

THEATRE TECHNOLOGY (TEC)

TEC 104 | INTRODUCTION TO THEATRE TECHNOLOGY | 4 quarter hours (Undergraduate)

Students are introduced to technical systems and standard scenic technology theatre practices. It emphasizes proper industry-accepted nomenclature of systems, tools, materials, and integrated infrastructure and introduces the steps involved in larger processes. It also highlights common tasks and deliverables such as construction projects, cost outs, build schedules, shop management, shop leadership, and overall project management. Safe working practices and collaboration with other members of the creative team are focused on throughout the course's projects.

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

TEC 105 | INTRODUCTION TO STAGE MANAGEMENT | 4 quarter hours (Undergraduate)

This course is designed for stage management majors who are working as an assistant stage manager for the first time at The Theatre School. This class also gives students essential information on TTS-specific stage management expectations and walks the student through the production process. It continues to build the first-year stage management student's vocabulary, understanding of technical production paperwork, and best practices of an ASM at The Theatre School.

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

TEC 107 | THEATRE CREW | 2 quarter hours (Undergraduate)

Theatre Crew. All students in the first year of the program are assigned on a rotating basis throughout the year to various crews which build and run the shows in the Showcase, Playworks, New Directors, and Workshop Series. (2 quarter hours)

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

TEC 108 | THEATRE CREW | 2 quarter hours (Undergraduate)

Theatre Crew. All students in the first year of the program are assigned on a rotating basis throughout the year to various crews which build and run the shows in the Showcase, Playworks, New Directors, and Workshop Series. (2 quarter hours)

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

TEC 109 | THEATRE CREW | 2 quarter hours (Undergraduate)

Theatre Crew. All students in the first year of the program are assigned on a rotating basis throughout the year to various crews which build and run the shows in the Showcase, Playworks, New Directors, and Workshop Series. (2 quarter hours)

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

TEC 120 | SOUND SOFTWARE | 3 quarter hours (Undergraduate)

This class is an overview of the computer programs Sound Design majors will need to create their work. This helps them get a jump-start on how to manipulate sound files on the computer within Peak and Logic, with an overview of the M7CL console they will be using when they start designing the following year. (3 quarter hours)

TEC 151 | TECHNICAL DRAWING I | 3 quarter hours (Undergraduate)

First course in a 3 course sequence. Mechanical drawing techniques and projection theories are practiced, including drawing board geometry, scale and dimensioning, and orthographic principles. This quarter focuses on basic drafting and layout skills. (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.

TEC 152 | TECHNICAL DRAWING I | 3 quarter hours (Undergraduate)

Second course in a 3 course sequence. Mechanical drawing techniques and projection theories are practiced, including drawing-board geometry, scale and dimensioning, and orthographic principles. This quarter focuses on correct layouts of multiple views of objects, and entertainment industry drafting conventions. (2 quarter hours)

TEC 151 and status as an Undergraduate or Graduate Theatre student (or Production Design concentration in the School for Cinematic Arts) are prerequisites for this class.

TEC 153 | TECHNICAL DRAWING I | 3 quarter hours (Undergraduate)

Third course in a 3 course sequence. An introduction of computer aided drafting.

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.

TEC 154 | INTRODUCTION TO VECTORWORKS | 3 quarter hours (Undergraduate)

Students will learn to use the Vector Works drafting program to create construction drawings and Light Plots. Classes will include an instructional lecture/demo and instructed work time. This course is a requirement for Lighting Design Majors. (2 quarter hours)

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

TEC 155 | ADVANCED VECTORWORKS | 3 quarter hours (Undergraduate)

This course teaches advanced drafting skills in Vectorworks and affiliated paperwork using Lightwright software.

TEC 200 | COSTUME TECHNOLOGY INTRODUCTION | 4 quarter hours (Undergraduate)

An introduction to the costume shop and costume production for the theatre. Basic costume technology language, practices and construction techniques will be covered. Students will learn how to use an industrial sewing machine and commercial sewing pattern. Safety, organization, and maintaining a clean and positive work environment in the costume shop will be emphasized.

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

TEC 208 | SOUND TECHNOLOGY I | 3 quarter hours (Undergraduate)

Intro to Sound Technology - Introduction to the fundamentals of sound technology. Students will become familiar with a range of audio components and specifications, and learn how they function, how they connect to each other, and why they are used in a modern theatre. Students will be able to put together a sound system and understand how audio signals flow thru that sound system.

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

**TEC 209 | SOUND TECHNOLOGY I | 3 quarter hours
(Undergraduate)**

Digital Technology - Digital advancement of sound technology and how it functions within a theatrical venue. Students will achieve an understanding of how technology has impacted the field of sound design as well as know how to work in a digital format.

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

**TEC 210 | SOUND TECHNOLOGY I | 3 quarter hours
(Undergraduate)**

Advanced Sound Technology - An in-depth understanding of sound delivery with intention. Students explore advanced paperwork: using various programs to create databases, ground plans, section views, signal flow at a pro-audio level. Research work includes statistics of various speaker choices. Students will learn how to create detailed paperwork of signal flow and speaker plots, as well as a specific knowledge to theatrical audio.

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

**TEC 220 | TEXTILES FOR COSTUME PRODUCTION | 4 quarter hours
(Undergraduate)**

Study of textiles and fibers to develop an understanding of physical properties and uses relevant to costume construction and design. Both natural and synthetic textiles will be studied. Textile history and evolution of their uses in the fashion industry will be studied. Textile properties will be explored in relation to their durability, drape, and appropriateness for various modes of costume construction.

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

**TEC 230 | PROJECTION TECHNOLOGY | 4 quarter hours
(Undergraduate)**

First course in three course sequence. Technical and mechanical aspects of projection and media. A detailed study of standard equipment, projectors, screens, lenses, connectors, distribution networks, control systems, hanging positions, procedures and practices for the projection technician. Students will become familiar with the most common varieties of projection design equipment and software.

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

**TEC 231 | PROJECTION TECHNOLOGY | 4 quarter hours
(Undergraduate)**

Second course in three course sequence. Technical and mechanical aspects of projection and media. A detailed study of standard equipment, projectors, screens, lenses, connectors, distribution networks, control systems, hanging positions, procedures and practices for the projection technician. Students will be familiar with the most common varieties of projection design equipment and software.

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

**TEC 232 | PROJECTION TECHNOLOGY | 4 quarter hours
(Undergraduate)**

Third course in three course sequence. Technical and mechanical aspects of projection and media. A detailed study of standard equipment, projectors, screens, lenses, connectors, distribution networks, control systems, hanging positions, procedures and practices for the projection technician. Students will be familiar with the most common varieties of projection design equipment and software.

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

**TEC 251 | TECHNICAL DRAWING II | 3 quarter hours
(Undergraduate)**

First course in a 3 course sequence. Advanced techniques and theory are practiced, building on the skills covered in Technical Drawing I. (3 quarter hours)

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

**TEC 252 | TECHNICAL DRAWING II | 3 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Advanced techniques and theory are practiced, building on the skills covered in Technical Drawing I. (3 quarter hours)

TEC 251 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 253 | TECHNICAL DRAWING II | 3 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Advanced techniques and theory are practiced, building on the skills covered in Technical Drawing I. (3 quarter hours)

TEC 252 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 254 | COSTUME CRAFTS:DYEING AND PAINTING | 4 quarter hours
(Undergraduate)**

Dyeing, painting, and distressing textiles and costumes for the theatre. Different classes of dyes will be introduced emphasizing method, appropriateness and safety. The use of fabric paint and the making and using of stencils and stamps will be covered. Students will be introduced to distressing and aging techniques used on costumes.

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

**TEC 255 | COSTUME CRAFTS: GENERAL CRAFTS | 4 quarter hours
(Undergraduate)**

Introduces various skills and materials used in costume crafts. Basics of working with molded materials, sheet foam and thermoplastics. Adhesives and a range of surface treatments will be explored. Discussions will center around making material and method choices based on design, budget, durability, equipment and safety for the craftsperson and performer.

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

**TEC 256 | COSTUME CRAFTS: MILLINERY | 4 quarter hours
(Undergraduate)**

An introduction to the fundamentals of hat making for the stage. Students will learn how to build a buckram-frame hat, be introduced to blocking both felt and straw hats, and learn the basics of creating wire-frame hats. Techniques for trimming the exterior and finishing the interior of hats will be covered.

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

**TEC 257 | CONSTRUCTION AND RIGGING I | 3 quarter hours
(Undergraduate)**

First course in a 3 course sequence. Lecture and demonstration in building, rigging, and handling of stage scenery. Special attention is given to the proper use of tools, materials, and stage hardware. (3 quarter hours)

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

**TEC 258 | CONSTRUCTION AND RIGGING I | 3 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. Lecture and demonstration in building, rigging, and handling of stage scenery. Special attention is given to the proper use of tools, materials, and stage hardware. (3 quarter hours)

TEC 257 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 259 | CONSTRUCTION AND RIGGING I | 3 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. Lecture and demonstration in building, rigging, and handling of stage scenery. Special attention is given to the proper use of tools, materials, and stage hardware. (3 quarter hours)

TEC 258 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 267 | STAGE MANAGEMENT I | 4 quarter hours
(Undergraduate)**

First in a 3 course sequence. This course will be divided into pre-production, rehearsal period, tech/running, and maintenance of production segments. The objective is to thoroughly introduce the student to the different venues of theatre from small storefront theatre to large regional theatres. Although the emphasis will be on management practices for theatre in all venues, there will be an element of the practical, day-to-day "nuts and bolts" in the stage management process.

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

**TEC 268 | STAGE MANAGEMENT I | 4 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. This course will be divided into pre-production, rehearsal period, tech/running, and maintenance of production segments. The objective is to thoroughly introduce the student to the different venues of theatre from small storefront theatre to large regional theatres. Although the emphasis will be on management practices for theatre in all venues, there will be an element of the practical, day-to-day "nuts and bolts" in the stage management process.

TEC 267 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 269 | STAGE MANAGEMENT I | 4 quarter hours
(Undergraduate)**

Third in a 3 course sequence. This course will be divided into pre-production, rehearsal period, tech/running, and maintenance of production segments. The objective is to thoroughly introduce the student to the different venues of theatre from small storefront theatre to large regional theatres. Although the emphasis will be on management practices for theatre in all venues, there will be an element of the practical, day-to-day "nuts and bolts" in the stage management process.

TEC 268 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 271 | TECHNICAL PRODUCTION PRACTICE I | 3 quarter hours
(Undergraduate)**

First course in a 3 course sequence. For all technical students, this course makes production assignments based on the student's ability and experience. (3 quarter hours)

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

**TEC 272 | TECHNICAL PRODUCTION PRACTICE I | 3 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. For all technical students, this course makes production assignments based on the student's ability and experience. (3 quarter hours)

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

**TEC 273 | TECHNICAL PRODUCTION PRACTICE I | 3 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. For all technical students, this course makes production assignments based on the student's ability and experience. (3 quarter hours)

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

**TEC 310 | COSTUME MANAGEMENT | 4 quarter hours
(Undergraduate)**

Within the theatre there are three costume areas that can be approached from a managerial point of view: shop management, costume storage management, and wardrobe management. Each area can be independent of each other or responsibilities can overlap. in a given theatre. This course will cover the responsibilities and challenges of each area from a managerial perspective.

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

**TEC 320 | TECHNICAL COLLABORATION | 3 quarter hours
(Undergraduate)**

Tech Collaboration Class - Designed to teach students how to collaborate and hone their tech cuing skills. Students visit local theatres, from storefront to regional, to observe the tech process. After viewing other versions of tech, a discussion of the differences and similarities brings awareness to the students' level of expertise.

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

**TEC 330 | STAGE MANAGEMENT VARIATIONS | 4 quarter hours
(Undergraduate)**

Designed for the intermediate stage management student. Through a series of master classes, students are introduced to a broad range of protocols, documentation, and terminology used in the processes of stage managing different genres of performance; including dance, opera, physical theatre, and large-scale events. Students will learn to create various styles of calling scripts, basic dance notation, and cue placement in musical scores.

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

**TEC 354 | COSTUME CONSTRUCTION I: INTRODUCTION | 4 quarter hours
(Undergraduate)**

An introduction to garment construction and pattern manipulation. Students will build on sewing skills learned in the Costume Technology Introduction and be introduced to the use of pattern slopers/blocks. The process of making a muslin mock-up for the theatre will be taught. The final project will be making a skirt out of cotton fashion fabric.

TEC 200 and status as an Undergraduate or Graduate Theatre student are prerequisites for this class

TEC 355 | COSTUME CONSTRUCTION I: PATTERN DRAFTING | 4 quarter hours**(Undergraduate)**

Building on skills learned in TEC 354, focus will be on flat patterning, drafting, and garment construction. Students will pattern and build a dress for themselves with a princess-line bodice, set-in sleeves, and a gathered skirt. The dress will be constructed with specific guidelines and construction sewing samples will be required throughout the build.

TEC 354 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

TEC 356 | COSTUME CONSTRUCTION I: DRAPING | 4 quarter hours
(Undergraduate)

An introduction to garment draping which builds on skills learned in TEC 354 and 355. Focus will be on the process of draping, patterning, and garment construction. Students will use critical thinking to resolve fit, pattern, and construction challenges.

TEC 355 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

TEC 357 | CONSTRUCTION AND RIGGING II | 3 quarter hours
(Undergraduate)

First course in a 3 course sequence. Lecture and demonstration in building, rigging, and handling of stage scenery. Special attention is given to the proper use of tools, materials, and stage hardware. (3 quarter hours)

TEC 259 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

TEC 358 | CONSTRUCTION AND RIGGING II | 3 quarter hours
(Undergraduate)

Second course in a 3 course sequence. Lecture and demonstration in building, rigging, and handling of stage scenery. Special attention is given to the proper use of tools, materials, and stage hardware. (3 quarter hours)

TEC 357 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

TEC 359 | CONSTRUCTION AND RIGGING II | 3 quarter hours
(Undergraduate)

Third course in a 3 course sequence. Lecture and demonstration in building, rigging, and handling of stage scenery. Special attention is given to the proper use of tools, materials, and stage hardware. (3 quarter hours)

TEC 358 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

TEC 367 | STAGE MANAGEMENT II | 4 quarter hours
(Undergraduate)

First in a 3 course sequence. This course will simultaneously cover two main elements in the world of the stage manager. The first will explore the stage manager's place in the world of legitimate theatre. The second will explore options outside of that world. To this end, guest members of the professional community will provide insight regarding the role of the stage manager in these many different settings. Additionally, a portion of each class will be dedicated to discussion of practical problems encountered in the students' productions.

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

TEC 368 | STAGE MANAGEMENT II | 4 quarter hours
(Undergraduate)

Second in a 3 course sequence. This course will simultaneously cover two main elements in the world of the stage manager. The first will explore the stage manager's place in the world of legitimate theatre. The second will explore options outside of that world. To this end, guest members of the professional community will provide insight regarding the role of the stage manager in these many different settings. Additionally, a portion of each class will be dedicated to discussion of practical problems encountered in the students' productions.

TEC 367 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

TEC 369 | STAGE MANAGEMENT II | 4 quarter hours
(Undergraduate)

Third in a 3 course sequence. This course will simultaneously cover two main elements in the world of the stage manager. The first will explore the stage manager's place in the world of legitimate theatre. The second will explore options outside of that world. To this end, guest members of the professional community will provide insight regarding the role of the stage manager in these many different settings. Additionally, a portion of each class will be dedicated to discussion of practical problems encountered in the students' productions.

TEC 368 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

TEC 371 | TECHNICAL PRODUCTION PRACTICE II | 4 quarter hours
(Undergraduate)

First course in a 3 course sequence. For all technical students, assignments will be commensurate with ability and experience.

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

TEC 372 | TECHNICAL PRODUCTION PRACTICE II | 4 quarter hours
(Undergraduate)

Second course in a 3 course sequence. For all technical students, assignments will be commensurate with ability and experience.

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

TEC 373 | TECHNICAL PRODUCTION PRACTICE II | 4 quarter hours
(Undergraduate)

Third course in a 3 course sequence. For all technical students, assignments will be commensurate with ability and experience.

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

TEC 399 | INDEPENDENT STUDY: TECHNICAL | 1-4 quarter hours
(Undergraduate)

Independent Study: Technical.

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

TEC 424 | SPECIAL TOPICS IN THEATRE TECHNOLOGY | 4 quarter hours
(Undergraduate)

Intensive study of a unique production experience: may be history, innovative, theatrical, or film based. The course may be organized around individual and/or group projects.

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

**TEC 450 | MONSTER MAKING | 4 quarter hours
(Undergraduate)**

This course practices advanced sculpting, mold making and animatronics. In this 10-week course, students will learn surface preparation, mold making, painting, and electrical practical effects with a focus towards work for film, television, and theater industry. It introduces the student to additional traditional techniques combined with modern rapid fabrication tooling and materials.

Status as a Wig & Makeup, Design & Technology major in The Theatre School is a prerequisite for this class

**TEC 454 | COSTUME CONSTRUCTION II: PERIOD COSTUMES | 4 quarter hours
(Undergraduate)**

An introduction to making period costumes. Both women's wear and men's wear will be covered in alternating years. Focus will be on pattern development, fit, construction techniques, sewing accuracy, and finishing techniques. Time management and meeting deadlines will be emphasized.

TEC 356 and status as an Undergraduate or Graduate Theatre student or permission of instructor is a prerequisite for this class.

**TEC 455 | COSTUME CONSTRUCTION II: TAILORING | 4 quarter hours
(Undergraduate)**

Focus on 20th century tailoring techniques. Specific skills and techniques will be taught in alternating years. One year will focus on suit jackets alternating with pants and vests. Potentially both men's wear and women's wear will be covered.

TEC 356 and status as an Undergraduate or Graduate Theatre student or permission of instructor is a prerequisite for this class.

**TEC 456 | COSTUME CONSTRUCTION II: SPECIAL TOPICS | 4 quarter hours
(Undergraduate)**

This course will change topics at minimum every other year. Topics for the class could include: period understructures, couture sewing techniques, stretch fabrics, dancewear, leatherwork, fabric embellishment, and costumes for film. Content will be chosen based on student population and unique opportunities that may come up.

TEC 356 and status as an Undergraduate or Graduate Theatre student or permission of instructor is a prerequisite for this class.

**TEC 457 | PRODUCTION MANAGEMENT SEMINAR | 3 quarter hours
(Undergraduate)**

Explores through lectures and projects the roles of the managerial staff in the modern theater. A basic knowledge of theater terminology and some knowledge of management practice is required. (3 quarter hours)

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

**TEC 458 | PRODUCTION MANAGEMENT SEMINAR | 3 quarter hours
(Undergraduate)**

Explores through lectures and projects the roles of the managerial staff in the modern theater. A basic knowledge of theater terminology and some knowledge of management practice is required. (3 quarter hours)

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

**TEC 459 | PRODUCTION MANAGEMENT SEMINAR | 3 quarter hours
(Undergraduate)**

Explores through lectures and projects the roles of the managerial staff in the modern theater. A basic knowledge of theater terminology and some knowledge of management practice is required. (3 quarter hours)

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

**TEC 460 | THEATRE MANAGEMENT | 4 quarter hours
(Undergraduate)**

Theatre Management.

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

**TEC 467 | STAGE MANAGEMENT III | 4 quarter hours
(Undergraduate)**

A continuation of 369 - this course will simultaneously cover two main elements in the world of the stage manager. The first will explore the stage manager's place in the world of legitimate theatre. The second will explore options outside of that world. To this end, guest members of the professional community will provide insight regarding the role of the stage manager in these many different settings. Additionally, a portion of each class will be dedicated to discussion of practical problems encountered in the students' productions. With the addition of a lab session.

TEC 369 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 468 | STAGE MANAGEMENT III | 4 quarter hours
(Undergraduate)**

A continuation of 467 with the addition of a lab session.

TEC 467 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 469 | STAGE MANAGEMENT III | 4 quarter hours
(Undergraduate)**

A continuation of 467 with the addition of a lab session.

TEC 468 and status as an Undergraduate or Graduate Theatre student is a prerequisite for this class.

**TEC 471 | TECHNICAL PRODUCTION PRACTICE III | 5 quarter hours
(Undergraduate)**

First course in a 3 course sequence. For all technical 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.

**TEC 472 | TECHNICAL PRODUCTION PRACTICE III | 5 quarter hours
(Undergraduate)**

Second course in a 3 course sequence. For all technical 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.

**TEC 473 | TECHNICAL PRODUCTION PRACTICE III | 5 quarter hours
(Undergraduate)**

Third course in a 3 course sequence. For all technical 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.

**TEC 490 | 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 or 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.