

# PERFORMANCE PRODUCTION

## MODEL PROGRAM

The Performance Production Department recommends that students plan their programs of study around the following sequence. The curricula presented below follow a generalized model, but each student's program may be individualized based on transfer credits and individual progress as the student advances.

The purpose of the Performance Production Department is to educate students in the theory and practice of performance design, technology, and management through rigorous classroom and practical experiences, providing opportunities for students to become self-driven, collaborative, practicing artists of the highest quality.

At the conclusion of the BFA in Performance Production students will:

1. Be strong in craft, 2-dimensional communication, and be digitally literate.
2. Know the practice, theory, and historical and social contexts of the elements of Performance Production.
3. Implement a collaborative approach to production design and communication
4. Thoroughly command the practice of research and critical thinking to use and adapt information from a diversity of media and historical and social contexts.
5. Research, consider and articulate production design concepts at every stage of a project, both verbally and in writing.
6. Master a personal time management system to effectively meet deadlines, using various communication systems to inform collaborators of progress.
7. Accumulate a digital and physical portfolio of exemplary work.

<i>Performance Production Credits</i>	<b>84</b>
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<i>Humanities &amp; Sciences Credits</i>	<b>30</b>
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<i>College Electives</i>	<b>6</b>
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<i>Total Credits for a BFA in Performance Production</i>	<b>120</b>
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<b>FIRST YEAR</b>	<b>FALL</b>	<b>SPRING</b>
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<i>PP 111 Theater Graphics</i>	–	<b>3</b>
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<i>PP 113 Introduction to Visual Fundamentals</i>	<b>3</b>	–
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<i>PP 12x Foundation Skills</i>	<b>3</b>	<b>3</b>
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<i>PP 151 Production Lab</i>	<b>2</b>	<b>2</b>
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<i>PP 161 Literature of Theater</i>	–	<b>3</b>
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<i>H&amp;S Integrated Studies</i>	<b>6</b>	<b>6</b>
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<i>Total Credits</i>	<b>14</b>	<b>17</b>
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<b>SECOND YEAR</b>	<b>FALL</b>	<b>SPRING</b>
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<i>PP 114 Introduction to Design Studio</i>	–	<b>3</b>
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<i>PP 12x Foundation Skills</i>	<b>3</b>	–
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<i>PP 251 Practicum</i>	<b>3</b>	<b>3</b>
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<i>PP 261–262 Theater History I-II</i>	<b>3</b>	<b>3</b>
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<i>PP Elective</i>	–	<b>3</b>
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<i>College Elective</i>	<b>3</b>	–
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<i>H&amp;S Course</i>	<b>3</b>	<b>3</b>
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<i>Total Credits</i>	<b>15</b>	<b>15</b>
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<b>THIRD YEAR</b>	<b>FALL</b>	<b>SPRING</b>
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<i>PP 31x Intermediate Studio</i>	<b>3</b>	<b>3</b>
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<i>PP 32x Intermediate Skills</i>	–	<b>6</b>
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<i>PP 351 Practicum</i>	<b>3</b>	<b>3</b>
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<i>PP 361 Modern Theater Studies</i>	<b>3</b>	–
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<i>PP 384 Portfolio</i>	<b>3</b>	–
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<i>H&amp;S Course</i>	<b>3</b>	<b>3</b>
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<i>Total Credits</i>	<b>15</b>	<b>15</b>
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<b>FOURTH YEAR</b>	<b>FALL</b>	<b>SPRING</b>
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<i>PP 41x Advanced Studio</i>	<b>3</b>	<b>3</b>
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<i>PP 451 Practicum</i>	<b>3</b>	<b>3</b>
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<i>PP 481 Final Project</i>	–	<b>1</b>
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<i>PP 491 Internship</i>	–	<b>1</b>
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<i>PP Elective</i>	<b>3</b>	<b>3</b>
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<i>College Elective</i>	<b>3</b>	–
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<i>H&amp;S Course</i>	<b>3</b>	<b>3</b>
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<i>Total Credits</i>	<b>15</b>	<b>14</b>
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## COURSE DESCRIPTIONS

**PP 111 Theater Graphics** 3 Credits, Spring  
Theater Graphics introduces the tools and methods of techniques of graphical communication for theatrical design—including hand drafting, digital drafting, rendering, and model making—along with the basic vocabulary of the stage. Required for Intermediate Studio.

**PP 113 Introduction to Visual Fundamentals** 3 Credits, Fall  
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.

**PP 114 Introduction to Design Studio** 3 Credits, Spring  
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.

**PP 122 Lighting Fundamentals** 3 Credits, Fall/Spring  
Lighting Fundamentals explores tools for changing the theatrical environment with non-physical elements. Topics include basic electricity, identification and familiarity with theatrical lighting instruments, digital control of light and an introduction to reading light plots and other paperwork created by the Lighting Designer. To be taken prior to or simultaneously with Production Lab.

**PP 123 Costume Fundamentals** 3 Credits, Fall/Spring  
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.

**PP 125 Stagecraft** 3 Credits, Fall/Spring  
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.

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# PERFORMANCE PRODUCTION

## **PP 126 Backstage Fundamentals**

*3 Credits, Spring*

Backstage Fundamentals explores the duties of a stage manager and various crew head positions throughout the production process, the challenges of effective communication, and the organization of the team collaborating on a live performance event. To be taken prior to or simultaneously with Production Lab.

## **PP 151 Production Lab** *1-2 Credit(s), Fall/Spring*

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. Required for PP 251 Production Practicum.

## **PP 161 Literature of Theater**

*3 Credits, Spring*

Literature of Theater explores a wide range of plays from the dramatic literary canon from classical antiquity through the early 21st century, 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.

## **PP 221 Drawing for Performance Production**

*3 Credits, Fall/Spring*

Drawing for Performance Production is an exploration of visual techniques essential to production design. This course includes an introduction of basic tools and practice in perception, visual measurement & structure, light, shadow and context and life drawing.

## **PP 223 Scene Painting** *3 Credits, Fall/Spring*

Scene Painting is an introduction to visual techniques essential to realizing a production design for live performance. It is a study of the materials and methods of the scenic artist and covers cartooning, color matching, painting techniques and finishes and translating a rendering to reality.

## **PP 251 Production Practicum**

*2-4 Credits, Fall/Spring*

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.

## **PP 261 Theater History I** *3 Credits, Fall*

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.

## **PP 262 Theater History II** *3 Credits, Spring*

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.

## **PP 311 Intermediate Costume Studio**

*3 Credits, Fall/Spring*

Studio explores the theory and practices of the design process for the professional theater. Students meet once weekly with area faculty, and then with their colleagues in a Friday seminar. The emphasis is placed on the collaborative experience. Studio projects are not realized on stage. Required for Advanced Costume Design.

## **PP 312 Intermediate Lighting Studio**

*3 Credits, Fall/Spring*

Studio explores the theory and practice of the design process for the professional theater. Students meet once weekly with area faculty, and then with their colleagues in a Friday seminar. The emphasis is placed on the collaborative experience. Studio projects are not realized on stage. Required for Advanced Lighting Design.

## **PP 313 Intermediate Scenery Studio**

*3 Credits, Fall/Spring*

Studio explores the theory and practice of the design process for the professional theater. Students meet once weekly with area faculty, and then with their colleagues in a Friday seminar. The emphasis is placed on the collaborative experience. Studio projects are not realized on stage. Required for Advanced Scenery Design.

## **PP 314 Intermediate Sound Studio**

*3 Credits, Spring*

Studio explores the theory and practice of the design process for the professional theater. Students meet once weekly with area faculty, and then with their colleagues in a Friday seminar.

The emphasis is placed on the collaborative experience. Studio projects are not realized on stage. Required for Advanced Sound Design.

## **PP 315 Intermediate Technical Direction Studio**

*3 Credits, Fall*

Studio explores the theory and practice of the design process for the professional theater. Students meet once weekly with area faculty, and then with their colleagues in a Friday seminar. The emphasis is placed on the collaborative experience. Studio projects are not realized on stage. Required for Advanced Technical Direction.

## **PP 316 Intermediate Stage Management**

*3 Credits, Fall/Spring*

Stage Management is the analogue to design Studio for aspiring stage managers. The course explores professional practice in management, and digital communication, including web-based organization of teams, as well as further case study in group dynamics and problem-solving scenarios. Required to qualify for Advanced Stage Management, along with 3 credits one other Intermediate Design Studio.

## **PP 317 Intermediate Directing Studio**

*3 Credits, Fall/Spring*

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 prerequisite to join Studio as a director.

## **PP 321 Special Topics in Costumes**

*3 Credits, Spring*

Special Topics are unique opportunities to explore aspects of production and technology outside the traditional areas of theater design. Topics rotate every semester, and do not require previous experience in the discipline.

## **PP 322 Special Topics in Lighting**

*3 Credits, Fall/Spring*

Special Topics are unique opportunities to explore aspects of production and technology outside the traditional areas of theater design. Topics rotate every semester, and do not require previous experience in the discipline.

## **PP 323 Special Topics in Scenery**

*3 Credits, Fall*

Special Topics are unique opportunities to explore aspects of production and technology outside the traditional areas of theater design.

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## PERFORMANCE PRODUCTION COURSE DESCRIPTIONS *(continued)*

Topics rotate every semester, and do not require previous experience in the discipline.

### **PP 324 Special Topics in Sound**

*3 Credits, Fall*

Special Topics are unique opportunities to explore aspects of production and technology outside the traditional areas of theater design. Topics rotate every semester, and do not require previous experience in the discipline.

### **PP 325 Special Topics in Technical Direction**

*3 Credits, Spring*

Special Topics are unique opportunities to explore aspects of production and technology outside the traditional areas of theater design. Topics rotate every semester, and do not require previous experience in the discipline.

### **PP 326 Special Topics in Stage Management**

*3 Credits, Fall/Spring*

Special Topics are unique opportunities to explore aspects of production and technology outside the traditional areas of theater design. Topics rotate every semester, and do not require previous experience in the discipline.

### **PP 351 Production Practicum**

*2-4 Credits, Fall/Spring*

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

### **PP 361 Modern Theater History & Theory**

*3 Credits, Fall*

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.

### **PP 384 Portfolio**

*3 Credits, Fall*

Portfolio is required for all Performance Production students. Emphasis is placed upon creation of an industry standard resume, digital portfolio, physical portfolio and unique website

for each student. The class is co-taught by Department Core faculty on a rotating basis.

### **PP 411 Advanced Costume Design**

*3 Credits, Fall/Spring*

Advanced Design continues the development of the student as a designer for live performance. 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.

### **PP 412 Advanced Lighting Design**

*3 Credits, Fall/Spring*

Advanced Design continues the development of the student as a designer for live performance. Projects are often more individualized and emphasis is placed on the creation of a diverse professional portfolio. Advanced projects are not realized on stage.

### **PP 413 Advanced Scenery Design**

*3 Credits, Fall/Spring*

Advanced Design continues the development of the student as a designer for live performance. Projects are often more individualized and emphasis is placed on the creation of a diverse professional portfolio. Advanced projects are not realized on stage.

### **PP 414 Advanced Sound Design**

*3 Credits, Fall*

Advanced Design continues the development of the student as a designer for live performance. Projects are often more individualized and emphasis is placed on the creation of a diverse professional portfolio. Advanced projects are not realized on stage.

### **PP 415 Advanced Technical Direction**

*3 Credits, Spring*

Advanced Design continues the development of the student as a TD for live performance. 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.

### **PP 416 Advanced Stage Management**

*3 Credits, Spring*

Advanced Design continues the development of the student as a manager for live performance. The course continues the study of leadership and team-building techniques and includes studies in Production Management and non-profit arts organization structures. Required for Major.

### **PP 451 Production Practicum**

*2-4 Credits, Fall/Spring*

Students assume primary responsibilities for main-stage productions, under faculty/staff supervision. Assignments include Stage Manager, Technical Director, or lead designer of costumes, lights, scenery, or sound. Required for Major.

### **PP 481 Internship** *1-9 Credit(s), Fall/Spring*

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

### **PP 491 Final Project** *1 Credit, Fall/Spring*

The final project may fall into a variety of categories, depending on the student's focus and interests. A major design assignment on a Cornish production, a fully documented research project or major creative project outside the usual production schedule are some examples. Final Project is determined in consultation with Department Chair. Required for Major.

### **PP 496 Tutorial Study**

*2-3 Credits, Fall/Spring*

Tutorial study is a variable credit course defined as college-level complementary training which may include study, research, or other learning experience. Students may apply for tutorial study after meeting with their department chair and by submitting a Tutorial Study application to the Registrar. This course meets once a week for the full semester.

### **PP 497 Group Study**

*2-3 Credits, Fall/Spring*

Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to augment existing curricula. Group study must be approved by the department and structured by clearly defined criteria and with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

### **PP 498 Independent Study**

*1-4 Credit(s), Fall/Spring*

Focuses on a special project of the student's choice and design that is unavailable within the regular curriculum. Prerequisites: senior standing and permission from Department Chair.

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# PERFORMANCE PRODUCTION FACULTY

**DENISE MARTEL** *Department Chair*

Production Manager

**MFA** University of Illinois Urbana-Champaign,

**BA** St. Michael's College

**CARL BRONSDON** *Adjunct Instructor*

Costume Design & Technology

**BFA** Cornish College of the Arts

**MELANIE BURGESS** *Adjunct Instructor*

Interim Costume Design Area Head

**MFA** University of Washington,

**BA** Boise State University

**GREG CARTER** *Associate Professor*

Stage Management Area Head

**MArch** University of Washington,

**BA** Duke University

**THOMAS HARPER** *Interim Professor*

Technical Direction

**MFA** Yale School of Drama,

**BA** Ithaca College

**BRENDAN PATRICK HOGAN**

*Adjunct Instructor*

Sound Design & Engineering

**BA** UC Santa Cruz

**PETER DYLAN O'CONNOR**

*Adjunct Instructor*

Scene Shop Supervisor

**BFA** Cornish College of the Arts

**TRISTAN ROBERSON** *Adjunct Instructor*

Lighting & Sound Fundamentals

**BFA** Cornish College of the Arts

**ROBERTA RUSSELL** *Professor*

Lighting Design Area Head

**MFA** University of Washington,

**BA** University of Northern Iowa,

**AA** Marshalltown Community College

**J. RICHARD SMITH** *Adjunct Instructor*

Department Coordinator

**MFA** University of Texas, Austin,

**BFA** University of Texas, Austin

**MATTHEW SMUCKER** *Assistant Professor*

Scenic Design Area Head

**MFA** University of Washington,

**BA** Goshen College

**JOHN KENDALL WILSON** *Professor*

Theater History

**MFA** University of Georgia,

**BA** LaGrange College

