

# FLORIDA SCHOOL OF THE ARTS

ST. JOHNS RIVER COMMUNITY COLLEGE

## **VISUAL ART**

Fine Art  
Graphic Design/New Media  
Photography  
Illustration

## **ACTING**


## **DANCE**

Dance  
Dance Entertainment

## **MUSICAL THEATER**

## **PRODUCTION/DESIGN**

Costume Design  
Scenic/Lighting Design  
Stage Management



# FLORIDA SCHOOL OF THE ARTS

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## **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 STUDIES
  - Dance
  - Dance Entertainment
- 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. The school, however, 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](http://floarts.org).

## **THE PROGRAMS**

Florida School of the Arts offers degrees in:

- VISUAL ART
  - Fine Art
  - Graphic Design/New Media
  - Photography
  - Illustration
- ACTING
- DANCE STUDIES
  - Dance
  - Dance Entertainment
- 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 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 ARTS DEGREE**

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

## **ASSOCIATE IN SCIENCE DEGREE**

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

## **CERTIFICATE**

- PRODUCTION/DESIGN
  - Stage Technology

## **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.

## **REQUIRED COLLEGE COURSEWORK**

All 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

FLORIDA SCHOOL OF THE ARTS

## **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 and historical and alternative processes offers 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 TECHNOLOGY CERTIFICATE**

The purpose of this program is to prepare students for employment as theater and entertainment technicians, lighting equipment operators, stage hands and design assistants or to provide supplemental training for persons previously or currently in these occupations.

## **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, musical theatre and acting. The department's accelerated programs along with their production schedules allow in-coming students immediate "hands-on" experience. Upon program completion, performance students have received an excellent foundation to either begin their professional careers or to continue on to a university or conservatory for advanced level training.

## **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 a myriad of forms of theatre—from the classics to contemporary, comedy drama, and musicals. Students also gain valuable instruction in all phases of theatre production including stage design/construction, lighting, sound, costume design/construction, make-up and stage movement. Upon completion of the program, acting students are prepared for entry-level positions in the acting profession, or to proceed to four-year university or conservatory programs to further their training and study.

## **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.

## **DANCE STUDIES**

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 business, music and voice enhance your study. Dance candidates are required to take audition technique classes demonstrating their proficiency in the different dance disciplines. Candidates are judged on artistic interpretation, movement retention, accuracy of movement, footwork and technical training. A dance studies degree from Florida School of the Arts provides an excellent foundation program toward professional career choices or continued education.

## **DANCE SPECIALIZATION**

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

## **ENTERTAINMENT SPECIALIZATION**

The dance entertainment specialization is a well-balanced curriculum of dance, music, voice 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.

# DEGREE PROGRAMS

FLORIDA SCHOOL OF THE ARTS

## **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 exhibition show serves as the proficiency exam for visual arts majors, while the dance concerts serve as the proficiency exam for dance majors.

## **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
- 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 graduation exhibition show is required for all fine art, graphic design, illustration, and photography 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 Studies - Exit requirements for all dance majors include an adjudicated audition and a dance presentation in the student concert.

- Musical Theater - All musical theater majors must perform and pass a final vocal jury examination which shows an intermediate level of performance. The student will also present a completed vocal audition notebook.

- Scenic/Lighting Design and Costume Design students are required to perform two annual interviews, resumes, and portfolio presentations.

- Stage Management - Exit exam: Each student is required to stage manage or assistant stage manage a mainstage production during their final year. Students are also 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.

# VISUAL ARTS

## ASSOCIATE IN ARTS

### **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, printmaking at the 2000 level or photography at the 1000 level .....			6
ASSOCIATE IN ARTS GENERAL EDUCATION REQUIRED COURSES .....			36
TOTAL REQUIRED CREDIT HOURS .....			60

### **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	1103C Computer Based Design.....	3
	PGY	1401C Photography I .....	3
ASSOCIATE IN ARTS GENERAL EDUCATION REQUIRED COURSES .....			36
TOTAL REQUIRED CREDIT HOURS .....			60

### **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	2420C Photography III.....	3
+	PGY	1801C Digital Imaging I.....	3
+	PGY	2220C Commercial Photography.....	3
	OR		
+	PGY	2446C Alternative Process.....	
ASSOCIATE IN ARTS GENERAL EDUCATION REQUIRED COURSES .....			36
TOTAL REQUIRED HOURS .....			60

#### **ADDITIONAL REQUIREMENTS:**

**Proficiency Exam: Graduation Exhibition Show**

**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

### **ACTING SPECIALIZATION**

	TPP	2110	Acting I.....	3
+	TPP	2111	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	2300	Dramatic Literature.....	3
	THE	1925	Play Production.....	1
ASSOCIATE IN ARTS GENERAL EDUCATION 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	2600	Music For Dance.....	2
	DAA	2610	Dance Composition and Improvisation I .....	2
ASSOCIATE IN ARTS GENERAL EDUCATION 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	2300	Dramatic Literature.....	3
COSTUME DESIGN:				
	TPA	1248	Stage Make-Up.....	3
	TPA	1230	Costume Construction I.....	3
	TPA	1040	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 GENERAL EDUCATION 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.

# FINE ART (2506)

ASSOCIATE IN SCIENCE

## 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.

<u>GENERAL EDUCATION COURSES:</u> .....			15	
	ENC	1101	Composition I.....	3
+	ENC	1102	Composition II.....	3
*	—	—	Mathematics.....	3
*	—	—	Social Science.....	3
+*	—	—	Humanities.....	3
<u>FOUNDATION:</u> .....			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	2955C	Fine Art Portfolio.....	3
	ARH	2050	Art History I.....	3
	ARH	2051	Art History II.....	3
<u>SPECIALIZATION (Select 5):</u> .....			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
<u>ELECTIVES:</u> .....			4	
REQUIRED TOTAL CREDIT HOURS.....			64	

### **ADDITIONAL REQUIREMENTS:**

**Proficiency Exam: Graduation Exhibition Show**

**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

## 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.

<b>GENERAL EDUCATION COURSES:</b> .....			<b>15</b>
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
*	—	Mathematics.....	3
*	—	Social Science.....	3
+*	—	Humanities.....	3
<b>FOUNDATION:</b> .....			<b>18</b>
	ART 1300C	Applied Drawing I.....	3
+	ART 1330C	Applied Drawing II.....	3
	ART 1201C	Two Dimensional Design.....	3
+	ART 2203C	Three Dimensional Design.....	3
+	ART 2205C	Color Design.....	3
	ARH 2050	Art History I.....	3
	OR		
	ARH 2051	Art History II.....	
<b>SPECIALIZATION (SELECT ONE):</b>			
<b>GRAPHIC DESIGN:</b> .....			<b>30</b>
	GRA 1103C	Computer Based Design.....	3
+	GRA 1157C	Advertising Design.....	3
+	GRA 2117C	Design with Type.....	3
+	GRA 2190C	Traditional & Digital Illustration.....	3
	PGY 1801C	Digital Imaging I.....	3
+	PGY 2802C	Digital Imaging II.....	3
+	GRA 2121C	Web Design.....	3
+	GRA 2160C	Motion Graphics.....	3
+	GRA 2952C	Graphic Design/New Media Portfolio.....	3
	PGY 1401C	Photography I.....	3
<b>PHOTOGRAPHY:</b> .....			<b>30</b>
	GRA 1103C	Computer Based Design.....	3
+	GRA 2190C	Traditional & Digital Illustration.....	3
	PGY 1401C	Photography I.....	3
+	PGY 1410C	Photography II.....	3
+	PGY 2420C	Photography III.....	3
	PGY 1801C	Digital Imaging I.....	3
+	PGY 2802C	Digital Imaging II.....	3
+	PGY 2220C	Commercial Photography.....	3
+	PGY 2446C	Alternative Process.....	3
+	GRA 2952C	Graphic Design/New Media Portfolio.....	3
<b>ELECTIVES:</b> .....			<b>1</b>
<b>REQUIRED TOTAL CREDIT HOURS</b> .....			<b>64</b>

### **ADDITIONAL REQUIREMENTS:**

**Proficiency Exam: Graduation Exhibition Show**

**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.

# ILLUSTRATION (2507)

ASSOCIATE IN SCIENCE

## 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.

<b>GENERAL EDUCATION COURSES:</b> .....	15
ENC 1101 Composition I.....	3
+ ENC 1102 Composition II.....	3
* _____ Mathematics.....	3
* _____ Social Science.....	3
+* _____ Humanities.....	3
<b>FOUNDATION:</b> .....	21
ART 1300C Applied Drawing I.....	3
+ ART 1330C Applied Drawing II.....	3
ART 1201C Two Dimensional Design.....	3
+ ART 2203C Three Dimensional Design.....	3
+ ART 2205C Color Design.....	3
PGY 1801C Digital Imaging I.....	3
ARH 2050 Art History I.....	3
OR	
ARH 2051 Art History II.....	3
<b>SPECIALIZATION:</b> .....	28
GRA 2812C Illustration Concepts and Techniques.....	3
GRA 2811C Drawing Techniques for Illustration.....	3
ART 2500C Painting I.....	3
PGY 1401C Photography I.....	3
GRA 1103C Computer Based Design.....	3
+ GRA 1157C Advertising Design.....	3
+ GRA 2190C Traditional and Digital Illustration.....	3
+ PGY 2802C Digital Imaging II.....	3
+ GRA 2117C Design with Type.....	3
GRA 2871C Illustration Portfolio.....	1
<b>REQUIRED TOTAL CREDIT HOURS</b> .....	64

### **ADDITIONAL REQUIREMENTS:**

**Proficiency Exam: Graduation Exhibition Show**

**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.

# ACTING (0155)

ASSOCIATE IN SCIENCE

## 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.

<u>GENERAL EDUCATION COURSES:</u> .....	15
ENC 1101 Composition I.....	3
+ ENC 1102 Composition II.....	3
* _____ Mathematics.....	3
* _____ Social Science.....	3
+* _____ Humanities.....	3
<u>FOUNDATION:</u> .....	25
TPP 2110 Acting I.....	3
+ TPP 2111 Acting II.....	3
TPP 1810 Stage Speech I.....	3
TPP 1510 Stage Movement for the Actor.....	3
THE 1020 Introduction to Theater History.....	3
THE 1925 Play Production.....	1
+ TPA 2290L Theater Production Lab (Costume).....	1
TPA 1200 Introduction to Production/Design.....	3
TPA 1248 Stage Make-Up.....	3
MVV 1111 Class Voice I.....	2
OR	
MVV 1871 Beginning Voice.....	2
OR	
MVV 2872 Intermediate Voice.....	2
<u>SPECIALIZATION:</u> .....	16
+ TPP 2118 Acting III.....	3
+ TPP 2119 Acting IV.....	3
OR	
TPP 2300 Play Directing.....	3
OR	
+ TPP 2141 Acting in Shakespeare.....	3
+ TPP 1811 Stage Speech II.....	3
+ TPP 2812 Stage Speech III.....	3
+ TPP 2803 Stage Speech IV.....	3
+ TPA 2290L Theater Production Lab (Technical).....	1
<u>OTHER ELECTIVES:</u> .....	3
+ TPP 2220 Audition Techniques.....	3
<u>ELECTIVES:</u> (FloArts courses recommended).....	5
<b>REQUIRED TOTAL CREDIT HOURS</b> .....	<b>64</b>

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 STUDIES/DANCE PERFORMANCE (2513)

ASSOCIATE IN SCIENCE

## THEATER AND ENTERTAINMENT TECHNOLOGY

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

<b>GENERAL EDUCATION COURSES:</b> .....			15
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
*	_____	Mathematics.....	3
*	_____	Social Science.....	3
+*	_____	Humanities.....	3
<b>FOUNDATION:</b> .....			30
	DAA 1204	Ballet I.....	2
+	DAA 1205	Ballet II.....	2
+	DAA 2206	Ballet III.....	2
+	DAA 2207	Ballet IV.....	2
	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 2108	Contemporary Dance V.....	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 2700	Dance Kinesiology.....	3
	DAN 2100	Survey of Dance.....	3
	DAN 2600	Music for Dance.....	2
<b>SPECIALIZATION:</b> .....			11
	DAA 2250	Partnering.....	2
	DAA 2610	Dance Composition & Improvisation I.....	2
+	DAA 2611	Dance Composition & Improvisation II.....	2
	DAA 2290	Pointe or Men's Technique.....	2
	TPA 1200	Introduction to Production Design.....	3
<b>DANCE ELECTIVES: (Choose 8 Hours)</b> .....			8
	DAA 2504	Jazz Dance I.....	2
+	DAA 2505	Jazz Dance II.....	2
+	DAA 2506	Jazz Dance III.....	2
+	DAA 2507	Jazz Dance IV.....	2
	DAA 2521	Tap Dance I.....	2
+	DAA 2522	Tap Dance II.....	2
+	DAA 2523	Tap Dance III.....	2
	DAA 2544	Musical Theater Dance Styles.....	1
+	DAA 2570	Musical Theater Jazz.....	1
+	DAA 2562	Musical Theater Tap.....	1
	DAA 2650	Dance Auditions.....	1
	DAA 2670	Ballet Repertory.....	2
<b>REQUIRED TOTAL CREDIT HOURS:</b> .....			64

### ADDITIONAL REQUIREMENTS:

**Exit Exam: An adjudicated audition and a dance presentation in the student concert.**

**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 STUDIES/ENTERTAINMENT (2512)

ASSOCIATE IN SCIENCE

## THEATER AND ENTERTAINMENT TECHNOLOGY

The dance entertainment program consists of a well-balanced curriculum of dance, music and performance. The program 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.

<u>GENERAL EDUCATION COURSES:</u> .....			15
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
*	_____	Mathematics.....	3
*	_____	Social Science.....	3
+ *	_____	Humanities.....	3
<u>DANCE:</u> .....			34
	DAA 1204	Ballet I.....	2
+	DAA 1205	Ballet II.....	2
+	DAA 2206	Ballet III.....	2
+	DAA 2207	Ballet IV.....	2
	DAA 2250	Partnering.....	2
	DAA 2504	Jazz Dance I.....	2
+	DAA 2505	Jazz Dance II.....	2
+	DAA 2506	Jazz Dance III.....	2
+	DAA 2507	Jazz Dance IV.....	2
+	DAA 2933	Special Topics in Dance.....	1
	DAA 2521	Tap Dance I.....	2
+	DAA 2522	Tap Dance II.....	2
+	DAA 2523	Tap Dance III.....	2
	DAA 2544	Musical Theater Dance Styles.....	1
	DAA 1680	Dance Ensemble I.....	1
+	DAA 1681	Dance Ensemble II.....	1
+	DAA 2682	Dance Ensemble III.....	1
	DAA 2650	Dance Auditions.....	1
	DAA 2610	Dance Composition & Improvisation I.....	2
+	DAA 2611	Dance Composition & Improvisation II.....	2
<u>MUSIC:</u> .....			9
	MVK 1800	Keyboard Class I.....	2
+	MVV 1111	Class Voice I.....	2
	MUO 1002L	Musical Theater Lab I.....	2
+	MUN 1001C	Summer Ensemble Workshop.....	1
+	MVV 2121	Class Voice II.....	2
	OR		
+	MVV 1871	Beginning Voice.....	2
<u>THEATER:</u> .....			6
	TPA 1200	Introduction to Production Design.....	3
	TPP 2100	Introduction to Acting.....	3
<b>REQUIRED TOTAL CREDIT HOURS</b> .....			<b>64</b>

**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 at least 2 performance credits from the following: (Musical Theater Ensemble, Summer Ensemble, Musical Theater Repertory, a musical or a play.)
2. Exit Exam: An adjudicated audition and a dance presentation in the student concert.

# MUSICAL THEATER (0159)

ASSOCIATE IN SCIENCE

## 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.

<b>GENERAL EDUCATION COURSES:</b> .....			15
	ENC 1101	Composition I.....	3
+	ENC 1102	Composition II.....	3
*	—	Mathematics.....	3
*	—	Social Science.....	3
+	—	Humanities.....	3
<b>MUSIC:</b> .....			16
	MVK 1111	Class Piano I.....	2
	MVK 1112	Class Piano II.....	2
	MUT 1111	Music Theory I.....	3
+	MUT 1112	Music Theory II.....	3
	MUT 1221	Sight Singing I.....	1
+	MUT 1222	Sight Singing II.....	1
	MUN 1641	Musical Theater Vocal Company (Repeat for Credit).....	4
<b>VOICE:</b> .....			8
	MVV 1111	Class Voice I.....	2
	OR		
+	MVV 2121	Class Voice II.....	2
+	MVV 1871	Beginning Voice.....	1
	OR		
+	MVV 1871	Beginning Voice.....	2
+	MVV 2872	Intermediate Voice.....	1
+	MVV 2872	Intermediate Voice.....	2
<b>THEATER:</b> .....			16
	TPP 2110	Acting I.....	3
+	TPP 2111	Acting II.....	3
+	TPP 2220	Audition Techniques.....	3
	TPA 1200	Introduction to Production/Design.....	3
	TPA 1248	Stage Make-Up.....	3
+	TPA 2290L	Theater Production Lab.....	1
<b>DANCE:**</b> .....			9
	DAA 1201	Ballet II (non-majors).....	2
	DAA 1501	Jazz II (non-majors).....	2
	DAA 1521	Tap II (non-majors).....	2
	DAA 2544	Musical Theater Dance Styles.....	1
	DAA 2562	Musical Theater Tap I.....	1
	DAA 2570	Musical Theater Jazz I.....	1
<b>REQUIRED TOTAL CREDIT HOURS</b> .....			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

## 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 professional theater houses as well as touring companies.

<b>GENERAL EDUCATION COURSES:</b> .....	15
ENC 1101 Composition I.....	3
+ ENC 1102 Composition II.....	3
* _____ Mathematics.....	3
* _____ Social Science.....	3
+* _____ Humanities.....	3
<b>FOUNDATION:</b> .....	33
ART 1303 Beginning Drawing Technique.....	3
THE 1020 Introduction to Theater History.....	3
THE 2300 Dramatic Literature.....	3
TPA 1202 Production Crafts.....	3
TPA 1248 Stage Make-Up.....	3
TPA 1290L Production/Design Lab (Repeat for Credit).....	8
+ TPA 1050 Life Drawing for Designers.....	3
+ TPA 2220 Lighting Design.....	3
TPP 2100 Introduction to Acting.....	3
TPA 2083 Special Problems in Production/Design.....	1
<b>SPECIALIZATION (SELECT ONE):</b>	
<b>SCENIC/LIGHTING TECHNOLOGY:</b> .....	16
+ TPA 1208 Drafting for the Stage.....	3
+ TPA 1273 Stage Properties.....	3
+ TPA 1260 Sound for the Stage.....	3
TPA 1090 Approach to Design for the Stage (Repeat for Credit).....	2
+ TPA 2091 Advanced Design (Repeat for Credit).....	2
+ TPA 2077 Scene Painting.....	3
<b>COSTUME TECHNOLOGY:</b> .....	16
+ TPA 1230 Costume Construction I.....	3
+ TPA 1239 Costume Pattern Drafting and Draping.....	3
+ TPA 1040 Costume Design.....	3
TPA 1090 Approach to Design for the Stage (Repeat for Credit).....	2
+ TPA 2051 Costume Construction II.....	3
+ TPA 2091 Advanced Design (Repeat for Credit).....	2
<b>REQUIRED TOTAL CREDIT HOURS</b> .....	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.

# STAGE TECHNOLOGY (0160)

COLLEGE CREDIT CERTIFICATE

## **THEATER TECHNOLOGY**

Upon the completion of the Theater Technology Certificate program the student will have the education necessary for assisting scenic, lighting, or sound designers and will be prepared for work as a stage hand or technical assistant in professional theater houses as well as touring companies.

This program is to be used as an intermediate step for those who are currently full-time students seeking an Associate in Science degree in Theater Technology (0161) Scenic/Lighting Design Technology.

### **CERTIFICATE SPECIFIC COURSES:**

	TPA	1202	Production Crafts .....	3
	TPA	1290L	Production/Design Lab (Repeat for Credit) .....	4
+	TPA	2220	Lighting Design.....	3
+	TPA	1208	Drafting for the Stage.....	3
+	TPA	2077	Scene Painting.....	3
	TPA	2083	Special Problems in Production/ Design .....	1
REQUIRED TOTAL CREDIT HOURS .....				17

+Prerequisite course required. See course description in catalog.

# STAGE MANAGEMENT (2510)

ASSOCIATE IN SCIENCE

## 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.

<b>GENERAL EDUCATION COURSES:</b> .....			15	
	ENC	1101	Composition I.....	3
+	ENC	1102	Composition II.....	3
*	—	—	Mathematics.....	3
*	—	—	Social Science.....	3
+*	—	—	Humanities.....	3
<b>FOUNDATION:</b> .....			34	
	ART	1303	Beginning Drawing Technique.....	3
	THE	1020	Introduction to Theater History.....	3
	TPA	1202	Production Crafts.....	3
	TPA	1600	Stage Management.....	3
+	TPA	1208	Drafting for the Stage.....	3
+	TPA	1040	Costume Design.....	3
+	TPA	1260	Sound for the Stage.....	3
+	TPA	1273	Stage Properties.....	3
	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 Design.....	3
<b>SPECIALIZATION:</b> .....			14	
	CGS	1100	Microcomputer Applications.....	3
	GEB	1011	Introduction to Business.....	3
+	MUT	1011	Music Fundamentals.....	2
	MVK	1111	Class Piano I.....	2
		OR		
	MVK	1800	Keyboard Class I.....	2
	TPA	1603	Stage Management Preparation and Practice (repeat for credit).....	1
	TPP	2300	Play Directing.....	3
<b>ELECTIVE:</b> .....			1	
<b>REQUIRED TOTAL CREDIT HOURS</b> .....			64	

**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

ST. JOHNS RIVER COMMUNITY COLLEGE

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

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

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## ART

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### 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 1303 BEGINNING DRAWING TECHNIQUE ◆**

(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 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 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.

PAINING**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 IN 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 pre-

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 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 art will be included. Also covered will be the businesses of art, marketing, legal aspects and necessary bookkeeping practices. In addition, students will learn procedures for preparing and presenting art exhibitions and the archival treatment of works of art. An exit grade of "C" or higher is required.

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**GRAPHIC DESIGN/NEW MEDIA**

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**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 1103C, PGY 1801C. An overview of design for advertising. Study includes historical perspectives, business practices, and production techniques used to create such things as magazine ads, direct mail, editorial pages and various other commercial media. An exit grade of "C" or higher is required.

**GRA 1103C  
COMPUTER BASED DESIGN \* ♦**

(3 Credits -6 Hours)

Introductory course in the philosophy and practice of digital design. An overview of the tools, techniques and production process used in the creation of computer based designs. An exit grade of "C" or higher is required.

**GRA 2117C  
DESIGN WITH TYPE \* ♦**

(3 Credits-6 Hours)

Prerequisite: GRA 1103C. An investigation of the art of creating and using letter forms as a design element. In addition to integrating graphic models with type, specific emphasis will be placed on the treatment of type as image. Subjects to be covered include the history of typographic technology, advanced vector imaging and type layout for 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)

Prerequisite: GRA 1103C. This studio/critique based course surveys the broad field of illustration through projects that explore areas such as advertising/promotional design, editorial art and narrative illustration. Students will examine current aesthetics, using both traditional and digital means in order to communicate ideas through visual imagery. 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.

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## ILLUSTRATION

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**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 book-keeping practices. An exit grade of a "C" or higher is required.

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## PHOTOGRAPHY

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**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 2420C  
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 2446C  
ALTERNATIVE PROCESS \* ♦**

(3 Credits-6 Hours)

Prerequisite: PGY 2420C. 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.

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**DANCE**

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STUDIO TECHNIQUE: BALLET

**DAA 1200  
FUNDAMENTALS OF BALLET + ♦**

(1 Credit-2 Hours)

The study of classical ballet technique with emphasis on positions, barre exercises, center work and vocabulary. An exit grade of "C" or higher is required for musical theater majors.

**DAA 1201  
BALLET II (non-majors) ♦**

(2 Credits-3 Hours)

Prerequisite: DAA 1200 or permission of instructor. The continuation of the study of classical ballet technique with emphasis on strength and technical development.

**DAA 1204  
BALLET I ♦**

(2 Credits-4 Hours)

Prerequisite: Intermediate level dance and a Florida School of the Arts

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

**DAA 1205  
BALLET II ♦**

(2 Credits-4 Hours)

Prerequisite: DAA 1204 or permission of the instructor. Leveled technique classes in the study of classical ballet with emphasis on strength, style, technical development and performance.

**DAA 2206  
BALLET III ♦**

(2 Credits-4 Hours)

Prerequisite: DAA 1205 or permission of the instructor. Leveled technique classes in the study of classical ballet with emphasis on strength, style, technical development and performance.

**DAA 2207  
BALLET IV ♦**

(2 Credits-4 Hours)

Prerequisite: DAA 2206 or permission of the instructor. Leveled technique classes in the study of classical ballet with emphasis on strength, style, technical development and performance.

**DAA 2250  
PARTNERING ♦**

(2 Credit-3 Hours)

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

**DAA 2290  
POINTE OR MEN'S TECHNIQUE ♦**

(2 Credits-3 Hours)

The study of intermediate/advanced ballet technique with special emphasis on pointe or men's technique.

**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 1104  
CONTEMPORARY DANCE I ♦**

(2 Credits-3 Hours)

This course includes development of the fundamental study and exploration of modern dance technique, creative aspects, and theoretical concepts emphasizing components based on dance pioneer Martha Graham. The course includes, but is not limited to, proper body alignment, mechanics of breathing and phrasing, and verbal and movement vocabulary.

**DAA 1105  
CONTEMPORARY DANCE II ♦**

(2 Credits-3 Hours)

Prerequisite: DAA 1104 or permission of the instructor. This course includes development of the basic study and exploration of modern dance technique, creative aspects, and theoretical concepts emphasizing components based on dance pioneer Martha Graham. The course includes, but is not limited to, proper body alignment, mechanics of breathing and phrasing, and verbal and movement vocabulary.

**DAA 2106**  
**CONTEMPORARY DANCE III** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 1105 or permission of the instructor. This course includes a beginner/intermediate study and exploration of modern dance technique and its theoretical concepts within the traditions of dance pioneer Martha Graham. It emphasizes the mastery of modern dance technique at a beginner-intermediate level. The course combines movement artistry, quality, and phrasing with intermediate technical skills.

**DAA 2107**  
**CONTEMPORARY DANCE IV** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 2106 or permission of the instructor. This course includes an intermediate study and exploration of modern dance technique and its theoretical concepts within the traditions of dance pioneer Martha Graham. It emphasizes the mastery of modern dance technique at an advanced level. The course combines movement artistry, quality, and phrasing with advanced technical skills.

**DAA 2108**  
**CONTEMPORARY DANCE V** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 2107 or permission of the instructor. This course includes an intermediate/advanced study and exploration of modern dance technique and its theoretical concepts within the tradition of dance pioneer Martha Graham. It emphasizes the mastery of modern dance technique at an intermediate level. The course combines movement artistry, quality, and phrasing with intermediate technical skills.

**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**  
**FUNDAMENTALS OF JAZZ DANCE +** ♦

(1 Credit-2 Hours)

The study of basic/intermediate jazz dance technique and principles. An exit grade of "C" or higher is required for musical theater majors.

**DAA 1501**  
**JAZZ II (Non-Major)** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 1500 or permission of instructor. The continuation of jazz technique with emphasis on vocabulary, steps, and technical development.

**DAA 2504**  
**JAZZ DANCE I** ♦

(2 Credits-3 Hours)

Prerequisite: Permission of instructor. This course is designed to introduce the student to the fundamental vocabulary and technique of basic jazz dance, positions, weight distribution, arm movements, and syncopation.

**DAA 2505**  
**JAZZ DANCE II** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 2504 or permission of the instructor. This course is designed to introduce the student to the fundamentals of vocabulary and technique of jazz dance, incorporating a fusion of styles from popular dance, Afro-Caribbean, and traditional contemporary modern jazz choreographers.

**DAA 2506**  
**JAZZ DANCE III** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 2505 or permission of the instructor. This course is designed to introduce the student to the beginner-intermediate vocabulary and technique of jazz dance, incorporating a fusion of styles from popular dance, Afro-Caribbean, and traditional contemporary modern jazz choreographers.

**DAA 2507**  
**Jazz DANCE IV** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 2506 or permission of the instructor. This course is designed to strengthen the student's placement and line as well as vocabulary and technique of jazz dance, incorporating a fusion of styles from popular dance, Afro-Caribbean, and traditional and contemporary modern jazz choreographers.

STUDIO TECHNIQUE: TAP

**DAA 1520**  
**FUNDAMENTALS OF TAP DANCE +** ♦

(1 Credit-2 Hours)

The study of elementary/intermediate tap dance technique with emphasis on vocabulary, steps, rhythm, and dynamics. An exit grade of "C" or higher is required for musical theater majors.

**DAA 1521**  
**TAP DANCE II (Non-Major)** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 1520 or permission of instructor. The continuation of study of tap dance technique with emphasis on vocabulary, steps, rhythm, and dynamics.

**DAA 2521**  
**TAP DANCE I** ♦

(2 Credits-3 Hours)

Prerequisite: Intermediate level dancer and a Florida School of the Arts student. Leveled tap technique classes with emphasis on steps, rhythm, dynamics, style, phrasing, and performance.

**DAA 2522**  
**TAP DANCE II** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 2521 or permission of the instructor. Leveled tap technique classes with emphasis on steps, rhythm, dynamics, style, phrasing, and performance.

**DAA 2523**  
**TAP DANCE III** ♦

(2 Credits-3 Hours)

Prerequisite: DAA 2522 or permission of instructor. 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 1520 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 1500 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 & IMPROVISATION I ♦**  
(2 Credits-3 Hours)

This course includes individual experience in developing movement phrases and combinations based on solving problems within a form and a movement framework, as well as the movement imagery designed to develop the dancer's creative imagination.

**DAA 2611  
DANCE COMPOSITION & IMPROVISATION II ♦**  
(2 Credits-3 Hours)

Prerequisite: DAA 2610. This course includes individual experience in developing movement phrases and combinations based on solving problems within a form and a movement framework, as well as the movement imagery designed to develop the dancer's creative imagination. Individuals will experience composition using the basic elements of movement theory with an emphasis on improvisation. Individuals will also experience the basic elements of choreography through composing phrases, sketches, transition and themes and variation in the form of studies for the solo dancer.

**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.

**DAA 2933  
SPECIAL TOPICS IN DANCE ♦**  
(1-3 Credits)

Directed study in an area of dance and the dance profession. Application to do special studies 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.

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)

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 2100  
SURVEY OF DANCE ♦**  
(3 credits-3 Hours)

This course is designed as an introduction into the multicultural world of dance. It will include information on history, cultures and performance aspects of dance as an art form.

**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.

**DAE 2180  
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.

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## MUSICAL THEATER

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### MUN 1001C

#### SUMMER ENSEMBLE WORKSHOP I ♦

(1 Credit - 3 Hours)

Prerequisite: MUO 1002L. 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.

### MUN 1641

#### MUSICAL THEATER VOCAL COMPANY ♦

(1 Credit - 2 Hours)

An ensemble designed for musical theater majors, dance entertainment majors or with the permission of instructor to improve vocal and physical presentation skills. A variety of musical styles including musical theater excerpts will be studied and performed. May be repeated 3 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.

### 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 1001

#### FUNDAMENTALS OF MUSIC THEORY

(2 Credits - 2 Hours)

This course is designed for musical theater majors whose background and theory placement test scores indicate further preparation is needed before taking MUT 1111.

### 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 I + ♦

(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 1112

#### CLASS PIANO II + ♦

(2 Credits - 2 Hours)

This course is a continuation of MVK 1111. Prerequisite MVK IIII or permission of the instructor. 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.

**MVV 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.

**MVV 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.

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**APPLIED MUSIC - PRIVATE INSTRUCTION**


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**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 elementary-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 student's 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.

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**PRODUCTION DESIGN**


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**TPA 1040****COSTUME DESIGN + ♦**

(3 Credits - 3 Hours)

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

**TPA 1050****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 1090****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 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 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 1603****STAGE MANAGEMENT PREPARATION & 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 2077****SCENE PAINTING ♦**

(3 Credits - 3 Hours)

Study and application of stage scenery painting techniques. Involves equipment, preparation, mixing, and lay-out. May be repeated 2 times for credit.

**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 2091****ADVANCED DESIGN ♦**

(1 Credit-3 Hours)

Prerequisite: TPA 1090. Course demonstrates, through theory and practice for the student, a clear process in developing a design idea all the way through to executing the final presentation. May be repeated 2 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.

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**THEATER**


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**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 2300****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 2111  
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 2118  
ACTING III ♦**

(3 Credits - 6 Hours)

Prerequisite: TPP 2111 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 2119  
ACTING IV ♦**

(3 Credits - 6 Hours)

Prerequisite: TPP 2118 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 2111 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)

Prerequisite: Permission of instructor. 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.