

FLORIDA SCHOOL OF THE ARTS

ST. JOHNS RIVER COMMUNITY COLLEGE

2005-2006

PURPOSE

Florida School of the Arts is dedicated to the premise that both intense, individualized instruction and practical "hands-on" experience are essential to the full development of a student's creative abilities. As part of public education in the state, Florida School of the Arts provides comprehensive artistic training appropriate to each student's talent, enabling each student to acquire knowledge, skills, and appreciation of the chosen arts discipline required for employment in the arts profession. Through a rigorous course of training, students receive professional art instruction and training from the beginning of enrollment. As a professional arts school, Florida School of the Arts provides a learning environment in which students are expected to adhere to standards of professionalism and academic excellence.

THE SCHOOL

Florida School of the Arts, established in 1974 by the Florida State Board of Education, specializes in preparing students for successful careers in:

- VISUAL ART
 - Fine Art
 - Graphic Design/New Media
 - Photography
 - Illustration
- ACTING
- DANCE
 - Dance
 - Dance Entertainment
 - Dance Studio Management
- MUSICAL THEATER
- PRODUCTION/DESIGN
 - Costume Design
 - Scenic/Lighting Design
 - Stage Management

Florida School of the Arts is located on the Palatka Campus and is part of the academic and administrative structure of St. Johns River Community College. It is administered by a Dean under the general supervision of the St. Johns River Community College District Board of Trustees and the College President.

However, the School is statewide in scope, and has its own arts facility, faculty, administrative staff, mission statement, and curricula specific to each degree program.

This information can also be obtained on the school Web site at: floarts.org

THE PROGRAMS

Florida School of the Arts offers degrees in:

- VISUAL ART
 - Fine Art
 - Graphic Design/New Media
 - Photography
 - Illustration
- ACTING
- DANCE
 - Dance
 - Dance Entertainment
 - Dance Studio Management
- MUSICAL THEATER
- PRODUCTION/DESIGN
 - Costume Design
 - Scenic/Lighting Design
 - Stage Management

The academic year at Florida School of the Arts consists of a Fall Term, Spring Term, and Summer Term A. Enrollment is required during each of the three terms.

DEGREES

Associate in Arts Degree

This degree ensures junior-level entrance into a state supported four-year college or university. The Associate in Arts degree requires successful completion of 60 semester hours in both general education and the chosen Florida School of the Arts program area.

ASSOCIATE IN ARTS DEGREE

- VISUAL ART
 - Fine Art
 - Graphic Design/New Media
 - Photography
- ACTING
- DANCE
- PRODUCTION/DESIGN
 - Costume Design
 - Scenic/Lighting Design

Associate in Science Degree

This degree is for the student who is interested in entering the professional arts world or transferring into an advanced-level professional art school. The A.S. degree requires successful completion of 64 semester hours in both general education and the chosen Florida School of the Arts program area.

ASSOCIATE IN SCIENCE DEGREE

- VISUAL ART
 - Fine Art
 - Graphic Design/New Media
 - Graphic Design
 - Photography
 - Illustration
- ACTING
- DANCE
 - Dance
 - Dance Entertainment
 - Dance Studio Management
- MUSICAL THEATER
- PRODUCTION/DESIGN
 - Costume Design
 - Scenic/Lighting Design
 - Stage Management

ADMISSION

Admission to Florida School of the Arts is based on audition/portfolio review and an interview. A resume, a current transcript, and two letters of recommendation need to accompany the application. Florida School of the Arts requires two letters: one from someone who is familiar with the candidate's artistic abilities, and a second letter from the candidate's most recent teacher in his or her discipline. Upon graduation from high school, the student must also send an official transcript in order to complete the admissions file. Under special circumstances, Florida School of the Arts will approve the submission of slides or video in lieu of an on-site audition/portfolio review. However, final acceptance is contingent upon an interview with the area faculty and the Dean.

Florida School of the Arts students must also be admitted to St. Johns River Community College and are responsible for compliance with all College policies and procedures. All applications, recommendations, transcripts, and test scores are to be sent directly to the Florida School of the Arts.

FINANCIAL AID

College students admitted into Florida School of the Arts programs are eligible for all college financial aid programs. Among these are college student worker programs, loan programs, government grants, and special scholarships from the state and private funds. Consult the financial aid section of this catalog for detailed information.

HOUSING

Florida state law prohibits the College from maintaining student housing and dorms. Florida School of the Arts maintains a housing file that students may refer to in locating suitable accommodations in the area.

SEMESTER EVALUATIONS

At the end of every semester, each student is evaluated by faculty on the basis of performance or portfolio and overall progress toward fulfilling program requirements. These evaluations are shared with the student in order to reinforce strengths and identify areas for improvement. Based on these evaluations, the faculty and the Dean of Florida School of the Arts determine probationary status or recommend suspension of students from Florida School of the Arts.

Students must complete a minimum of 25% of all credit hours required for graduation through the Florida School of the Arts and/or St. Johns River Community College.

FLORIDA SCHOOL OF THE ARTS PROBATION AND SUSPENSION POLICIES

Florida School of the Arts students are subject to the academic regulations of St. Johns River Community College and Florida School of the Arts in regard to probation and suspension.

Students on full status are eligible to participate in all Florida School of the Arts classes and extracurricular activities. To remain on full status a student must maintain a cumulative grade point average of 2.0 as well as an arts grade point average of 2.5. Full status students must also be in good standing with the *Disciplinary Committee*. For the specific policies and procedures related to Florida School of the Arts probation, continuing probation, and suspension, please refer to the Florida School of the Arts Student Handbook.

SPECIALIZATION AREAS

VISUAL ART PROGRAMS

The Visual Arts program at Florida School of the Arts is intended to train the student artist to fully comprehend, use, and manipulate the materials, techniques, and procedures of the visual arts through drawing, painting, printmaking, graphic design, illustration, and photography. All visual arts students will be provided a solid arts foundation in the principles of drawing, composition, design, and history. Through an in-depth knowledge of these elements, the student will be able to artistically assimilate and transfer this artistic understanding into “informed” personal creative art.

FINE ARTS

Fine art students are trained in the professional presentation of gallery display techniques. All fine art majors have the opportunity to present their art work in various scheduled exhibits in the gallery. As an elective, students who choose printmaking will learn beginning, intermediate, and advanced techniques in silkscreen, etching, woodcut, and lithography in a well-equipped printmaking studio. Students studying printmaking techniques are also encouraged to explore the possibilities and synthesis of printmaking in conjunction with digital imagery.

Fine art students who elect courses in basic painting methods will be introduced to techniques emphasizing tonal values, composition, and paint handling. Additional instruction will focus on the understanding of materials, color usage, compositional orchestration, and personal expression. The students will later be able to incorporate complex planning and critical analysis into their work.

GRAPHIC DESIGN/NEW MEDIA

Graphic design majors are educated and trained in an environment that balances fine art aesthetics with a state-of-the-art computer based facility and curricula. This program emphasizes the design of visual communications where students acquire conceptualization and problem-solving skills as they relate to the marketing of products through graphic design. Upon completion of the graphic design program, design majors are prepared to meet industry demands with marketable skills.

PHOTOGRAPHY

The Associate in Science photography specialization develops skills through direct involvement in the study and use of multiple camera formats and lighting situations. The integration of digital technology, historical and alternative processes offer

the student a complete view of the professional and aesthetic possibilities of the medium. This broad approach allows the student to have a competitive edge in the field of professional and commercial photography.

The Associate in Arts photography specialization allows the student to study a variety of photographic techniques including multiple camera formats and lighting situations. While receiving a strong photographic foundation the student will also take all academic classes necessary to transfer into a four year university.

ILLUSTRATION

Illustration students are prepared for entry-level positions as illustrators in advertising agencies, design firms, publishing houses, production studios or corporate environments. The students also develop a representative body of work used to compile a portfolio for marketing their skills.

THEATER AND ENTERTAINMENT TECHNOLOGY PROGRAMS

PRODUCTION DESIGN

The costume design, scenic/lighting design and stage management curricula offer students well-rounded, thorough, and practical training in scenic, lighting, sound and costume technology, production and design. Students with faculty guidance and assistance, design and construct sets and costumes for all theater-related productions at the school. The school’s heavy production schedule and accelerated program afford incoming students immediate “hands-on” experience.

COSTUME TECHNOLOGY & DESIGN

The costume design curriculum at Florida School of the Arts begins with an examination of the fundamental techniques of costume design through a series of historical and problem-oriented projects. Emphasis is placed on imagination and problem solving in costume rendering and presentation of work. Students in the costume program also have the unique opportunity to design and construct costumes for the many school productions throughout the year. Upon completion of the costume program, a student is prepared for employment as a costume/wardrobe professional or as a costume technician in a professional shop. Students may also choose to continue their education in costume design at the university level.

SCENIC/LIGHTING TECHNOLOGY AND DESIGN

The scenic/lighting design curriculum at Florida School of the Arts is unique in that it provides students instantaneous, practical stage experience balanced with classroom instruction. The program requires students to develop and present major projects in scenic/light, and audio design. These projects ultimately contribute to the student's portfolio. Former technical theater students have found successful employment in professional theater houses as well as touring companies, and many students have gone on to continue their education at four-year universities.

STAGE MANAGEMENT

The stage management curriculum at Florida School of the Arts begins with fundamentals of management and organizational patterns and continues through the design, production meetings, rehearsals and ultimately productions. Practical hands-on experience is gained through participation in dance and theater productions as stage manager or assistant stage manager for the school's heavy production schedule. Upon completion of the stage management program, students are prepared for entry-level positions in theater and/or continued education.

PERFORMANCE

The performance curricula offer students well-rounded, creative, and practical training in dance, dance entertainment, dance studio management, musical theater and acting. The departments' accelerated programs along with their production schedules allow incoming students immediate "hands-on" experience. Upon program completions, performance students have received an excellent foundation towards professional career choices or continued education.

ACTING

A Florida School of the Arts acting major has the unique opportunity to audition and perform in a number of productions each year, including four main stage and other productions. Students receive practical, creative, and insightful "hands-on" instruction in the classroom and on the stage. This intensive training, consisting of the development of the voice, body, gesture, and creative imagination, enables the actor to work in myriad forms of theater - from the classics to contemporary, comedy, drama, and musicals. Students also gain valuable instruction in all phases of theater production including stage design/construction, lighting, sound, costume design/construction, makeup, and stage movement. Many Florida School of the Arts acting graduates currently enjoy active careers in the theater and entertainment industries, while an equal number proceed to four-year university theater programs to further their study.

DANCE

Dance study at Florida School of the Arts consists of a well-balanced curriculum that includes leveled technique classes in ballet, contemporary, jazz and tap. In addition, classes in composition, partnering repertory and performance, music for dance, musical theater, and studio management enhances the student's study. Dance candidates are required to take an audition technique class demonstrating their proficiency in the different dance disciplines. Candidates are judged on artistic interpretation, movement retention, accuracy of movement, foot work, and technical training. A dance degree from Florida School of the Arts provides an excellent foundation program toward professional career choices or continued education.

DANCE ENTERTAINMENT

The dance entertainment degree is a well-balanced curriculum of dance, music, and performance. The curriculum is designed for the dancer who is interested in performing for cruise ships, theme parks or videos. Upon graduation the student is prepared for the competition and rigorous schedule of the entertainment industry.

DANCE STUDIO MANAGEMENT

Dance studio management prepares the dancer for the daily operation of a dance studio. The curriculum includes business, dance, and technical theater production classes as well as a juried teaching exit exam. Upon graduation the student must have an intermediate/advanced proficiency level in ballet and an intermediate proficiency level in two other areas (jazz, tap, or modern).

MUSICAL THEATER

Musical theater majors at Florida School of the Arts receive professional training in three core areas: music/singing, dancing, and acting. The music component of the degree requires that students study and pass music theory, sight singing, voice, and piano. For the dance component, students are cross-trained in ballet, jazz, and tap techniques. For the acting component, the coursework consists of practical, hands-on training to develop the actor's voice, gesture, body, and creative imagination. As part of the acting component, students also gain valuable instruction in all phases of theater production, including stage design/construction, lighting, sound, costume design/construction, makeup, and stage movement. Upon completion of this intense curriculum, graduates may go directly into a career in musical theater or the entertainment industry.

DEGREE PROGRAMS

ASSOCIATE IN ARTS DEGREE

Florida School of the Arts at SJRCC awards the Associate in Arts degree with specialization in:

- VISUAL ART
 - Fine Art
 - Graphic Design/New Media
 - Photography
- ACTING
- DANCE
- PRODUCTION/DESIGN
 - Costume Design
 - Scenic/Lighting Design

Each student must complete a planned program including course work in the area of specialization, and related courses, as well as the general education requirements for English composition, humanities, social science, and mathematics.

Florida Statute 1008.30 requires standardized testing to assess the basic computation and communication skills of entering students. Students who do not meet minimum communication, reading, and/or computation scores established by the State Board rule must complete remediation through enrollment and satisfactory completion of college preparatory courses prior to admission to the college credit communications and/or mathematics courses. (See the college preparatory section). Students may take courses concurrently in other curriculum areas for which they are qualified while undergoing remediation.

SPECIAL ASSOCIATE IN ARTS DEGREE REQUIREMENTS

Art specialization students and dance specialization students must demonstrate proficiency in the area of their specialization. Failure to do so may result in the student enrolling in additional courses in order to correct deficiencies. The graduate show serves as the proficiency exam for visual arts majors, while the dance concerts serve as the proficiency exam for dance majors.

Dance majors in all degrees must have at least a "B" in all dance technique classes. In addition, studio management majors must have an intermediate/advanced proficient level in ballet and two other areas (jazz, contemporary, or tap) and a juried exit teaching exam. Entertainment majors must earn at least two performance credits, a dance presentation in the spring concert and an adjudicated audition.

ASSOCIATE IN SCIENCE DEGREE

The Associate in Science degree is awarded in:

- VISUAL ART
 - Fine Art
 - Graphic Design/New Media
 - Graphic Design/Photography
 - Illustration

- ACTING
- DANCE
 - Dance
 - Dance Entertainment
 - Dance Studio Management
- MUSICAL THEATER
- PRODUCTION/DESIGN
 - Costume Design
 - Scenic/Lighting Design
 - Stage Management

SPECIAL ASSOCIATE IN SCIENCE DEGREE REQUIREMENTS

The following majors require students to demonstrate proficiency in the area of their specialization.

- Visual Arts - A graduate show is required for all fine art or graphic design majors in the last year of residence.

- Acting - The mainstage productions shall serve as the proficiency exam for students in the acting program. Students who do not perform on mainstage in their final year may be required to perform a special proficiency exam consisting of three monologues: one comic, one serious and one classical.

- Dance - Dance majors in all degrees must have at least a "B" in all dance technique classes. In addition, studio management majors must have an intermediate/advanced proficiency level in ballet and two other areas (jazz, contemporary, or tap) and a juried exit teaching exam. Entertainment majors must earn at least two performance credits, a dance presentation in the spring concert and an adjudicated audition.

- Stage Management - Students are required to become First Aid and CPR certified before graduation. Proof of certification must be submitted to the school.

STATE UNIVERSITY SYSTEM - FOREIGN LANGUAGE REQUIREMENT

Florida Statute requires any student admitted to the state university system to have completed two credits of sequential foreign language at the secondary level or its equivalent (8-10 credit hours) at the postsecondary level. An A.A. degree student who does not meet the exemption may be admitted to the upper division of some universities but must fulfill the requirement before graduation. To avoid transfer and admission problems, students who have not yet completed the foreign language requirement should plan on doing so prior to their graduation and transfer to the state university system.

FINE ART SPECIALIZATION

DEGREE SPECIFIC COURSES:

ART 1300C	Applied Drawing I	.3
+ ART 1330C	Applied Drawing II	.3
ART 1201C	Two Dimensional Design	.3
+ ART 2203C	Three Dimensional Design	.3
ARH 2050	Art History I	.3
ARH 2051	Art History II	.3

Any combination of introductory media courses in painting, print-making at the 2000 level or photography at the 1000 level6

ASSOCIATE IN ARTS REQUIRED COURSES36

TOTAL REQUIRED CREDIT HOURS60

GRAPHIC DESIGN/NEW MEDIA SPECIALIZATION

DEGREE SPECIFIC COURSES:

ART 1300C	Applied Drawing I	.3
ART 1201C	Two Dimensional Design	.3
+ ART 2205C	Color Design	.3
ARH 2050	Art History I	.3
ARH 2051	Art History II	.3
PGY 1801C	Digital Imaging I	.3
GRA 1190C	Graphic Design	.3
PGY 1401C	Photography I	.3

ASSOCIATE IN ARTS REQUIRED COURSES36

TOTAL REQUIRED CREDIT HOURS60

FINE ART/ PHOTOGRAPHY SPECIALIZATION

DEGREE SPECIFIC COURSES:

ART 1300C	Applied Drawing I	.3
ART 1201C	Two-Dimensional Design	.3
ARH 2050	Art History I	.3
PGY 1401C	Photography I	.3
+ PGY 1410C	Photography II	.3
+ PGY 2411C	Photography III	.3
+ PGY 1801C	Digital Imaging I	.3
+ PGY 2220C	Commercial Photography	.3
	Or	
+ PGY 2443C	Alternative Process

ASSOCIATE IN ARTS REQUIRED COURSES36

TOTAL REQUIRED HOURS60

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.
+Prerequisite course required. See course description in catalog.

PERFORMING ARTS

Associate in Arts

FLORIDA SCHOOL OF THE ARTS

2005-2006

ACTING SPECIALIZATION

TPP 2110	Acting I	.3
+ TPP 2170	Acting II	.3
TPP 1810	Stage Speech I	.3
TPA 1248	Stage Make-Up	.3
TPA 1200	Introduction to Production Design	.3
+ TPA 2290L	Theater Production Lab	.2
—	Costume Lab	
—	Technical Lab	
THE 1020	Introduction to Theater History	.3
THE 2302	Dramatic Literature	.3
THE 1925	Play Production	.1

ASSOCIATE IN ARTS REQUIRED COURSES	.36
TOTAL REQUIRED CREDIT HOURS	.60

DANCE SPECIALIZATION

DAA 1104	Contemporary Dance I	.2
+ DAA 1105	Contemporary Dance II	.2
+ DAA 2106	Contemporary Dance III	.2
+ DAA 2107	Contemporary Dance IV	.2
DAA 1204	Ballet I	.2
+ DAA 1205	Ballet II	.2
+ DAA 2206	Ballet III	.2
+ DAA 2207	Ballet IV	.2
DAA 1680	Dance Ensemble I	.1
+ DAA 1681	Dance Ensemble II	.1
+ DAA 2682	Dance Ensemble III	.1
+ DAA 2683	Dance Ensemble IV	.1
DAN 1750	Dance Conditioning & Fitness	.2
DAN 2600	Music For Dance	.2

ASSOCIATE IN ARTS REQUIRED COURSES	.36
TOTAL REQUIRED CREDIT HOURS	.60

PRODUCTION/DESIGN SPECIALIZATION

THE 1020	Introduction to Theater History	.3
TPA 1290L	Production/Design Lab (Repeat for Credit)	.3
TPA 1200	Introduction Production/Design	.3
TPP 2100	Introduction to Acting	.3
THE 2302	Dramatic Literature	.3

COSTUME DESIGN:

TPA 1248	Stage Make-Up	.3
TPA 1230	Costume Construction I	.3
TPA 1240	Costume Design	.3

SCENIC/LIGHTING DESIGN:

TPA 1208	Drafting for the Stage	.3
+ TPA 2220	Lighting Design	.3
+ TPA 2060	Principles of Scenic Design	.3

ASSOCIATE IN ARTS REQUIRED COURSES	.36
TOTAL REQUIRED CREDIT HOURS	.60

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

+Prerequisite course required. See course description in catalog.

FLOARTS

Fine Art (2506)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

VISUAL ART

All visual art students will be provided a solid arts foundation in the principles of drawing, composition, design, and art history. This program prepares student artists for careers with professional art galleries. The student will complete a professional portfolio for art agents and consultants.

GENERAL EDUCATION COURSES: 15

ENC 1101	Composition I	3
+ ENC 1102	Composition II	3
MGF 1106	Math for Liberal Arts I OR	
MGF 1107	Math for Liberal Arts II	3
	OR	
	Any higher level mathematics course	
* ___	Social Science elective	3
+* ___	Humanities elective	3

FOUNDATION: 30

ART 1300C	Applied Drawing I	3
+ ART 1330C	Applied Drawing II	3
+ ART 2302C	Applied Drawing III	3
+ ART 2375C	Applied Drawing IV	3
ART 1201C	Two Dimensional Design	3
+ ART 2203C	Three Dimensional Design	3
+ ART 2205C	Color Design	3
ART 1944	Gallery and Display	3
ARH 2050	Art History I	3
ARH 2051	Art History II	3

SPECIALIZATION (Select 5):. 15

ART 2500C	Painting I	3
+ ART 2501C	Painting II	3
+ ART 2502C	Painting III	3
+ ART 2503C	Painting IV	3
PGY 1401C	Photography I	3
+ PGY 1410C	Photography II	3
ART 1400C	Printmaking-Relief I	3
ART 1430C	Printmaking-Screen Printing I	3
ART 2401C	Printmaking-Lithography I	3
+ ART 2402C	Printmaking II	3
ART 2441C	Printmaking-Intaglio	3

ELECTIVES: 4

REQUIRED TOTAL CREDIT HOURS 64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

*Refer to A.A. degree general education requirements.

+Prerequisite course required. See course description in catalog.

Graphic Design/New Media (0151) Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

VISUAL ART

The Associate in Science graphic design/photography specialization develops skills through direct involvement in the study and use of multiple camera formats and lighting situations. The integration of digital technology, historical and alternative processes offer the student a complete view of the professional and aesthetic possibilities of the medium. This broad approach allows the student to have a competitive edge in the field of professional photography.

GENERAL EDUCATION COURSES:15

ENC 1101	Composition I3
+ ENC 1102	Composition II3
MGF 1106	Math for Liberal Arts I	
	OR	
MGF 1107	Math for Liberal Arts II3
	OR	
	Any higher-level mathematics course	
* _____	Social Science elective3
+* _____	Humanities elective3

FOUNDATION:18

ART 1300C	Applied Drawing I3
+ ART 1330C	Applied Drawing II3
ART 1201C	Two- Dimensional Design3
+ ART 2203C	Three- Dimensional Design3
+ ART 2205C	Color Design3
ARH 2050	Art History I3
	OR	
ARH 2051	Art History II	

SPECIALIZATION (Graphic Design):30

GRA 1190C	Graphic Design3
+ GRA 1157C	Advertising Design3
+ GRA 2117C	Design with Type3
+ GRA 2190C	Traditional & Digital Illustration3
PGY 1801C	Digital Imaging I3
+ PGY 2802C	Digital Imaging II3
+ GRA 2121C	Web Design3
+ GRA 2160C	Motion Graphics3
+ GRA 2952C	Graphic Design/New Media Portfolio3
PGY 1401C	Photography I3

SPECIALIZATION (Photography):30

GRA 1190C	Graphic Design3
+ GRA 2190C	Traditional & Digital Illustration3
PGY 1401C	Photography I3
+ PGY 1410C	Photography II3
+ PGY 2411C	Photography III3
PGY 1801C	Digital Imaging I3
+ PGY 2802C	Digital Imaging II3
+ PGY 2220C	Commercial Photography3
+ PGY 2443C	Alternative Process3
+ GRA 2952C	Graphic Design/New Media Portfolio3

ELECTIVES: 1

REQUIRED TOTAL CREDIT HOURS64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

*Refer to A.A. degree general education requirements. +Prerequisites course required. See course description in catalog.

FLOARTS

Illustration (2507)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

VISUAL ART

Illustration students are prepared for entry-level positions as illustrators in advertising agencies, design firms, publishing houses, production studios or corporate environments. The students also develop a representative body of work used to compile a portfolio for marketing their skills.

GENERAL EDUCATION COURSES:15

ENC 1101	Composition I3
+ ENC 1102	Composition II3
MGF 1106	Math for Liberal Arts I	
	OR	
MGF 1107	Math for Liberal Arts II3
	OR	
	Any higher-level mathematics course	
* _____	Social Science elective3
+* _____	Humanities elective3

FOUNDATION:21

ART 1300C	Applied Drawing I3
+ ART 1330C	Applied Drawing II3
ART 1201C	Two Dimensional Design3
+ ART 2203C	Three Dimensional Design3
+ ART 2205C	Color Design3
PGY 1801C	Digital Imaging I3
ARH 2050	Art History I3
	OR	
ARH 2051	Art History II3

SPECIALIZATION:28

GRA 2812C	Illustration Concepts and Techniques3
GRA 2811C	Drawing Techniques for Illustration3
ART 2500C	Painting I3
PGY 1401C	Photography I3
GRA 1190C	Graphic Design3
+ GRA 1157C	Advertising Design3
+ GRA 2190C	Traditional and Digital Illustration3
+ PGY 2802C	Digital Imaging II3
+ GRA 2117C	Design with Type3
GRA 2871C	Illustration Portfolio1

REQUIRED TOTAL CREDIT HOURS64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

*Refer to A.A. degree general education requirements.

+ Prerequisite course required. See course description in catalog.

THEATER AND ENTERTAINMENT TECHNOLOGY

This intensive training, consisting of the development of the voice, body, gesture, and creative imagination, enables the actor to work in many forms of the theater - from the classics to contemporary comedy, drama, and musicals. Upon graduation the student will be prepared for careers in the theater and entertainment industries.

GENERAL EDUCATION COURSES:		15
	ENC 1101 Composition I3
+	ENC 1102 Composition II3
	MGF 1106 Math for Liberal Arts I OR	
	MGF 1107 Math for Liberal Arts II3
	OR Any higher level mathematics course	
*	_____ Social Science elective3
+*	_____ Humanities elective3
FOUNDATION:		25
	TPP 2110 Acting I3
+	TPP 2170 Acting II3
	TPP 1810 Stage Speech I3
	TPP 1510 Stage Movement For The Actor3
	THE 1020 Intro. to Theater History3
	THE 1925 Play Production1
+	TPA 2290L Theater Production Lab1
	TPA 1200 Introduction to Production/Design3
	TPA 1248 Stage Make-Up3
	MVV 1111, MVV1871 OR	
	MVV 2872 Intermediate Voice2
SPECIALIZATION:		18
+	TPP 2140 Acting III3
+	TPP 2145 Acting IV OR	
	TPP 2300 Play Directing OR	
+	TPP 2141 Acting in Shakespeare3
+	TPP 1811 Stage Speech II3
+	TPP 2812 Stage Speech III3
+	TPP 2803 Stage Speech IV3
	THE 1925 Play Production1
	DAA 2544 Musical Theater Dance Styles1
	OR	
	DAA 1100 Basic Contemporary Dance I	
	DAA 1200 Basic Ballet I1
OTHER ELECTIVES:		3
+	TPP 2220 Audition Techniques3
ELECTIVES:		3
REQUIRED TOTAL CREDIT HOURS64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

* Refer to A.A. degree general education requirements.

+Prerequisite course required. See course description in catalog.

Dance (2513)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

THEATER AND ENTERTAINMENT TECHNOLOGY

This progressive dance program consists of a well-balanced curriculum in the ballet and contemporary dance disciplines. Upon graduation the student is prepared for careers in professional dance companies as well as the entertainment field.

GENERAL EDUCATION COURSES:15

ENC 1101	Composition I3
+ ENC 1102	Composition II3
MGF 1106	Math for Liberal Arts I	
	OR	
MGF 1107	Math for Liberal Arts II3
	OR Any higher level mathematics course	
* _____	Social Science Elective3
+* _____	Humanities Elective3

FOUNDATION:27

DAA 1104	Contemporary Dance I2
DAA 1105	Contemporary Dance II2
DAA 2106	Contemporary Dance III2
DAA 2107	Contemporary Dance IV2
DAA 1204	Ballet I2
DAA 1205	Ballet II2
DAA 2206	Ballet III2
DAA 2207	Ballet IV2
DAA 1680	Dance Ensemble I1
DAA 1681	Dance Ensemble II1
DAA 2682	Dance Ensemble III1
DAA 2683	Dance Ensemble IV1
DAN 1750	Dance Conditioning & Fitness2
DAN 2600	Music for Dance2
+ DAN 2700	Dance Kinesiology3

SPECIALIZATION:16

DAA 2240	Special Ballet Technique2
DAA 2250	Partnering2
DAA 2610	Dance Composition2
DAA 2620	Improvisation2
DAA 2650	Dance Auditions1
DAA 2661	Contemporary Repertory2
DAA 2670	Ballet Repertory2
TPA 1200	Introduction to Production/Design3

DANCE ELECTIVES: (Choose 6 Hours)6

DAA 2504	Jazz I2
DAA 2505	Jazz II2
DAA 2506	Jazz III2
DAA 2521	Tap Dance I2
DAA 2522	Tap Dance II2
DAA 2523	Tap Dance III2
DAA 2544	Musical Theater Dance Styles1
+ DAA 2570	Musical Theater Jazz1
+ DAA 2562	Musical Theater Tap1

REQUIRED TOTAL CREDIT HOURS:64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

* Refer to A.A. degree general education requirements.

+Prerequisite course required. See course description in catalog.

ADDITIONAL REQUIREMENTS:

1. Students must earn a "B" in all dance technique classes.
2. Exit Exam: An adjudicated audition and a dance presentation in the student concert.

Dance Entertainment (2512)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

THEATER AND ENTERTAINMENT TECHNOLOGY

The dance entertainment degree is a well-balanced curriculum of dance, music and performance. The curriculum is designed for the dancer who is interested in performing for cruise ships, theme parks, or videos. Upon graduation the student is prepared for the competitive and rigorous schedule of the entertainment industry.

GENERAL EDUCATION COURSES:		15
ENC 1101	Composition I3
+ ENC 1102	Composition II3
MGF 1106	Math for Liberal Arts I OR	
MGF 1107	Math for Liberal Arts II3
	OR	
	Any higher level mathematics course	
* _____	Social Science Elective3
*+ _____	Humanities Elective3
DANCE:		30
DAA 1204	Ballet I2
DAA 1205	Ballet II2
DAA 2206	Ballet III2
DAA 2207	Ballet IV2
DAA 2250	Partnering2
DAA 2504	Jazz I2
DAA 2505	Jazz II2
DAA 2506	Jazz III2
DAA 2521	Tap I2
DAA 2522	Tap II2
DAA 2523	Tap III2
DAA 2544	Musical Theater Dance Styles1
+ DAA 2562	Musical Theater Tap1
+ DAA 2570	Musical Theater Jazz1
DAA 1680	Dance Ensemble I1
DAA 1681	Dance Ensemble II1
DAA 2682	Dance Ensemble III1
DAA 2650	Dance Auditions1
DAA 2689	Dance Performance1
MUSIC:		11
MVK 1800	Keyboard Class I2
+ MUT 1011	Music Fundamentals2
MUO 1002L	Musical Theater Lab I2
+ MUN 1001C	Summer Ensemble Workshop1
MVV 1111	Class Voice I2
+ MVV 1871	Beginning Voice2
	OR	
+ MVV 2121	Class Voice II	
THEATER:6
TPA 1200	Introduction to Production/Design3
TPP 2100	Introduction to Acting3
ELECTIVES: (performance credits)2
REQUIRED TOTAL CREDIT HOURS64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

* Refer to A.A. degree general education requirements.

+Prerequisite course required. See course description in catalog.

ADDITIONAL REQUIREMENTS:

1. Students must earn a "B" in all dance technique classes.
2. Students must earn at least 2 performance credits from the following:
(Musical Theater Ensemble, Musical Theater Repertory, a musical or a play)
3. Exit Exam: An adjudicated audition and a dance presentation in the student concert.

FLOARTS

Dance Studio Management (2508)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

THEATER AND ENTERTAINMENT TECHNOLOGY

The dance studio management degree is a well-balanced curriculum in dance, business, and technical theater disciplines. Upon graduation the student is prepared to set-up and run a dance studio efficiently and effectively.

GENERAL EDUCATION COURSES:		15
ENC 1101	Composition I3
+ ENC 1102	Composition II3
MGF 1106	Math for Liberal Arts I <u>OR</u>	
MGF 1107	Math for Liberal Arts II3
	OR any higher level mathematics course	
* _____	Social Science Elective3
+* _____	Humanities Elective3

FOUNDATION:		17
DAA 1204	Ballet I2
DAA 1205	Ballet II2
DAA 2206	Ballet III2
DAA 2207	Ballet IV2
DAA 2610	Dance Composition2
DAN 1750	Dance Conditioning & Fitness2
DAN 2600	Music for Dance2
+ DAN 2700	Dance Kinesiology3

SPECIALIZATION:		17
DAA 2250	Partnering2
DAA 2544	Musical Theater Dance Styles1
DAA 1680	Dance Ensemble I1
DAA 1681	Dance Ensemble II1
DAN 2156	Dance Studio Management2

Select ten hours from any two (2) of the following areas of study:

CONTEMPORARY:

DAA 1104	Contemporary Dance I2
DAA 1105	Contemporary Dance II2
DAA 2106	Contemporary Dance III2
DAA 2107	Contemporary Dance IV2
DAA 2620	Improvisation2
DAA 2661	Contemporary Dance Repertory2

JAZZ:

DAA 2504	Jazz I2
DAA 2505	Jazz II2
DAA 2506	Jazz III2
+ DAA 2570	Musical Theater Jazz1

TAP:

DAA 2521	Tap I2
DAA 2522	Tap II2
DAA 2523	Tap III2
+ DAA 2562	Musical Theater Tap1

BUSINESS COURSES:

.....		12
GEB 1011	Introduction to Business3
MAN 2021	Principles of Management3
BUL 1241	Legal Environment of Business I3
+ ACG 2021	Principles of Financial Accounting3

OTHER:

.....		3
TPA 1200	Introduction to Production/Design3

REQUIRED TOTAL CREDIT HOURS

64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

* Refer to A.A. degree general education requirements. +Prerequisite course required. See course description in catalog.

ADDITIONAL REQUIREMENTS: 1. Students must have a "B" in all skills classes, and intermediate/advanced proficiency level in ballet and two other areas (Jazz, Tap, or Modern). Juried Exit Teaching Exam.

Musical Theater (0159)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

THEATER AND ENTERTAINMENT TECHNOLOGY

Musical Theater students receive professional training in three core areas: music/singing, dancing and acting. Upon completion of this intense curriculum, the student can pursue a career in musical theater or the entertainment industry.

GENERAL EDUCATION COURSES:		15
ENC 1101	Composition I3
+ENC 1102	Composition II3
MGF 1106	Math for Liberal Arts I - OR -3
MGF 1107	Math for Liberal Arts II	
	- OR - any higher level mathematics course	
* ___ ___	Social Science elective3
+* ___ ___	Humanities elective3
MUSIC:		12
MVK 1111	Class Piano2
MUT 1111	Music Theory I3
+ MUT 1112	Music Theory II3
MUT 1221	Sight Singing I1
+ MUT 1222	Sight Singing II1
MUO 2522	Musical Theater Repertory I1
+ MUO 2523	Musical Theater Repertory II1
VOICE:		8
MVV 1111	Class Voice I - OR -2
+ MVV 2121	Class Voice II2
+ MVV 1871	Beginning Voice I - OR -1
+ MVV 1871	Beginning Voice2
+ MVV 2872	Intermediate Voice1
+ MVV 2872	Intermediate Voice2
THEATER:		16
TPP 2110	Acting I3
+ TPP 2170	Acting II3
+ TPP 2220	Audition Techniques3
TPA 1200	Introduction to Production/Design3
TPA 1248	Stage Make-Up3
+ TPA 2290L	Theater Production Lab.1
DANCE:**		9
DAA 1201	Ballet (non-majors)2
DAA 1501	Jazz (non-majors)2
DAA 1521	Tap (non-majors)2
DAA 2544	Musical Theater Dance Styles1
+ DAA 2562	Musical Theater Tap I1
+ DAA 2570	Musical Theater Jazz I1
ELECTIVES:	Dance and Acting courses are suggested	4
REQUIRED TOTAL CREDIT HOURS		64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

*Refer to A.A. degree general education requirements. +Prerequisite course required. See course description in catalog.

** Students with insufficient dance background may be required to take remedial courses in dance, as determined at audition, prior to enrolling in the required courses.

Theater Technology (0161)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

THEATER AND ENTERTAINMENT TECHNOLOGY

Upon completion of the production design program the costume student will be prepared for employment as a costume/wardrobe professional or as a costume technician in a professional shop. The technical theater student will be prepared for successful employment in a professional theater houses as well as touring companies.

GENERAL EDUCATION COURSES:15

ENC 1101	Composition I3
+ ENC 1102	Composition II3
MGF 1106	Math for Liberal Arts I	
	OR	
MGF 1107	Math for Liberal Arts II3
	OR any higher-level mathematics course	
* ____	Social Science elective3
+* ____	Humanities elective3

FOUNDATION:33

ART 1384	Beginning Drawing for Technical Theater3
THE 1020	Introduction to Theater History3
THE 2302	Dramatic Literature3
TPA 1202	Production Crafts3
TPA 1248	Stage Make-Up3
TPA 1290L	Production/Design Lab (Repeat for Credit)8
+ TPA 1084	Life Drawing for Designers3
+ TPA 2220	Lighting Design3
TPP 2100	Introduction to Acting3
TPA 2083	Special Problems in Production/Design1

SPECIALIZATION (SELECT ONE):

SCENIC/LIGHTING TECHNOLOGY:16

+ TPA 1208	Drafting for the Stage3
+ TPA 1273	Stage Properties3
+ TPA 1260	Sound for the Stage3
TPA 1063	Approach to Design for the Stage (Repeat for Credit) 2
+ TPA 2064	Advanced Design (Repeat for Credit)2
+ TPA 2077	Scene Painting3

COSTUME TECHNOLOGY:16

+ TPA 1230	Costume Construction I3
+ TPA 1239	Costume Pattern Drafting and Draping3
+ TPA 1240	Costume Design3
TPA 1063	Approach to Design for the Stage (Repeat for Credit) 2
+ TPA 2051	Costume Construction II3
+ TPA 2064	Advanced Design (Repeat for Credit)2

REQUIRED TOTAL CREDIT HOURS64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

*Refer to A.A. degree general education requirements. + Prerequisite course required. See course description in catalog.

Stage Management (2510)

Associate in Science

FLORIDA SCHOOL OF THE ARTS

2005-2006

THEATER AND ENTERTAINMENT TECHNOLOGY

Upon completion of the stage management program the stage management student will be prepared for employment as a production assistant or assistant stage manager in a professional company.

GENERAL EDUCATION COURSES:15

ENC	1101	Composition I3
+ENC	1102	Composition II3
MGF	1106	Math for Liberal Arts I - OR -3
MGF	1107	Math for Liberal Arts II3
		- OR - Any higher level mathematics course	
*	___	Social Science elective3
+*	___	Humanities elective3

FOUNDATION:34

THE	1020	Introduction to Theater History3
TPA	1084	Life Drawing for Designers3
TPA	1202	Production Crafts3
TPA	1600	Stage Management3
+ TPA	1208	Drafting for the Stage3
+ TPA	1240	Costume Design3
+ TPA	1260	Sound for the Stage3
+ TPA	1273	Stage Properties3
TPA	1290L	Production/Design Lab. (Repeat for credit--1 technical, 1 costume)4
TPP	2100	Introduction to Acting	
		- OR -	
TPP	2110	Acting I (by audition only)3
+ TPA	2220	Lighting Design3

SPECIALIZATION:15

CGS	1100	Microcomputer Applications3
GEB	1011	Introduction to Business3
+ MUT	1011	Music Fundamentals2
MVK	1111	Class Piano2
		OR	
MVK	1800	Keyboard Class I	
TPA	1601	Stage Management Preparation and Practice (repeat for credit)2
TPP	2300	Play Directing3

REQUIRED TOTAL CREDIT HOURS64

Students are required to maintain a minimum arts GPA of 2.5 to remain on full status.

Students are required to become First Aid and CPR certified by graduation.

* Refer to A.A. degree general education requirements.

+ Prerequisite course required. See course description in catalog.

COURSE DESCRIPTIONS

FLORIDA SCHOOL OF THE ARTS

2005-2006

Unless indicated otherwise, registration in the courses listed below is limited to those students who have been admitted to Florida School of the Arts.

- * Laboratory fee required.
- + Open to any SJRCC student
- ◆ Meets A.A. degree requirements

ART

DESIGN

ART 1201C
TWO-DIMENSIONAL DESIGN ◆
(3 Credits – 6 Hours)

A studio investigation of basic visual phenomena in a two-dimensional design. Emphasis on the elements of design (line, shape, value, color, and texture) and the principles of design in the organization of flat surfaces. An exit grade of “C” or higher is required.

ART 2203C
THREE-DIMENSIONAL DESIGN ◆
(3 Credits – 6 Hours)

Prerequisites: ART 1201C and ART 1300C or permission of the instructor. Theory and application of fundamental principles of three-dimensional structure. An exit grade of “C” or higher is required.

ART 2205C
COLOR DESIGN * ◆
(3 Credits – 6 Hours)

Prerequisite: ART 1201C. The study of color perception and its application is one of the most important elements in the artist’s realm. Students will learn the complexities of color with its emotional, psychological and symbolic effects, as well as its dramatic and subtle ability to capture attention in a composition. An exit grade of “C” or higher is required.

DRAWING

ART 1300C
APPLIED DRAWING I ◆
(3 Credits – 6 Hours)

A direct application of Design I to basic drawing concepts, theory, and practice. Investigation of methods and materials. An exit grade of “C” or higher is required.

ART 1330C
APPLIED DRAWING II ◆
(3 Credits – 6 Hours)

Prerequisites: ART 1300C and ART 1201C or permission of the instructor. Drawing with the live model. Study of contour, gesture, and model drawing with emphasis on proportions, foreshortening, and muscular/skeletal structure. An exit grade of “C” or higher is required.

ART 1384
BEGINNING DRAWING FOR TECHNICAL THEATER ◆
(3 Credits – 6 Hours)

Introduction to the elements of design and composition as applied to drawing. An exit grade of “C” or higher is required.

ART 2302C
APPLIED DRAWING III ◆
(3 Credits – 6 Hours)

Prerequisite: ART 1330C. Investigation of personal statement through advanced drawing techniques using various subject matter. Experimental approaches to drawing encouraged. An exit grade of “C” or higher is required.

ART 2375C
APPLIED DRAWING IV ◆
(3 Credits – 6 Hours)

Prerequisites: ART 2302C and ART 2205C. In-depth involvement with advanced drawing concepts. Pursuit and refinement of personal expression, marketing, and professional involvement in drawing. An exit grade of “C” or higher is required.

PRINTMAKING

ART 1400C
PRINTMAKING – RELIEF I * ◆
(3 Credits – 6 Hours)

Techniques and aesthetic consideration of the linoleum plate, wood block, and collograph print. Emphasis on drawing, design, and understanding of technical procedures. Investigation of the positive/negative concepts, as well as color printing. An exit grade of “C” or higher is required.

ART 1430C
PRINTMAKING – SCREEN PRINTING I * ◆
(3 Credits – 6 Hours)

Basic study of methods and materials of the screen printing process. Introduction to various stencil-making techniques. Focus on drawing, design principles and personal expression through the use of screen printing. An exit grade of “C” or higher is required.

ART 2401C**PRINTMAKING – LITHOGRAPHY I * ♦**

(3 Credits – 6 Hours)

Introduction to the technical processes of stone lithography. Experimentation in methods of imaging and printing. An exit grade of “C” or higher is required.

ART 2402C**PRINTMAKING II * ♦**

(3 Credits – 6 Hours)

Prerequisite: One of the following - ART 1400C, ART 1430C, ART 2401C or ART 2441C. Techniques in a selected printing area or mixed media. Personal expression through printing methods. Emphasis on edition printing. An exit grade of “C” or higher required.

ART 2441C**PRINTMAKING – INTAGLIO I * ♦**

(3 Credits – 6 Hours)

Fundamentals of the Intaglio printing process with emphasis on drawing, design, and personal expression. Introduction to dry-point, acid etching, soft ground, aqua tint, engraving, embossing, and color printing. An exit grade of “C” or higher required.

PAINTING**ART 2500C****PAINTING I ♦**

(3 Credits – 6 Hours)

Fundamentals of basic painting methods emphasizing values, composition, paint handling, and understanding of materials. Students will work from nature to develop eye-hand coordination with the paint medium. An exit grade of “C” or higher is required.

ART 2501C**PAINTING II ♦**

(3 Credits – 6 Hours)

Prerequisite: ART 2500C or permission of the instructor. Further development of the fundamentals of composition developing toward color usage and orchestration. An exit grade of “C” or higher is required.

ART 2502C**PAINTING III ♦**

(3 Credits – 6 Hours)

Prerequisite: ART 2501C or permission of the instructor. Continuation of painting technique and theory focusing on advanced problems in composition, color, and painting applications. Emphasis on complex planning and critical analysis. An exit grade of “C” or higher is required.

ART 2503C**PAINTING IV ♦**

(3 Credits – 6 Hours)

Prerequisite: ART 2502C or permission of the instructor. Advanced techniques in painting. Personal and expressive use of painting skills. An exit grade of “C” or higher is required.

ART 1540C**WATERCOLOR I ♦**

(3 Credits – 6 Hours)

Prerequisites: ART 1300C, ART 1330C, or drawing experience. Techniques in the use of the watercolor medium in wet and dry methods, composition, and matting of paintings. An exit grade of “C” or higher is required.

ART 1541C**WATERCOLOR II ♦**

(3 Credits – 6 Hours)

Prerequisite: ART 1540C or permission of the instructor. Advanced techniques of the watercolor medium such as wet in wet, flat and graded washes, plus glazing techniques and advanced composition theories. An exit grade of “C” or higher is required.

SPECIAL PROBLEMS**ART 2450C****SPECIAL PROBLEMS IN PRINTMAKING * ♦**

(1 – 3 Credits)

Continued investigation of personal expression through printmaking techniques. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of “C” or higher is required.

ART 2905C**SPECIAL PROBLEMS/APPLIED DRAWING ♦**

(1 – 3 Credits)

Continued investigation of personal expression through drawing techniques. Application to do work in Special Problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of “C” or higher is required.

ART 2930C**SPECIAL PROBLEMS IN PAINTING ♦**

(1 – 3 Credits)

Continued investigation of personal expression through painting techniques. Application to do work in Special Problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of “C” or higher is required.

GALLERY

ART 1944

GALLERY AND DISPLAY I ♦

(3 Credits – 3 Hours)

Procedures for preparing and presenting art exhibitions including selection, installation, lighting, and educational matters as well as archival treatment of works. Students will learn how to present their work to a professional gallery and will learn other career opportunities. An exit grade of “C” or higher is required.

PORTFOLIO

ART 2955C

FINE ART PORTFOLIO ♦

(3 Credits – 3 Hours)

This course is an advanced level course that forms an integral part of the final skills needed to operate in today’s fine art environment. It is designed to develop student’s strategies for creating a portfolio ready for presentation to clients, galleries or employers. Practice in formulation of art direction, strategies and practices in the fine arts will be included. Also covered will be the business of art, marketing, legal aspects and necessary bookkeeping practices. An exit grade of “C” or higher is required.

GRAPHIC DESIGN/NEW MEDIA

ART 2906C

SPECIAL PROBLEMS IN GRAPHIC DESIGN ♦

(1-3 Credits)

An independent study course designed to enable a student to pursue a studio or research project not covered in his area of specialization. The direction of the study will be formulated with the instructor. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of “C” or higher is required.

GRA 1157C

ADVERTISING DESIGN * ♦

(3 Credits-6 Hours)

Prerequisite: GRA 1190C, PGY 1801C. An overview of design for advertising. Study includes the historical perspective, business of ad design, and the process required. Production techniques used to create such things as magazine ads direct mail, editorial pages, and various other commercial media are addressed. An exit grade of “C” or higher is required.

GRA 1190C

GRAPHIC DESIGN * ♦

(3 Credits -6 Hours)

Fundamental elements of design are addressed through practical hands on experiments. Industry standard page layout applications and typographic theory are covered in this foundation building course. Vector and raster imaging are introduced through most widely used programs for illustration and image manipulation. Students create complex graphic images by importing elements and working in multiple professional digital imaging applications. An exit grade of “C” or higher is required.

GRA 2117C

DESIGN WITH TYPE * ♦

(3 Credits-6 Hours)

Prerequisite: GRA 1190C. Investigation of the art of creating and using letterforms as a design tool. In addition to integrating graphic models with type, specific emphasis will be placed on the treatment of type as image itself. Subjects to be covered include the history of typographic technology, advanced vector imaging and type construction for web publication. An exit grade of “C” or higher is required.

GRA 2121C

WEB DESIGN * ♦

(3 Credits-6 Hours)

Prerequisite: GRA 1157C. An introductory course on the fundamentals of creating designs for electronic publishing. Interactive design including image creating, rollover buttons, hyperlinks, and optimization procedures will be the primary focus. Students will build complex browser based presentations starting with site maps, optimizing content, and design elements then continuing with basic coding, linking, and finally publishing. An exit grade of “C” or higher is required.

GRA 2160C

MOTION GRAPHICS * ♦

(3 Credits-6 Hours)

Prerequisites: PGY 2802C. Students explore the creative and commercial uses of non linear video editing systems and animation software. Tools and techniques, DV cameras, storyboards, sequencing, sound and output options are all addressed. Also included are advanced computer technology and management of applications for creating moving digital images. An exit grade of “C” or higher is required.

GRA 2190C

TRADITIONAL & DIGITAL ILLUSTRATION * ♦

(3 Credits-6 Hours)

Pre-requisite: GRA 1190C. Course will focus on the use of traditional and digital techniques to create images for commercial art. Emphasis will be placed on perception, aesthetics and visual organization of concepts, narratives and metaphors through a series of problem-solving assignments. An exit grade of “C” or higher is required.

GRA 2952C
GRAPHIC DESIGN/NEW MEDIA PORTFOLIO * ♦

(3 Credits-3 Hours)

Prerequisite: Sophomore. Emphasis on preparing the Graphic Design New Media student in professional practices and presentation. The business of design, new media, marketing, and contracts will be covered along with the sequencing and final construction of each student's portfolio of work. An exit grade of "C" or higher is required.

PGY 1801C
DIGITAL IMAGING I * ♦

(3 Credits-6 Hours)

An introduction to the photographic image via computer technology. Scanners and other input devices, image editing software, file management and various output options are covered in this lab oriented course. Commercial and aesthetic potential as well as applications of digital imagery to traditional photography are emphasized. An exit grade of "C" or higher is required.

PGY 2802C
DIGITAL IMAGING II * ♦

(3 Credits-6 Hours)

Prerequisite: PGY 1801C.

An advanced study in the theories and practices of creating digital images both commercial and aesthetic. Nonlinear design strategies, themes, context, and presentation are emphasized through a series of complex experiments in visual communication. Students address both "job" oriented and contemporary creative uses of Adobe Photoshop and Macromedia Flash. An exit grade of "C" or higher is required.

ILLUSTRATION

GRA 2811C
DRAWING TECHNIQUES FOR ILLUSTRATION ♦

(3 Credits-6 Hours)

Illustration art techniques relevant to developing and mastering pictorial form for a variety of advertising media. Emphasis will be placed on becoming proficient with a wide variety of media, techniques and imagery. An exit grade of a "C" or higher is required.

GRA 2812C
ILLUSTRATION CONCEPTS AND TECHNIQUES ♦

(3 Credits-6 Hours)

This course is an introduction to the philosophy behind illustration and its use in the industry. Concepts and methods of illustration which permit visual and verbal relationships and practical aspects of an illustration career will be addressed. An exit grade of a "C" or higher is required.

GRA 2871C
ILLUSTRATION PORTFOLIO ♦

(1 Credit-3 Hours)

This course is an advanced level course that forms an integral part of the illustration project to produce a body of work that can be utilized by the student as a selling piece to further his/her career. It is designed to develop student's strategies for creating a portfolio ready for presentation to clients, and employers. Practice in formulation of art direction strategies and practices in illustration will be included. Also covered will be the business of art, marketing, legal aspects and necessary bookkeeping practices. An exit grade of a "C" or higher is required.

PHOTOGRAPHY

PGY 1401C
PHOTOGRAPHY I * ♦

3 Credits-3 Hours)

Prerequisite: Permission of the instructor. Investigation into the use of 35 mm camera. Emphasis will be placed on using the camera as a tool for the commercial arts. Topics covered will include developing and printing, making slides, basic lighting methods, and camera techniques. An exit grade of "C" or higher is required.

PGY 1410C
PHOTOGRAPHY II * ♦

(3 Credits-3 Hours)

Prerequisite: PGY 1401C or permission of the instructor. Investigation into ortho-chromatic film, non-silver photographic process, and self-expression through the photographic medium. Emphasis will be placed on making visual statements with photographic means. An exit grade of a "C" or higher is required.

PGY 2220C
COMMERCIAL PHOTOGRAPHY * ♦

(3 Credits-6 Hours)

Prerequisite: PGY 2441C. Expand and develop studio and location photography skills while emphasizing a professional, commercial approach. Students will develop the concepts and skills to apply photography for use in advertising, illustration and editorial businesses. An exit grade of "C" or higher is required.

PGY 2411C
PHOTOGRAPHY III * ♦

(3 credits-3 Hours)

Prerequisite: PGY 1410C or permission of the instructor. An overview of 4 X 5 view camera and medium format equipment and technology. Advanced control over cameras, exposure and output options are addressed. Experiments in photo illustration and the use of the medium as a means of communication are stressed along with each student's creative development. (View cameras are provided by the college). An exit grade of "C" or higher is required.

PGY 2440C**SPECIAL PROBLEMS IN PHOTOGRAPHY * ♦**

(1-3 Credits)

An independent study course designed to enable a student to pursue a studio or research project not covered in the area of specialization. The direction of the study will be formulated with the instructor. Application to do work in the special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit. An exit grade of "C" or higher is required.

PGY 2443C**ALTERNATIVE PROCESS * ♦**

(3 Credits-6 Hours)

Prerequisite: PGY 2411C. This course integrates 21st century technology with 19th century craft. The student explores a variety of non-silver photographic imaging processes such as platinum/palladium, iron salt and cyanotype. Techniques include mixing emulsions, hand coating, paper selection, development variables and strategies for making traditional and digitally enlarged negatives. An exit grade of "C" or higher is required.

DANCE

STUDIO TECHNIQUE: BALLET**DAA 1200****BASIC BALLET + ♦**

(1 Credit-2 Hours)

The study of elementary level classical ballet technique with emphasis on positions, barre exercises, center work and vocabulary.

DAA 1201**BALLET (non-majors) ♦**

(2 Credits-3 Hours)

The study of elementary/intermediate classical ballet technique with emphasis on strength, and technical development.

DAA 1204, 1205, 2206, 2207**BALLET I, II, III, IV ♦**

(2 Credits-4 Hours)

Leveled technique classes in the study of classical ballet with emphasis on strength, style, technical development and performance.

DAA 2240**SPECIAL BALLET TECHNIQUE ♦**

(2 Credit-3 Hours)

The study of intermediate to advanced classical ballet technique with special emphasis on pointe work and men's technique.

DAA 2250**PARTNERING ♦**

(2 Credit-3 Hours)

Introduction and development of partner supported dance technique with emphasis on balance, strength, style, and performance.

DAA 2670**BALLET REPERTORY ♦**

(2 Credit-3 Hours)

The study and preparation of classical ballet variations with emphasis on style, musical interpretation, and dramatic intensity.

STUDIO TECHNIQUE: CONTEMPORARY**DAA 1100****BASIC CONTEMPORARY DANCE + ♦**

(1 Credit-2 Hours)

The study of basic modern dance technique and concepts.

DAA 1104, 1105, 2106, 2107**CONTEMPORARY DANCE I, II, III, IV ♦**

(2 Credits-3 Hours)

Leveled technique classes in the study of modern dance with emphasis on proper alignment, performance skills and creativity.

DAA 2661**CONTEMPORARY REPERTORY ♦**

(2 Credits-3 Hours)

The study and preparation of modern dance repertory with concentration on phrasing, musical interpretation, and style. Video reconstruction skills will be emphasized to prepare students for professional company life.

STUDIO TECHNIQUE: JAZZ**DAA 1500****BASIC JAZZ DANCE + ♦**

(1 Credit-2 Hours)

The study of basic jazz dance technique and principles.

DAA 1501**JAZZ (non-major) ♦**

(2 Credits-3 Hours)

The study of basic/intermediate jazz dance technique with emphasis on vocabulary, steps, and technical development.

DAA 2504, 2505, 2506**JAZZ DANCE I, II, III ♦**

(2 Credits-3 Hours)

Leveled jazz technique classes with emphasis on vocabulary, rhythm, style, dynamics, phrasing and performance.

STUDIO TECHNIQUE: TAP

DAA 1520

BASIC TAP DANCE + ♦

(1 Credit-2 Hours)

The study of elementary level tap dance technique with emphasis on vocabulary, steps, rhythm, and dynamics.

DAA 1521

TAP (non-major) ♦

(2 Credits-3 Hours)

The study of elementary/intermediate tap dance technique with emphasis on vocabulary, steps, rhythm, and technical performance.

DAA 2521, 2522, 2523

TAP DANCE I, II, III ♦

(2 Credits-3 Hours)

Leveled tap technique classes with emphasis on steps, rhythm, dynamics style, phrasing and performance.

STUDIO TECHNIQUE: MUSICAL THEATER

DAA 2544

MUSICAL THEATER DANCE STYLES ♦

(1 Credit-2 Hours)

This course, designed for the musical theater major, presents basic styles of dance which are commonly occur in musical theater: folk, ballroom, and period movement.

DAA 2562

MUSICAL THEATER TAP ♦

(1 Credit-2 Hours)

Prerequisite: DAA 1521 or DAA 2521. This course, designed for the musical theater major, presents a study of tap technique directed to the needs of theatrical performance with emphasis on style, musical interpretation, rhythm, and dynamics.

DAA 2570

MUSICAL THEATER JAZZ ♦

(1 Credit-2 Hours)

Prerequisite: DAA 1501 or DAA 2504. A continued study of jazz technique directed to the needs of theatrical performance designed to meet the needs of those majoring in musical theater.

CREATIVE STUDIES:

DAA 1680, 1681, 2682, 2683

DANCE ENSEMBLE I, II, III, IV ♦

(1 Credit-3 Hours)

The study, preparation, and performance of new dance works in the repertory with emphasis on technique, style, and stage presence as required for each work.

DAA 2610

DANCE COMPOSITION ♦

(2 Credits-3 Hours)

The study of basic principles of dance movement and choreography. Addresses the elements of form, structure, rhythm, dynamics, and spacial design.

DAA 2620

IMPROVISATION ♦

(2 Credits-3 Hours)

Exploration of spontaneity and modern dance and using improvisational skills as composing materials. Areas of emphasis in contact improvisation, source material, rhythmic, and musical interpretations.

DAA 2650

DANCE AUDITION ♦

(1 Credit-2 Hours)

Required audition class for A.S. majors in dance and dance entertainment.

DAA 2689

DANCE PERFORMANCE ♦

(1 Credit-2 Hours)

Required dance performance class for all dance entertainment majors.

DANCE SCIENCE:

DAN 1750

DANCE CONDITIONING AND FITNESS ♦

(2 Credits-3 Hours)

A theory and activity class focusing on conditioning and somatic techniques to increase performance /movement longevity. Dancer's health issues such as nutrition, weight management, and dance injuries are included.

DAN 2700

DANCE KINESIOLOGY ♦

(3 Credits-3 Hours)

Prerequisite: DAN 1750. An introduction to the major bones, ligaments and muscles of the body. Students will develop the skills needed to identify imbalances, analyze dance movements and recognize proper alignment in order to optimize their training.

DANCE THEORY:

DAN 2600

MUSIC FOR DANCE ♦

(2 Credits-2 Hours)

Introductory course in music to introduce the dancer to the vocabulary and theoretical foundations of music. The acquisition of specific technical skills with regard to performance will be accomplished through intensive drill as well as practical application.

**DAN 2156
DANCE STUDIO MANAGEMENT ♦**

(2 Credits-3 Hours)

An introduction to the world of dance studio management: this course includes student and class management, pedagogy, and organizational skills of the daily operation of a dance studio.

**DAN 2905
SPECIAL PROBLEMS IN DANCE ♦**

(1-3 Credits)

Directed study in the area of dance and the dance profession. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit.

MUSICAL THEATER

**MUN 1001C
SUMMER ENSEMBLE WORKSHOP I ♦**

(1 Credit-3 Hours)

Prerequisite: MUO 1002 L. An ensemble workshop for dance entertainment majors. A variety of musical theater excerpts, suitable for the entertainment industry will be staged and performed.

**MUN 1640
MUSICAL THEATER ENSEMBLE ♦**

(1 Credit - 3 Hours)

Performance ensemble with entrance through audition. May be repeated 4 times for credit.

**MUO 1002L
MUSICAL THEATER LAB I ♦**

(2 Credits-2 Hours)

An ensemble workshop for dance entertainment majors to improve vocal and physical presentation skills. A variety of musical theater excerpts will be studied and performed in class.

**MUO 2522
MUSICAL THEATER REPERTORY I ♦**

(1 Credit - 3 Hours)

A study and performance of musical theater repertoire representative of 1860 to 1964, with emphasis given to important works and composers of this time period, as well as the history involved with these works. An exit grade of "C" or higher is required for musical theater majors.

**MUO 2523
MUSICAL THEATER REPERTORY II ♦**

(1 Credit - 3 Hours)

A study and performance of musical theater repertoire representative of 1965 to the present, with emphasis given to important works and composers of this time period, as well as the history involved with these works. An exit grade of "C" or higher is required for musical theater majors.

**MUS 1010
STUDENT RECITAL**

(0 Credits-1 Hour)

Performance element for Beginning Voice, Intermediate Voice, and Class Voice I. Performance of literature studied in class for an audience. May include special lectures by faculty and guest artists. May be repeated.

**MUS 2905
SPECIAL PROBLEMS IN
MUSICAL THEATER ♦**

(1 - 3 Credits)

Directed studies in the area of music. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit.

**MUT 1011
MUSIC FUNDAMENTALS ♦**

(2 Credits-2 Hours)

Prerequisite: MVK 1800 or MVV 1111 with a grade of "C" or higher or permission of the instructor. Music fundamentals for dance entertainment majors, including notation, terminology, key signatures, intervals, basic keyboard harmony and ear training.

**MUT 1111
MUSIC THEORY I ♦**

(3 Credits - 3 Hours)

Prerequisite: MVK 1111 with a grade of "C" or higher or permission of instructor. Corequisite for Musical Theater Majors: MUT 1221. Notation, terminology, and fundamentals of music written during the common practice period.

**MUT 1112
MUSIC THEORY II ♦**

(3 Credits - 3 Hours)

Prerequisite: MUT 1111 with a grade of "C" or higher or permission of instructor. Corequisite for musical theater majors: MUT 1222. A continuation of MUT 1111 emphasizing form and analysis.

**MUT 1221
SIGHT SINGING I ♦**

(1 Credit - 2 Hours)

Prerequisite: MVK 1111 with a grade of "C" or higher or permission of instructor. Corequisite for musical theater majors: MUT 1111. A study of sight singing and ear training with emphasis upon diatonic materials.

**MUT 1222
SIGHT SINGING II ♦**

(1 Credit - 2 Hours)

Prerequisite: MUT 1221 with a grade of "C" or higher. Corequisite for musical theater majors: MUT 1112. A continuation of Sight Singing I.

**MVK 1111
CLASS PIANO + ♦**

(2 Credits - 2 Hours)

Beginning piano instruction for the student with little or no

piano study. Emphasis is on general musicianship and basic piano techniques developing the student's ability to play and enjoy music on the elementary level. May be repeated once for credit. An exit grade of "C" or higher is required for musical theater majors.

MVK 1800
KEYBOARD CLASS I ♦
(2 Credits-2 Hours)

Beginning instruction for dance entertainment majors with little or no keyboard experience. Emphasis is on functional musicianship. An exit grade of "C" or higher is required.

MVV 1111
CLASS VOICE I + ♦
(2 Credits - 2 Hours)

Voice production fundamentals: correct posture, use and control of breath, placement and development of tone, diction (vowels and consonants), and vocal expression. May be repeated once for credit. An exit grade of "C" or higher is required for musical theater majors.

MVV 2121
CLASS VOICE II + ♦
(2 Credits - 2 Hours)

Prerequisite: MVV 1111 with a grade of "C" or higher for musical theater majors or permission of the instructor. Continued study of voice production fundamentals and advanced beginner to beginning-intermediate level use and control of breath, vowel placement, development of tone, and vocal expression. May be repeated once for credit. An exit grade of "C" or higher is required for musical theater majors.

APPLIED MUSIC- PRIVATE INSTRUCTION

MVK 1871
BEGINNING PIANO * ♦
(1 Credit - 1/2 Hour)

(2 Credits - 1 Hour)
Prerequisite: MVK 1111 with a grade of "C" or higher or permission of the instructor. Private instruction on the Elementary I-II level. May be repeated 3 times for credit.

MVK 2872
INTERMEDIATE PIANO * ♦
(1 Credit - 1/2 Hour)

(2 Credits - 1 Hour)
Prerequisite: At least two terms of MVK 1111 with a grade of "C" or higher or permission of the instructor. Private instruction on the Intermediate I-II level. May be repeated 3 times for credit.

MVV 1871
BEGINNING VOICE * ♦
(1 Credit-1/2 Hour)

(2 Credits-1 Hour)
Permission of the instructor. Private instruction on the elemen-

tary-intermediate level. Emphasis on developing a strong foundation of breath control and correct vowel placement. Use of musical theater and classical literature. An exit grade of "C" or higher is required. May be repeated 3 times for credit.

MVV 1874L
BEGINNING VOICE LAB
(0 Credits-1 Hour)

Group technique lab component for students taking Beginning Voice. Emphasis given to warming up body and voice for singing. Technical exercises will be used to strengthen voice and prepare the student for a day of vocal use. May be repeated.

MVV 1875L
INTERMEDIATE VOICE LAB
(0 Credits-1 Hour)

Group Technique lab for students taking Intermediate Voice. Emphasis in expansion of techniques given to warming up the body and voice for singing given in Beginning Voice Lab. May be repeated.

MVV 2872
INTERMEDIATE VOICE * ♦
(1 Credit-1/2 Hour) (2 Credits-1 Hour)

Permission of the instructor. Private instruction on an intermediate level. A continuation of skills studied in MVV 1871. A course designed to further develop the students musical voice potential via foundations established in MVV 1871 of breath control and vowel placement. Use of musical theater and classical literature. An exit grade of "C" or higher is required. May be repeated 3 times for credit.

MVS 1416
APPLIED GUITAR ♦
(1 Credit -1/2 Hour) (2 Credits - 1 Hour)

An audition and permission of the instructor are required. The student also must provide his/her own classical guitar. The course will instruct the student in fundamental and advanced techniques of classical guitar performance as it relates to right and left hand technique, note reading, music theory, classical guitar history, and classical guitar repertoire. The studies of Sor, Giuliani, Carcassi, Carulli, and other appropriate studies and repertoire will be covered. The student also will be expected to perform in student recitals.

PRODUCTION/DESIGN

TPA 1063
APPROACH TO DESIGN FOR THE STAGE ♦
(1 Credit- 3 Hours)

Course includes the fundamental approaches to designing for stage. May be repeated 2 times for credit.

TPA 1084
LIFE DRAWING FOR DESIGNERS ♦
(3 Credits-3 Hours)

Content of this course includes the use of live, nude, draped and

clothed models to explore the problem of figure drawing as they relate to the theatrical designer and the use of different media to master the advanced techniques of visual communication in the theatrical world.

TPA 1200
INTRODUCTION TO PRODUCTION/DESIGN ♦

(3 Credits - 3 Hours)

Theory and practice in the planning, construction, and operation of stage production elements and related equipment. Twenty hours of production work required. For non-production/design majors.

TPA 1202
PRODUCTION CRAFTS ♦

(3 Credits - 3 Hours)

Development of the craft skills necessary to work in the Production/Design shops. Introduction to equipment, tools, and materials basic to the stage and shops. Interpretation of drawings and their execution. For Production/Design majors only or permission of the instructor.

TPA 1208
DRAFTING FOR THE STAGE ♦

(3 Credits - 3 Hours)

Prerequisite: TPA 1200 or TPA 1202 or permission of instructor. Introduction to tools, techniques and theatrical standards, including preparation of plates showing construction details and perspective.

TPA 1230
COSTUME CONSTRUCTION I + ♦

(3 Credits - 3 Hours)

An introductory study of costume construction techniques including work with costume shop equipment, fabrics, pattern drafting, fabric dyeing, and decoration.

TPA 1239
COSTUME PATTERN DRAFTING AND DRAPING ♦

(3 Credits-3 Hours)

Prerequisite: TPA 1230 or permission of instructor. The creation of basic costume patterns through the use of flat patterning techniques and introductory techniques of draping.

TPA 1240
COSTUME DESIGN + ♦

(3 Credits - 3 Hours)

An examination of the fundamental techniques of costume design through a series of historical and problem oriented projects. Emphasis will be placed on imagination, problem solving, and growth in both costume rendering and presentation of work.

TPA 1248
STAGE MAKE-UP ♦

(3 Credits - 3 Hours)

Practical work in all types of theatrical make-up.

TPA 1260
SOUND FOR THE STAGE ♦

(3 Credits - 3 Hours)

Prerequisite: TPA 1200, or TPA 1202, or permission of the instructor. Audio equipment and systems, recording techniques, sound reinforcement, and effects composition for the indoor and outdoor stage.

TPA 1273
STAGE PROPERTIES ♦

(3 Credits - 3 Hours)

An introduction to style and decoration of practical scenic and hand properties, including specialty tools, materials, crafting techniques and processes required for the creation and or reproduction of stage properties.

TPA 1290L
PRODUCTION/DESIGN LABORATORY ♦

(2 Credits - 6 Hours)

Practical work in the various areas of technical theater production/design for students specializing in technical theater. Emphasis is on being a crew head. This course may be repeated 4 times for credit.

TPA 1600
STAGE MANAGEMENT ♦

(3 Credits - 6 Hours)

Prerequisite: permission of instructor.

TPA 1601
STAGE MANAGEMENT PREPARATION AND PRACTICE ♦

(1 Credit-2 Contact)

Continued application of stage management techniques and methods. Particular emphasis is given to problem solving, practical exercises in written and verbal communication, use and organization of the production book, and time-management skills. May be repeated 2 times for credit.

TPA 2051
COSTUME CONSTRUCTION II + ♦

(3 Credits - 3 Hours)

Prerequisite: TPA 1230 or permission of instructor. Continuing study of costume construction techniques with emphasis on patterning and constructing garments for specific staged productions.

TPA 2060**PRINCIPLES OF SCENIC DESIGN ♦**

(3 Credits - 3 Hours)

Prerequisite: TPA 1208 or permission of instructor. Beginning design techniques including design process, design development, sketching, ground plan, perspective, rendering and model building.

TPA 2064**ADVANCED DESIGN ♦**

(1 Credit-3 Hours)

Pre-requisite: TPA 1063. Course demonstrates through theory and practice for the student, a clear process in developing a design idea all the way thru to executing the final presentation. May be repeated 2 times for credit.

TPA 2077**SCENE PAINTING ♦**

(3 Credits - 3 Hours)

Study and application of stage scenery painting techniques. Involves equipment, preparation, mixing, and lay-out.

TPA 2083**SPECIAL PROBLEMS IN PRODUCTION/DESIGN ♦**

(1 - 3 Credits)

Directed study in the area of Production/Design provides for independent work related to the profession. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit.

TPA 2220**LIGHTING DESIGN ♦**

(3 Credits - 3 Hours)

Prerequisite: TPA 1200, or TPA 1202, or permission of the instructor. The use of light on stage, including the properties of light and color, the various stage lighting instruments, and the McCandless method with variations.

TPA 2290L**THEATER PRODUCTION LABORATORY ♦**

(1 Credit - 6 Hours)

Prerequisite: TPA 1200. Practical work in the various areas of technical theater production including pre-production and running crew assignments. May be repeated 2 times for credit.

THEATER

THE 1020**INTRODUCTION TO THEATER HISTORY + ♦**

(3 Credits - 3 Hours)

A survey of the structures and production practices and of the ideas behind them from the Golden Age of Greece to the present with reference to significant periods, plays, and playwrights.

THE 1925**PLAY PRODUCTION ♦**

(1 Credit - 2 Hours)

Practical work in many of the aspects of play production, including technical and costuming work, performance assignments, running crews, stage management, and directing. May be repeated 2 times for credit.

THE 2302**DRAMATIC LITERATURE ♦**

(3 Credits - 3 Hours)

A study of selected masterpieces of dramatic literature with particular emphasis given to modern works. Important playwrights, literary trends, and terminology will also be covered.

TPP 2100**INTRODUCTION TO ACTING + ♦**

(3 Credits - 3 Hours)

A survey course for non-acting majors in methods and acting techniques used to develop and perform a role from the text.

TPP 2110**ACTING I ♦**

(3 Credits - 6 Hours)

Introduction and development of the actor as the physical, vocal, and creative tool of his/her work. Introduction of improvisation techniques, text analysis, and psychophysical techniques in scene study.

TPP 2170**ACTING II ♦**

(3 Credits - 6 Hours)

Prerequisite: TPP 2110 with a grade of "C" or higher. Continued work on the creative process of character development through lecture and applied studio techniques.

TPP 1120**IMPROVISATION FOR THE THEATER ♦**

(3 Credits - 3 Hours)

Prerequisite: TPP 2100 or TPP 2110 or permission of instructor. This class explores the use of creativity and imagination engaging the actor in a wide variety of performance styles and character situations in a laboratory setting.

TPP 2140**ACTING III ♦**

(3 Credits - 6 Hours)

Prerequisite: TPP 2170 with a grade of "C" or higher. A.A. students must have permission of the instructor. Scene study. Utilizing selections from contemporary plays, the focus of the course is placed upon character-to-character relationships within the context of a scene.

TPP 2145**ACTING IV ♦**

(3 Credits - 6 Hours)

Prerequisite: TPP 2140 with a grade of "C" or higher. Discovery of style in historical texts. Practical application of stylistic techniques in the preparation and presentation of scenes from period plays.

TPP 1510**STAGE MOVEMENT FOR THE ACTOR ♦**

(3 Credits - 3 Hours)

An exploration of movement as it relates to performance. Focus is on development of the actor's sense of balance, relaxation, physical coordination, and control. Basic stage combat techniques are also introduced.

TPP 1710**STAGE VOICE I + ♦**

(3 Credits - 3 Hours)

Analysis, interpretation, and presentation of selections from various types of literature, including narrative prose, poetry, and drama.

TPP 1810**STAGE SPEECH I ♦**

(3 Credits - 3 Hours)

The development of an effective stage voice through the achievement of proper relaxation, breathing, vocal resonance, and voice placement. Also, basic theories and exercises for stage speech, drills for improvement of voice and articulation. Special emphasis is given to articulation of consonant sounds.

TPP 1811**STAGE SPEECH II ♦**

(3 Credits - 3 Hours)

Prerequisite: TPP 1810 with a grade of "C" or higher. Continuation of voice and articulation exercises; advanced study of resonance and projection. Introduction and practice of cold reading skills.

TPP 2141**ACTING IN SHAKESPEARE ♦**

(3 Credits - 3 Hours)

Prerequisite: TPP 2110 with a grade of "C" or higher. An examination of the skills necessary for analyzing and performing the works of Shakespeare. Practical application of skills in scenes and monologues.

TPP 2220**AUDITION TECHNIQUES ♦**

(3 Credits - 3 Hours)

Prerequisite: TPP 2170 with a grade of "C" or higher or permission of the instructor. Development of the skills necessary for a variety of professional acting auditions; including prepared monologues, cold readings, and improvisations. Special emphasis on preparation, presentation skills, and audition strategies.

TPP 2260**ACTING FOR THE CAMERA ♦**

(3 Credits - 3 Hours)

An approach designed for the actor to meet the demands of working in television or film.

TPP 2300**PLAY DIRECTING ♦**

(3 Credits - 3 Hours)

The fundamentals of play direction. Exploring elements of interpretation and the techniques used to transfer the directorial idea into the practical terms of composition, pictorialization, movement, rhythm, and stage business.

TPP 2812**STAGE SPEECH III ♦**

(3 Credits - 3 Hours)

Prerequisite: TPP 1811 with a grade of "C" or higher. Special and advanced work in the interpretation and presentation of various forms of literature, particularly classical selections.

TPP 2803**STAGE SPEECH IV ♦**

(3 Credits - 3 Hours)

Prerequisite: TPP 2812 with a grade of "C" or higher. Study of regional and foreign dialects for character impersonation.

TPP 2280**SPECIAL PROBLEMS IN ACTING ♦**

(1 - 3 Credits)

Continued investigation of personal expression by seeking solutions to advanced individual acting problems. Application to do work in special problems must be made to the instructor who is to direct the study. A design of the study must be presented to the instructor and approved by the Dean of Florida School of the Arts prior to the new semester. May be repeated 3 times for credit.