

# PERFORMING ARTS PROD/DESIGN (PAPD)

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## PAPD 100 Story Structure (2 credits)

This course explores the various structures of storytelling found within dramatic texts. By surveying a wide variety of genres and media, the class provides students with multiple valuable tools for analyzing texts from the perspective of a theatre-maker. The course focuses on structure as a means of interpretation favoring form over content or theme.

## PAPD 101 Creativity Collaborative for Production and Design (3 credits)

This course is an introduction to design for incoming freshmen design and technology majors. Students will learn how to think “outside the box” and apply this thinking to design a variety of projects based on their emotional responses to the weekly class topic or artwork. Required for all freshmen design and technology majors.

**Course Rotation:** NY: Fall.

**Prerequisites:** Student must be a Performing Arts major to register for this course.

## PAPD 102 Fundamentals of Design (4 credits)

This is a foundation course in design as a means of storytelling for performance, the course introduces students to the thought processes and practice of design as a way of understanding dramatic texts. Areas of focus may include scenery, costume, lighting, sound and/or media design.

## PAPD 110 Fundamentals Scenery and Stagecraft (2 credits)

This course is designed as an introduction to fundamental scenic practices in the theatre. The class focuses on the reading and interpretation of visual research, space, and construction drawings.

**Course Rotation:** Fall and Spring.

## PAPD 111 Stagecraft (2 credits)

This course is designed to give students a basic understanding of design, construction and/or use of theatrical scenery, properties, theatrical rigging systems, and the proper and SAFE use of hand and power tools associated with these areas.

**Course Rotation:** Fall, NY

## PAPD 120 Fundamentals of Costume (2 credits)

This course provides an introduction to costumes for the theatre, dance, and performance. Students will acquire the skills to understand how costumes affect the development of characterization, influence storytelling, and create a visual world. The focus of the course will be the design of costumes and the basics of implementing a design process.

**Course Rotation:** NYC: Fall.

**Prerequisites:** This course is open to students in Production and Design for Stage and Screen major only.

## PAPD 121 Costume Construction I (2 credits)

This is a foundation course for all other courses in Costume Design and Costume Technology. The techniques the student learns in this course will become the building blocks for all other courses in the area of study. The course provides an opportunity for hands-on practice of standard costume-construction methods. The primary objective of this course is to help the student develop basic skills, theory, and practice of costume construction, through creative application of skills learned in the course. Students will prepare a sample resource binder of projects completed and be evaluated on thoroughness and accuracy. The resource binder will be used in the implementation of the students' final grade.

**Course Rotation:** Fall; NY

## PAPD 122 Costume Construction II (2 credits)

This course is an introduction to draping and patternmaking for costumes. It focuses on period costume for theatre. The student will pad a dress form to his or her body shape and make a basic sloper from muslin and transfer it to a paper pattern. Fabric swatching is an assignment in NYC garment district. A field trip to the Metropolitan Museum of Art will explore the 19th century paintings and portraits. Basic techniques in draping and patternmaking are introduced with a project that allows the student to use the skills learned in class to make a period costume. Spring; NY

## PAPD 130 Fundamentals of Stage Lighting (2 credits)

**Course Rotation:** NYC: Fall.

**Prerequisites:** This course is open to students in Production and Design for Stage and Screen major only.

## PAPD 140 Fundamentals: Sound and Story (2 credits)

This course is a lecture-lab course in which topics are presented by the instructor, concepts are explained, and assignments are completed by students both during lab periods and outside of class. This introductory course assumes no previous experience or training in sound design, so the initial emphases are on the use of equipment, technique, concepts, and basic procedures.

**Course Rotation:** NY: Spring.

**PAPD 160 Explorations in Light and Sound for Dance (3 credits)**

This course provides a visual and sonic vocabulary focused on dance and the dance performer. Interpretations of color, texture, movement, tempo, rhythm, and volume are explored.

**Course Rotation:** Fall and Spring.

**PAPD 171 Make-up for the Theater I (3 credits)**

This course provides the student opportunities to explore the application of makeup for the theatre, based on role analysis in order to project the physical aspects of a role.

**Course Rotation:** Fall.

**PAPD 172 Production Technology (2 credits)**

Practical application of production planning, lighting paperwork, overseeing crews, advanced electrical theory, power distribution, and creative problem solving. Students will explore and be exposed to the applications of moving lights, rigging and the fly system, wireless DMX, LEDS, sound and additional technical elements.

**Course Rotation:** Spring; NY

**PAPD 178 Topics: Production I (2 credits)**

This course focuses on the implementation of the designer's vision. Beginning instruction is offered in the areas of scenic and costume shop operation, with an emphasis on underlying principles of entertainment technology.

**Course Rotation:** NYC: Spring

**PAPD 211 Scenic Design I (2 credits)**

This course explores the fundamentals of scenic practices in the theatre and film through the exploration of a classic play. Students study visual design ideas and perform research to execute the design for a short play, including reading and interpretation of visual research, space and construction drawings, and the execution of a full set of drawings and model in 1/4" scale.

**Course Rotation:** NYC: Fall and Spring

**PAPD 221 Costume Design I (2 credits)**

This course focuses on the theory and practice of costume design for stage. Students explore and practice script and character analysis and learn research techniques. Through the steps of the costume designer process, students learn how to design costumes that work with the scenic and lighting elements on stage.

**Course Rotation:** NYC: Fall and Spring.

**Prerequisites:** This course is open only to students majoring in Production and Design for Stage and Screen.

**PAPD 231 Lighting Design I (2 credits)**

This course focuses on the theory and practice of stage lighting. Practical application includes the creation of light plots, focus charts and schedules, hook-ups, lighting cues, and cue sheets. Students will learn the process of lighting design in a 'paper project' format, and research visuals to use to support their design choices. Students then learn the fundamentals implementing their own lighting design plot with the backdrop of the scenic ground plans.

**Course Rotation:** NYC: Fall and Spring.

**Prerequisites:** This course is open to students in Production and Design for Stage and Screen major only.

**PAPD 241 Sound Design I (2 credits)**

This course is an introduction to sound editing and sound design. The course examines the place of sound in theater, both artistically and technologically. The course will cover the basics of sound, microphones, and analogue-to-digital conversion. Lectures, readings, and film clips will be used to illustrate the language of film, as practiced by directors, sounds designers, and editors. Students will learn to edit sound assignments with Pro Tools and current technologies.

**Course Rotation:** Fall; NY

**PAPD 251 History of Costume and Decor I (3 credits)**

This course is an introduction to the history of costumes, architecture, interiors, and decoration from Prehistory to Jacobean period. This course is both lecture and discussion formatted. The discussions include how the clothing, interiors, architecture and decor were developed both aesthetically and technically. The students design costumes or scenery for a play of their choice in any period covered in this course.

**PAPD 270 Rendering and Graphics (3 credits)**

This is an advanced rendering course customized for design rendering of scenery, costume, and lighting. Students will develop techniques in water color, acrylic, color pencil, and other media. Photoshop and other software will be used in conjunction with wet media. Fall; NY

**PAPD 271 Drafting I (3 credits)**

This course is designed as an introduction to fundamental hand drafting and computer drafting practices in the theatre. The class will focus on studio class sessions. Basic principles of design composition will be developed during the semester.

**Course Rotation:** NYC: Fall.

**Prerequisites:** This course is open only to students majoring in Production and Design for Stage and Screen.

**PAPD 272 Drafting II (4 credits)**

This course uses basic mechanical drawing skills for stage design, but incorporates the use of basic to intermediate levels of VectorWorks for theatrical use. Students learn to draft 2D plans, sections, elevations, and specialized plots to communicate theatrical design ideas and how to organize these documents for printing and distribution. Students also receive an introduction to the creation of 3D objects and rendering.

**Course Rotation:** NY; Spring.

**PAPD 273 Scenic and Costume Practicum I (1 credits)**

Catalog Description: This course provides students with practical experience in scenic and costume design by offering the opportunity to design or assist on a production in the student's area of focus. This is the first in a series of three practicum courses, this first of which allows the student to hone design skills with significant faculty oversight.

**PAPD 274 Lighting and Sound Practicum I (1 credits)**

This course provides students with practical experience in lighting and sound design by offering the opportunity to design or assist on a production in the student's area of focus. This is the first in a series of three practicum courses, this first of which allows the student to hone design skills with significant faculty oversight.

**Course Rotation:** NYC: Fall.

**Prerequisites:** This course is open to students in Production and Design for Stage and Screen major only.

**PAPD 275 Makeup for the Theater II (3 credits)**

This course is designed as the study of advanced techniques used in theatrical makeup. Students learn the processes of casting life masks and using these in creating latex and foamed latex makeup appliances. Additionally, students design full makeup based on these techniques and learn the processes used in the design creation, and maintenance of wigs and ventilated hair pieces. Safety procedures, awareness of toxic nature of materials, and orderly working methods are stressed throughout this course.

**Course Rotation:** NYC: Spring.

**Prerequisites:** This course is open to students in Directing, Theatre, Acting, Commercial Dance, Musical Theatre, Acting in Film Television Commercials and Voice-Overs, and Actor majors only.

**PAPD 276 Theater Props (3 credits)**

This course provides an exploration of the rationale for the use of theatrical properties. As a practical application class, the course uses role and play analysis to project physical aspects of the production through props.

**Course Rotation:** Fall and Spring

**PAPD 300 Intermediate Design (3 credits)**

This intermediate course provides a platform to develop a collaborative design philosophy. Students will learn to apply a critical eye to the area of design in all media. In collaboration with their classmates, students will design a project in their area of emphasis: set, costumes, lighting, or sound/media. Each week students will be expected to collaboratively work through the design process. This course is aligned to PAPD 301: Intermediate Design Lab, the practical component where select elements of the design will be produced physically.

**Course Rotation:** NYC: Fall

**PAPD 301 Topics: Intermediate Design Lab (3 credits)**

This course provides students with practical experience in production and design by offering the opportunity to realize work developed in the studio class PAPD 300: Intermediate Design. This lab allows the student to apply skills discussed in class with heavy faculty oversight. This experience will provide a much-needed check to the skills required for collaborative world building, in the expectation that the student will develop his or her skills and voice and garner enough experience to move into a lead design role.

**Course Rotation:** NYC: Fall

**PAPD 311 Scenic Design II (3 credits)****PAPD 315 Advanced Stagecraft (3 credits)**

This class will focus heavily on rigging, metalworking, emerging materials, and techniques.

**Course Rotation:** NY; Fall

**PAPD 321 Costume Design II (3 credits)**

**PAPD 325 Advanced Costume Construction (3 credits)**

The aim of this course is to further develop a student's abilities in costume construction, with a primary emphasis on pattern development, and hands-on project.

**Course Rotation:** NY; Fall

**PAPD 331 Lighting Design II (3 credits)**

This course reinforces lighting design through research, classroom discussion, and design projects, the primary objective being to develop solid practices, techniques, and documentation of the design process. Light lab sessions focus on the practical application of exploring the mind's eye and designing with light. Class discussion and demonstrations emphasize the use of light as a production element.

**Course Rotation:** NYC: Fall.

**Prerequisites:** This course is open only to students majoring in Production and Design for Stage and Screen.

**PAPD 341 Sound Design II (3 credits)**

This course is an advanced introduction to the fundamentals of sound technology. Students become familiar with a range of audio components and specifications, and learn how they function, how they connect to each other, and why they are used.

**Course Rotation:** NYC: Fall.

**Prerequisites:** This course is open only to students majoring in Production and Design for Stage and Screen.

**PAPD 352 Theater History for Designers (3 credits)**

Catalog Description: This course provides a survey of dramatic literature, dramatic theory, and theatre criticism in historical context from ancient Greece through the present.

**PAPD 371 Scene Painting I (3 credits)**

This course is designed to introduce student designers to the skills, techniques, and methods used in a professional scenic studio. Through a series of projects the students are led through the process of painting for the theatre.

**Course Rotation:** NYC: Fall.

**Prerequisites:** This course is open only to students majoring in Production and Design for Stage and Screen.

**PAPD 373 Scenic and Costume Practicum II (1-6 credits)**

**Course Rotation:** Fall; NY

**PAPD 374 Lighting and Sound Practicum II (1-6 credits)**

**Course Rotation:** Fall; NY

**PAPD 381 Production Design (3 credits)**

This course is designed as an exploration in design for film and TV. The class will focus on viewing one film and one commercial and interpretation of visual research, space and construction drawings and the execution of a full set of drawings and model in 1/4" scale. The students will explore visual design ideas and research to execute the design for a short play.

**Course Rotation:** NY; Fall

**PAPD 384 Applied Design and Stage Management Lab (0 credits)**

This course offers students the opportunity to use their work on a production as a lab experience to apply the skills, techniques, and knowledge acquired in class.

**Course Rotation:** Fall, Spring; NYC

**PAPD 396A Applied Design and Stage Management Lab (0 credits)**

This course offers students the opportunity to use their work on a production as a lab experience to apply the skills, techniques, and knowledge acquired in class.

**PAPD 396B Topic: Drafting Lab (3 credits)**

As a support course for PAPD 300: Design Lab, students in Drafting Lab work with basic mechanical drawing skills for stage design, incorporating the use of basic to intermediate levels of Vectorworks for theatrical use. Students use work generated in Design Lab, using online support in order to complete comprehensive drafting packages, including: 2D plans, sections, elevations, and specialized plots to communicate theatrical design ideas. Students learn to organize these documents for printing and distribution and receive an introduction to the creation of 3D objects and rendering.

**Course Rotation:** NYC: Fall & Spring

**PAPD 413 Advanced Scenic and Costume Design (3 credits)**

This capstone course capitalizes on the collaborate philosophy of the students' development throughout the program. Students design two assigned projects: one within their primary focus and the other in their secondary focus.

**PAPD 433 Advanced Lighting and Sound Design (3 credits)**

This capstone course capitalizes on the collaborate philosophy of the students' development throughout the program. Students design two assigned projects: one within their primary focus and the other in their secondary focus.

**PAPD 434 Projection Design (3 credits)**

This course offers a hands-on approach to the art of projection design. Students learn how to plan and execute a digital projection design, and how to configure and test media formats in a variety of display situations and venues.

**PAPD 471 Industry for Production and Design (3 credits)**

Catalog Description: This course prepares students for the business side of the entertainment industry and what it takes to be a working designer and technician in New York and Los Angeles. Students learn how to prepare for interviews as well as general meetings with producers, directors, other designers and technicians and how to effectively market themselves.

**PAPD 472 Seminar and Portfolio (3 credits)**

This course guides students to develop, enhance, and present their professional portfolio and to hone their ability to see themselves objectively as a designer and artist. Emphasis is placed on preparing the student to present him- or herself as an industry professional and to support that claim through the clear, distinctive, and thorough presentation of the portfolio.

**PAPD 473 Scenic and Costume Practicum III (1-6 credits)**

This course provides students with practical experience in scenic and costume design by offering the opportunity to design a production in the student's area of focus. This is the final course in a series of three practicum courses. This course level allows the student to apply design skills with minimal faculty oversight in the expectation that the student designer will proactively develop his or her own artistic voice through the experience and manage the design process autonomously.

**Course Rotation:** Fall; NY

**PAPD 474 Lighting and Sound Practicum III (1-6 credits)**

This course provides students with practical experience in lighting and sound design by offering the opportunity to design a production in the student's area of focus. This is the final course in a series of three practicum courses. This course level allows the student to apply design skills with minimal faculty oversight in the expectation that the student designer will proactively develop his or her own artistic voice through the experience and manage the design process autonomously.