

COLLATERAL

A collateral in theatre requires 12 semester hours selected from theatre courses above the 199 level and/or Speech Communication 203. Credit cannot be given for both Theatre 200 and 203.

THEATRE COURSES (THEA)

101 Introduction to Theatre (3) F, S, SU. Introduction to the many areas of the art of the drama to aid in a more perceptive enjoyment of a theatrical production.

200 Acting for Non-Majors (3) An overview of the actor's art, including the history, theory, and practices of the craft of acting. Class exercises and scene assignments will allow students to expand their ability to use their voices, bodies, and imaginations on the stage. Credit cannot be given for both Theatre 200 and 203.

201 Theatrical Makeup (3) S. Analysis and study of makeup materials and the art of makeup application, including the basic procedures and techniques of creating a character based makeup design.

202 Stagecraft (3:2-2) S. Training in scenery construction with major emphasis on drafting and the use of theatre equipment. Discussion and illustration of modern theatre production techniques as practiced by contemporary theatre artists.

203 Acting I (3) (For theatre majors and minors only or permission of the department.) Analysis of and application of the fundamental principles underlying the actor's art, the development of poise, and the use of the voice and body on stage. First semester theatre majors should enroll in this class. Credit cannot be given for both Theatre 200 and 203.

205 Acting II (2) (Prerequisite: 200 or 203 or permission of the department) Application of basic improvisational and movement techniques. Introduction to the Stanislavski system. Solo and scene work stressing textual analysis and resulting characterization.

209 Introduction to Costume Technology (3:2-2) F. Basic training in costume craft and construction technologies. Lecture, demonstration, and practical application of costume technology that may include sewing, pattern making, millinery, and fabric dyeing.

210 Theatre Practicum (1) F, S. (Prerequisite: Theatre major or minor or permission of department) A laboratory experience in all aspects of theatre production-performance, technical and/or business. Four hours of the practicum are required of a major for graduation.

291 Script Analysis (3) (Prerequisite: English 101 or English 101E/L) AF. Fundamentals of play analysis for the purposes of performance and production. Plays will be read and analyzed from all production perspectives.

301 Directing I (3) (Prerequisite: Theatre Arts major, theatre minor or permission of the department) AF. Work in directing for the theatre. Topics include the director as creative interpretative artist and the director and the actor. Students direct individual projects.

302 Scenic Design (3) (Prerequisite: 202 or permission of department) AF. An exploration of scenic design principles and elements in terms of creating the visual environment of a play. Projects to include concept development, visualization of that concept, and presentation of the design through models or renderings and drafted construction drawings.

303 Theatre Management (3) (Prerequisite: 202 and 301 or permission of the department) AS. Study in the basic concepts and methods in the management of theatres. Emphasis on the specific role and duties of a stage manager within the production process. Also to include the theory and practice of theatre administration objectives: organization, season budget, schedule, personnel, publicity, box office, and house management.

305 Acting III (2) (Prerequisite: 205 and junior or senior status or permission of department) AF. Concentrated study in script and role analysis. Intensive improvisation to develop acting techniques.

309 Costume Design (3:2-2) (Prerequisite: 209) AS. Exploration and application of aesthetic principles of costume design. Special focus on interpretation of character through line, color, and fabric, employing a variety of rendering processes in the studio environment.

320 Theatre History I: Beginning to 1700 (3) Prerequisite: English 102) AF. Study of the Western theatre, both its physical form and literature, from the beginning to 1700.

321 Theatre History II: 1700 to the present (3) Prerequisite: English 102) AF. Study of the Western theatre, both its physical form and literature, from 1700 to the present.

328 Acting for Professional Simulations (3), (2), or (1) (Prerequisite: 200 or 203 or permission of department) As requested. A study of and practical experience in the area of acting for professional simulations. May be taken more than once for credit.

397 Special Topics in Theatre (3), (2), or (1) (Prerequisite: Permission of department) As requested. In-depth study of an area of interest in theatre. Different areas of study will be offered. Must have a 2.25 grade point average or higher in all Theatre courses. No more than six hours may be taken for academic credit.

401 Directing II (3) (Prerequisite: 301 or permission of the department) AF. Analysis and application of the staging of plays to provide training in production technique. Students direct individual projects.

402 Lighting and Sound Design (3) (Prerequisite: 202) AF. Analysis and application of current procedures and practices in the execution of lighting and/or sound designs for the stage.

405 Acting IV (2) (Prerequisite: 305) AS. Emphasis on the practical application of Stanislavski's principles of psycho-technique and their subsequent interpretations.

497 Special Studies (3) (Prerequisite: Permission of department) As requested. Open only to juniors and seniors with a grade point average of 3.0 or higher in their major courses. A maximum of three semester hours may be earned. All individual research projects are reviewed by three faculty members from two different disciplines. May be taken for credit (three hours) towards the Honors degree by special arrangement.

VISUAL ARTS

Coordinator: Mr. Steven F. Gately

The Visual Arts Program provides a broad exposure to art as a part of an overall B. A. curriculum. This is accomplished through experiences in both foundation courses and upper level studio specialties, as well as through classroom presentation in the history of art. Students learn both technical and creative thinking skills through studio practice, classroom discussions, and frequent critiques. Goals of the program are to provide a sense of personal expression and enrichment, and to provide the tools with which majors can pursue post-graduate programs and/or careers in the Visual Arts field. The art faculty regularly engage in scholarly pursuits and in professional exhibitions of their work.

The visual arts program is accredited by the National Association of Schools of Art and Design (NASAD).

MAJOR

A major in visual arts requires the following:

1. Visual Arts Foundation courses: Art 203, 204, 205, 206, 301; nine