

# PERFORMANCE PRODUCTION MODEL PROGRAM

## FOUNDATION

60 credits

<u>Design (required, any sequence)</u>	<b>9</b>
PP-111 Theater Graphics	3
PP-113 Intro to Prod Design	3
PP-114 Intro to Design Studio	3
<u>Skills (choose three, any sequence)</u>	<b>9</b>
PP-121 Drawing & Painting	3
PP-122 Stage Light & Audio	3
PP-123 Costume Fundamentals	3
PP-125 Stagecraft	3
PP-126 Backstage Fundamentals	3
<u>Practice (variable credits, assigned)</u>	<b>9</b>
PP-151 Production Lab FALL	1-2
PP-151 Production Lab SPRING	1-2
PP-251 Practicum FALL	2-4
PP-251 Practicum SPRING	2-4
<u>Theory (required, any sequence)</u>	<b>9</b>
PP-161 Literature of Theater	3
PP-261 Theater History I	3
PP-262 Theater History II	3
<u>Electives</u>	<b>6</b>
Perf Production elective	3
Perf Production elective	3
<u>Additional Coursework</u>	<b>18</b>
Integrated Studies	6
Integrated Studies	6
Humanities & Sciences	3
Humanities & Sciences	3

## INTERMEDIATE

30 credits

<u>Design (choose three)</u>	<b>9</b>
PP-311 Costume Studio	3
PP-312 Lighting Studio	3
PP-313 Scenery Studio	3
PP-314 Sound Studio	3
PP-315 Tech Direction Studio	3
PP-316 Stage Mgt Studio	3
PP-317 Directing Studio	3
<u>Skills (choose two)</u>	<b>6</b>
PP-321 Spec Topics in Costumes	3
PP-322 Spec Topics in Lighting	3
PP-323 Spec Topics in Scenery	3
PP-324 Spec Topics in Sound	3
PP-325 Spec Topics in Tech Direction	3
PP-326 Spec Topics in Stage Mgt	3
<u>Practice (variable credits)</u>	<b>6</b>
PP-351 Practicum FALL	2-4
PP-351 Practicum SPRING	2-4
<u>Theory (required)</u>	<b>3</b>
PP-361 Modern Theater Studies	3
<u>Additional Coursework</u>	<b>6</b>
Humanities & Sciences	3
Humanities & Sciences	3

## ADVANCED

30 credits

<u>Advanced Design (one area x2)</u>	<b>6</b>
PP-411 Advanced Costume	3
PP-412 Advanced Lighting	3
PP-413 Advanced Scenery	3
PP-414 Advanced Sound	3
PP-415 Advanced Tech Direction	3
PP-416 Advanced Stage Mgt	3
<u>Practice (variable credits)</u>	<b>9</b>
PP-451 Practicum FALL	2-4
PP-451 Practicum SPRING	2-4
PP-471 Final Project	1
PP-481 Internship	1
<u>Electives</u>	<b>9</b>
Perf Production elective	3
College elective	3
College elective	3
<u>Additional Coursework</u>	<b>6</b>
Humanities & Sciences	3
Humanities & Sciences	3

# PERFORMANCE PRODUCTION

## PREREQUISITES

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<u>Foundation Design</u>		<u>prerequisite</u>	
PP-111 Theater Graphics		none	
PP-113 Intro to Prod Design		none	
PP-114 Intro to Design Studio		none	
<u>Foundation Skills</u>		<u>prerequisite</u>	
PP-121 Drawing & Painting		none	recommended with PP-151
PP-122 Stage Light & Audio		none	recommended with PP-151
PP-123 Costume Fundamentals		none	recommended with PP-151
PP-125 Stagecraft		none	recommended with PP-151
PP-126 Backstage Fundamentals		none	recommended with PP-151
<u>Practice</u>		<u>prerequisite</u>	
PP-151 Production Lab		none	recommended with PP-121, 122, 123, 125, 126
PP-251 Practicum	3-cr of PP-151		
PP-351 Practicum	6-cr of PP-251		
PP-451 Practicum	6-cr of PP-351		
<u>Intermediate Design</u>		<u>prerequisite</u>	
PP-311 Costume Studio	PP-111, 113, 114, 161		waived for non-majors
PP-312 Lighting Studio	PP-111, 113, 114, 161		waived for non-majors
PP-313 Scenery Studio	PP-111, 113, 114, 161		waived for non-majors
PP-314 Sound Studio	PP-111, 113, 114, 161		waived for non-majors
PP-315 Tech Direction Studio	PP-111, 113, 114, 161		waived for non-majors
PP-316 Stage Mgt Studio	PP-111, 113, 114, 161		waived for non-majors
<u>Special Topics</u>		<u>prerequisite</u>	
PP-321 Spec Topics in Costumes		none	
PP-322 Spec Topics in Lighting		none	
PP-323 Spec Topics in Scenery		none	
PP-324 Spec Topics in Sound		none	
PP-325 Spec Topics in Tech Direction		none	
PP-326 Spec Topics in Stage Mgt		none	
<u>Advanced Design</u>		<u>prerequisite</u>	
PP-411 Advanced Costume	6-cr of PP-311		
PP-412 Advanced Lighting	6-cr of PP-312		
PP-413 Advanced Scenery	6-cr of PP-313		
PP-414 Advanced Sound	3-cr of PP-314		plus 3-cr of PP-312, 315, or 316
PP-415 Advanced Tech Direction	3-cr of PP-315		plus 3-cr of PP-313
PP-416 Advanced Stage Mgt	3-cr of PP-316		plus 3-cr of PP-312, 314, or 315
<u>Theory</u>		<u>prerequisite</u>	
PP-161 Literature of Theater		none	
PP-261 Theater History I		none	
PP-262 Theater History II		none	
PP-361 Modern Theater Studies		none	

# PERFORMANCE PRODUCTION

## COURSE ROTATION

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### FALL SEMESTER

#### Foundation Design

PP-111 Theater Graphics  
 PP-113 Intro to Prod Design

#### Intermediate Design

PP-311 Costume Studio  
 PP-312 Lighting Studio  
 PP-313 Scenery Studio  
 PP-315 Tech Direction Studio  
 PP-316 Stage Mgt Studio  
 PP-317 Directing Studio

#### Advanced Design

PP-411 Advanced Costume  
 PP-412 Advanced Lighting  
 PP-413 Advanced Scenery  
 PP-414 Advanced Sound

#### Foundation Skills

PP-121 Drawing & Painting  
 PP-122 Stage Light & Audio  
 PP-123 Costume Fundamentals  
 PP-125 Stagecraft

#### Special Topics

PP-323 Spec Topics in Scenery  
 PP-324 Spec Topics in Sound  
 PP-326 Spec Topics in Stage Mgt

#### Practice

PP-151 Production Lab  
 PP-251 Practicum  
 PP-351 Practicum  
 PP-451 Practicum

#### Theory

PP-161 Literature of Theater  
 PP-261 Theater History I  
 PP-361 Modern Theater Studies

### SPRING SEMESTER

#### Foundation Design

PP-111 Theater Graphics  
 PP-114 Intro to Design Studio

#### Intermediate Design

PP-311 Costume Studio  
 PP-312 Lighting Studio  
 PP-313 Scenery Studio  
 PP-314 Sound Studio  
 PP-317 Directing Studio

#### Advanced Design

PP-411 Advanced Costume  
 PP-412 Advanced Lighting  
 PP-413 Advanced Scenery  
 PP-415 Advanced Tech Direction  
 PP-416 Advanced Stage Mgt

#### Foundation Skills

PP-122 Stage Light & Audio  
 PP-123 Costume Fundamentals  
 PP-125 Stagecraft  
 PP-126 Backstage Fundamentals

#### Special Topics

PP-321 Spec Topics in Costumes  
 PP-322 Spec Topics in Lighting  
 PP-325 Spec Topics in Tech Direction

#### Practice

PP-151 Production Lab  
 PP-251 Practicum  
 PP-351 Practicum  
 PP-451 Practicum

#### Theory

PP-161 Literature of Theater  
 PP-262 Theater History II  
 PP-361 Modern Theater Studies

\* red indicates annual offering only

# PERFORMANCE PRODUCTION

## COURSE DESCRIPTIONS

### 100-LEVEL & 200-LEVEL COURSES: FOUNDATION

*Completion of the three-course Design sequence (9 credits) is pre-requisite for Intermediate Studio. Classes may be completed in any sequence.*

#### **PP111 Theater Graphics**

*3 Credits, Fall or Spring (Foundation Design)*

Theater Graphics introduces the tools and techniques of graphical communication for theatrical design—including hand drafting, digital imaging, rendering, and model making—along with the basic vocabulary of the stage. *Required for Intermediate Studio.*

#### **PP113 Introduction to Production Design**

*3 Credits, Fall only (Foundation Design)*

Production Design uses a wide variety of hands-on practical techniques to encourage students to develop basic vocabulary for the principle elements of design, as well as a method of critical response to design. *Required for Intermediate Studio.*

#### **PP114 Introduction to Design Studio**

*3 Credits, Spring only (Foundation Design)*

Design Studio is the core in-major component of the design curriculum at the intermediate and advanced levels. The introductory course prepares students to develop conceptual design from dramatic text with a focus on advancing a clear organizing idea. *Required for Intermediate Studio.*

*Skills courses must be completed prior to—or simultaneously with—Practice in any given area. Completion of 3 of the 5 Foundation Skills classes (9 credits) is required for major. Classes may be completed in any sequence.*

#### **PP121 Drawing & Painting for the Theater**

*3 Credits, Fall only (Foundation Skills)*

Drawing & Painting is a two-component, multiple instructor introduction to visual techniques essential to performance production. Drawing includes the introduction of basic tools and life drawing practice. Paint is a study of the materials and methods of the scenic artist. *To be taken prior to or simultaneously with Production Lab.*

#### **PP122 Stage Lighting & Audio**

*3 Credits, Fall or Spring (Foundation Skills)*

Lighting & Audio explores tools for changing the theatrical environment with non-physical elements. Topics include basic electricity, designing plots, and digital control of light and sound. *To be taken prior to or simultaneously with Production Lab.*

#### **PP123 Costume Fundamentals**

*3 Credits, Fall or Spring (Foundation Skills)*

Costume Fundamentals is focused on craft and construction, while introducing historical period style, silhouette, and the vocabulary of apparel. *To be taken prior to or simultaneously with Production Lab.*

#### **PP125 Stagecraft**

*3 Credits, Fall or Spring (Foundation Skills)*

Stagecraft provides grounding in the skills and techniques of the modern scene shop, with particular focus on safety, and the efficient assembly of scenery in both wood and steel. *To be taken prior to or simultaneously with Production Lab.*

#### **PP126 Backstage Fundamentals**

*3 Credits, Spring only (Foundation Skills)*

Backstage Fundamentals explores the duties of a crew head throughout the production process, challenges in asserting authority in group settings, and the organization of a performing arts organization. *To be taken prior to or simultaneously with Production Lab.*

*Practice credits are based on production assignments determined by faculty. 9 total credits are required prior to Intermediate Study, but not all areas need to be practiced.*

#### **PP151 Production Lab**

*1-2 Credits, Fall or Spring (Foundation Practice)*

Production Lab is an opportunity for first-year students to work with faculty, staff, and advanced students on realized projects staged in the Cornish venues. Coursework for Lab will be performed in the construction workshops, theaters, or rehearsal halls. Students may support multiple shows in the semester, and all projects directly relate to the needs of finished production. *3-cr required for PP251 Production Practicum.*

#### **PP251 Production Practicum**

*2-4 Credits, Fall or Spring (Foundation Practice)*

In Practicum, second-year students assume greater responsibility for mainstage productions, and work in shops and venues under faculty/staff supervision. Assignments include assistants to the designer or any number of supporting roles in the shops or backstage. *Required for PP351 Production Practicum.*

## PERFORMANCE PRODUCTION COURSE DESCRIPTIONS

*Completion of 9 credits of Foundation Theory is required for Intermediate study. Classes may be completed in any sequence*

### **PP161 Literature of Theater**

*3 Credits, Fall or Spring  
(Foundation Theory)*

Literature explores a wide range of classical and modern plays, as well as important writing on performance and design. Reading from plays, exploring their dramatic structure, and discussing the historical context of each text will be the focus of class time. *Required for Intermediate Studio.*

### **PP261 Theater History I**

*3 Credits, Fall  
(Foundation Theory)*

Theater History investigates the origins of theater and the different theories of its purpose in aesthetic and cultural-historical terms, including early performance forms in Egypt, Aztec Mexico, classical Athens, and Northwest Native American ceremony. The class includes research, analysis, interpretation, and oral/written presentation of findings. *Required for Major.*

### **PP262 Theater History II**

*3 Credits, Spring  
(Foundation Theory)*

Theater History investigates performance forms from its origins to contemporary times through a dramaturgical process. The study begins with Roman spectacle and the effect of the fall of Rome on the theater as a social institution, and includes the European middle ages, followed by a study of the theater of the European Renaissance. *Required for Major.*

## 300 LEVEL COURSES: INTERMEDIATE

*Studio is the core in-major component of Design at the Intermediate and Advanced levels. 9 credits of Studio are required and may include any of the five areas.*

### **Intermediate Studio**

Studio explores the theory and practices of preparing productions for the stage. Students meet once weekly with area faculty, and with their colleagues in a Friday seminar. Projects mirror the process of a functioning performance company, with the emphasis placed on the collaborative experience. Studio projects are not realized on stage.

### **PP311 Intermediate Costume Studio**

*3 Credits, Fall or Spring  
(Intermediate Design)*

*6 credits required to qualify for Advanced Costume Design.*

### **PP312 Intermediate Lighting Studio**

*3 Credits, Fall or Spring  
(Intermediate Design)*

*6 credits required to qualify for Advanced Lighting Design.*

### **PP313 Intermediate Scenery Studio**

*3 Credits, Fall or Spring  
(Intermediate Design)*

*6 credits required to qualify for Advanced Scenery Design.*

### **PP314 Intermediate Sound Studio**

*3 Credits, Spring only  
(Intermediate Design)*

*3 credits required to qualify for Advanced Sound Design, along with 3 credits of Lighting, Tech Direction, or Stage Mgt Studio.*

### **PP315 Intermediate Technical Direction Studio**

*3 Credits, Fall only  
(Intermediate Design)*

*3 credits required to qualify for Advanced Technical Direction, along with 3 credits of Scenery Studio.*

### **PP316 Intermediate Stage Management Studio**

*3 Credits, Fall only*

Stage Management is the analogue to design Studio for aspiring stage managers. The course explores professional practice in office skills, and digital communication, including web-based

organization of teams, as well as further case study in group dynamics and problem-solving scenarios. *3 credits required to qualify for Advanced Stage Management, along with 3 credits of Lighting, Sound, or Tech Direction Studio.*

### **PP317 Intermediate Directing Studio**

*3 Credits, Fall or Spring  
(Intermediate Design)*

The collaborative experience of Studio is informed by the participation of student directors. Break-out sessions are with directing faculty from the Theater Department. There is no directing or acting prerequisites to join Studio as a director.

*Skills classes at the Intermediate level are offered on a rotating basis by faculty expert in the field. 6 credits of Skills are required, and can subjects can be from any area.*

### **Special Topics**

Special Topics are unique opportunities to explore aspects of production and technology outside the traditional areas of theater design. Special Topics are unique opportunities which may not repeat, and do not assume previous experience in the discipline.

### **PP321 Special Topics in Costumes**

*3 credits, Spring only  
(Intermediate Skills)*

### **PP322 Special Topics in Lighting**

*3 credits, Spring only  
(Intermediate Skills)*

### **PP323 Special Topics in Scenery**

*3 credits, Fall only  
(Intermediate Skills)*

### **PP324 Special Topics in Sound**

*3 credits, Fall only  
(Intermediate Skills)*

### **PP325 Special Topics in Technical Direction**

*3 credits, Spring only  
(Intermediate Skills)*

# PERFORMANCE PRODUCTION

## COURSE DESCRIPTIONS

### PP326 Special Topics in Stage Management

3 credits, Fall only  
(Intermediate Skills)

*Practice credits are based on production assignments determined by faculty. 6 total credits of Practicum are expected in the Intermediate program.*

### PP351 Production Practicum

2-4 Credits, Fall or Spring

Students assume major responsibilities for mainstage productions, under faculty/staff supervision. Assignments include First Hand, Master Electrician, Master Carpenter, Charge Painter, Assistant (Deck) Stage Manager and most other areas of department leadership. Required for PP451 Production Practicum.

*Completion of 3 credits of Intermediate Theory is required for the major.*

### PP361 Modern Theater Studies

3 Credits, Fall or Spring  
(Intermediate Theory)

Modern Theater investigates the historical context of modern dramatic literature informed by critical theory. Using semiotics as an analytical tool, the course explores a range of modern plays within their historical contexts. Through multiple and varied critical approaches, students analyze how plays are constructed, what structure might reveal about politics, and how politics reflect the writer and society that produced it. Required for Major.

### Advanced Design

Advanced Design continues the development of designers and technical directors in supporting work for the stage. Projects are often more individualized and emphasis is placed on the creation of a diverse professional portfolio. Advanced projects are not realized on stage. Required for Major.

### PP411 Advanced Costume Design

3 Credits, Fall or Spring  
(Advanced Design)

### PP412 Advanced Lighting Design

3 Credits, Fall or Spring  
(Advanced Design)

### PP413 Advanced Scenery Design 3

Credits, Fall or Spring  
(Advanced Design)

### PP414 Advanced Sound Design

3 Credits, Fall only  
(Advanced Design)

### PP415 Advanced Tech Direction

3 Credits, Spring only  
(Advanced Design)

### PP416 Advanced Stage Management

3 Credits, Spring only  
(Advanced Design)

Stage Management is the analogue to Advanced Design for aspiring stage managers. The course continues the study of leadership and team-building techniques. The role of leader in a performing arts organization is expanding to include successful practices in Production Management and Artistic Direction. Required for Major.

*Practice credits are based on the ambition level of production assignments determined by faculty. 9 total credits of Practicum are expected in the Advanced program, including on-campus productions, and a professional internship.*

include Stage Manager, Technical Director, or lead designer of costumes, lights, scenery, or sound. Required for Major

### PP481 Internship

1 Credit, Fall or Spring  
(Advanced Practice)

A supervised assignment with a pre-approved professional arts organization. Registration for students with Junior standing and permission of department chair. Required for Major.

### PP491 Final Project

1 Credit, Fall or Spring  
(Advanced Practice)

The Senior's capstone project is documented with sketches, drawings, pictures, and an appropriate narrative in book form, which becomes the property of the College. Required for Major.

## 400 LEVEL COURSES: ADVANCED

*The commitment to the studio process is reinforced in the Advanced sequence. 6 credits of Advanced Design are required in the area where Intermediate Study is complete.*

### PP451 Production Practicum

2-4 Credits, Fall or Spring  
(Advanced Practice)

Students assume primary responsibilities for main-stage productions, under faculty/staff supervision. Assignments