. As a corollary, portfolio and resume building is developed.

DES 415 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

DES 417 | WIG & MAKEUP DESIGN AND TECHNOLOGY 3 | 4 quarter hours (Undergraduate)

Third course in a three-course sequence. Students will explore advanced ventilating techniques, including developing wig foundations and advanced hand tying/wefting. Exploration in non-traditional materials and fantasy design for both wigs and makeup. The analysis of scripts and development of a design concept are studied through projects in contrasting styles of production design, including design for film and other various entertainment media. The business side of wig and makeup design will be explored, including budgeting for materials and labor. As a corollary, portfolio and resume building is developed.

DES 416 and status as an undergraduate or graduate Theatre student is a prerequisite for this class.

DES 430 | PROJECTION DESIGN 3 | 4 quarter hours (Undergraduate)

First course in three course sequence. Students complete assignments in the conceptual analysis and fulfillment of projects covering a wide variety of genres; including designs for the classical and modern drama, opera, architecture, installation art and the ballet. As a corollary, portfolios of a professional caliber are developed. Students will show competency in synthesizing their design and technical skills in projects that expand beyond theatre. They will create and be practiced in sharing a portfolio of their design work.

DES 332 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

DES 431 | PROJECTION DESIGN 3 | 4 quarter hours (Undergraduate)

Second course in three course sequence. Students complete assignments in the conceptual analysis and fulfillment of projects covering a wide variety of genres; including designs for the classical and modern drama, opera, architecture, installation art and the ballet. As a corollary, portfolios of a professional caliber are developed. Students will show competency in synthesizing their design and technical skills in projects that expand beyond theatre. They will create and be practiced in sharing a portfolio of their design work.

DES 430 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

DES 432 | PROJECTION DESIGN 3 | 4 quarter hours (Undergraduate)

Third course in three course sequence. Students complete assignments in the conceptual analysis and fulfillment of projects covering a wide variety of genres; including designs for the classical and modern drama, opera, architecture, installation art and the ballet. As a corollary, portfolios of a professional caliber are developed. Students will show competency in synthesizing their design and technical skills in projects that expand beyond theatre. They will create and be practiced in sharing a portfolio of their design work.

DES 431 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class.

DES 441 | SCENE DESIGN III | 4 quarter hours (Undergraduate)

First course in a 3 course sequence. Students complete assignments in the conceptual analysis and fulfillment of projects covering a wide variety of genres, including designs for the classical and modern drama, opera, and the ballet. As a corollary, portfolios of a professional caliber are developed.

DES 343 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 442 | SCENE DESIGN III | 4 quarter hours (Undergraduate)

Second course in a 3 course sequence. Students complete assignments in the conceptual analysis and fulfillment of projects covering a wide variety of genres, including designs for the classical and modern drama, opera, and the ballet. As a corollary, portfolios of a professional caliber are developed.

DES 441 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 443 | SENIOR CAPSTONE/DESIGN THESIS | 4 quarter hours (Undergraduate)

Third course in a 3 course sequence. Students complete assignments in the conceptual analysis and fulfillment of projects covering a wide variety of genres, including designs for the classical and modern drama, opera, and the ballet. As a corollary, portfolios of a professional caliber are developed.

DES 442 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 444 | COSTUME DESIGN III | 4 quarter hours (Undergraduate)

First course in a 3 course sequence. Costume design for the diverse styles of the pre-modern drama evolving through lecture and project work. Projects will include script interpretation, developing a professional portfolio, discussions on career planning, and the exploration of design for a classical text.

DES 346 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 445 | COSTUME DESIGN III | 4 quarter hours (Undergraduate)

Second course in a 3 course sequence. Costume design for diverse styles of drama evolving through lecture and project work. Projects will include script interpretation, developing a professional portfolio, discussions on career planning, and the exploration of costume design within the areas of musical theater, opera, dance, film, television and commercials.

DES 444 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 446 | COSTUME DESIGN III | 4 quarter hours (Undergraduate)

Third course in a 3 course sequence. Costume design for diverse styles of drama evolving through lecture and project work. Projects will include script interpretation, developing a professional portfolio, discussions on career planning, and the exploration of costume design within the areas of musical theater, opera, dance, film, television and commercials.

DES 445 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

DES 447 | LIGHTING DESIGN III | 4 quarter hours (Undergraduate)

First course in a 3 course sequence. Complete lighting design projects in a variety of styles and methods of presentation including unit set, multi-set, musicals, operas. Cuing, scenery and backdrop design will also be covered.

DES 349 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 448 | LIGHTING DESIGN III | 4 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Complete lighting design projects in a variety of styles and methods of presentation including unit set, multi-set, musicals, operas. Cuing, scenery and backdrop design will also be covered.

DES 447 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 449 | LIGHTING DESIGN III | 4 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Complete lighting design projects in a variety of styles and methods of presentation including unit set, multi-set, musicals, operas. Cuing, scenery and backdrop design will also be covered.

DES 448 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 471 | DESIGN PRODUCTION PRACTICE III | 5 quarter hours
(Undergraduate)**

For all design students. Assignments will be commensurate with ability and experience. (5 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 472 | DESIGN PRODUCTION PRACTICE III | 5 quarter hours
(Undergraduate)**

For all design students. Assignments will be commensurate with ability and experience. (5 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 473 | DESIGN PRODUCTION PRACTICE III | 5 quarter hours
(Undergraduate)**

For all design students. Assignments will be commensurate with ability and experience. (5 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 484 | PHOTOSHOP FOR DESIGNERS | 3 quarter hours
(Undergraduate)**

Students will work through the process of creating professional renderings of stage scenery, costumes, and lighting, by using Photoshop to manipulate and transform their original sketches. Through this process, the students will master the tools available in Photoshop, and will create portfolio-ready rendering works.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 485 | PROJECTION DESIGN | 3 quarter hours
(Undergraduate)**

Students are provided with basic design concepts, techniques and skills in the use of projection design for theatre. The course focuses on conceiving motion and still images for projection, communicating those ideas to the design team through story boards, and realizing those ideas through the use of Isadora video control software.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 486 | PORTFOLIO PREPARATION | 3 quarter hours
(Undergraduate)**

Students will work on developing a professional portfolio that showcases their design work to best advantage. Students will develop a consistent presentation style and will rework projects as necessary to increase the quality of their portfolio.

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 490 | DESIGN INTERNSHIP | 5 quarter hours
(Undergraduate)**

The internship provides the student with an opportunity to learn by working with experienced professionals in an area related to his/her area of study at The Theatre School. (5 quarter hours)

Status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**DES 642 | THEATRICAL COLLABORATION | 3 quarter hours
(Graduate)**

An investigation, through research and discussion, of the conceptual problems of physically mounting specific, assigned scripts from the classic and modern theatre, covering a broad stylistic range. Students will submit proposals for designs and justify their ideas through literary and pictorial research. The directorial and collaborative problems of arriving at a production concept, up to, but not including fully-realized design documentation, is emphasized through a series of projects. (3 quarter hours)

Status as a 2nd, 3rd or 4th year BFA Lighting, Scenery, Costume Design and Dramaturgy students, or MFA students is a prerequisite for this class.