

PERFORMANCE PRODUCTION

MODEL PROGRAM

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

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

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

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

<i>Performance Production Credits</i>	84	
<i>Humanities & Sciences Credits</i>	30	
<i>College Electives</i>	6	
<i>Total Credits for a BFA in Performance Production</i>	120	
FIRST YEAR	FALL	SPRING
<i>PP 111 Theater Graphics</i>	–	3
<i>PP 113 Introduction to Visual Fundamentals</i>	3	–
<i>PP 12x Foundation Skills</i>	3	3
<i>PP 151 Production Lab</i>	2	2
<i>PP 161 Literature of Theater</i>	–	3
<i>H&S Integrated Studies</i>	6	6
<i>Total Credits</i>	14	17
SECOND YEAR	FALL	SPRING
<i>PP 214 Introduction to Design Studio</i>	–	3
<i>PP 12x Foundation Skills</i>	3	–
<i>PP 251 Practicum</i>	3	3
<i>PP 261–262 Theater History I-II</i>	3	3
<i>PP Elective</i>	–	3
<i>College Elective</i>	3	–
<i>H&S Course</i>	3	3
<i>Total Credits</i>	15	15
THIRD YEAR	FALL	SPRING
<i>PP 31x Intermediate Studio</i>	3	3
<i>PP 32x Intermediate Skills</i>	–	3
<i>PP 351 Practicum</i>	3	3
<i>PP 361 Modern Theater History</i>	3	–
<i>PP 384 Portfolio</i>	–	3
<i>PP or College Elective</i>	3	–
<i>H&S Course</i>	3	3
<i>Total Credits</i>	15	15
FOURTH YEAR	FALL	SPRING
<i>PP 41x Advanced Studio</i>	3	3
<i>PP 451 Practicum</i>	3	3
<i>PP 481 Final Project</i>	–	1
<i>PP 491 Internship</i>	–	1
<i>PP Elective</i>	3	3
<i>College Elective</i>	3	–
<i>H&S Course</i>	3	3
<i>Total Credits</i>	15	14

COURSE DESCRIPTIONS

PP 111 Theater Graphics

3 credits, Spring

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

PP 113 Introduction to Visual Fundamentals

3 credits, Fall

Production Design uses a wide variety of hands-on practical techniques to encourage students to develop basic vocabulary for the principle elements of design, as well as a method of critical response to design. Required for Intermediate Studio.

PP 120 Sound Fundamentals

3 credits, Spring

Sound Fundamentals provides a comprehensive study of sound generation, capture, analysis and reproduction, focusing on reinforcement and playback systems for live performance. The course also explores acoustics, wireless audio technology and basic electrical engineering as it relates to audio systems.

PP 122 Lighting Fundamentals

3 credits, Fall/Spring

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

PP 123 Costume Fundamentals

3 credits, Fall/Spring

Costume Fundamentals is focused on craft and construction, while introducing historical period style, silhouette, and the vocabulary of apparel. To be taken prior to or simultaneously with Production Lab.

PP 125 Stagecraft

3 credits, Fall/Spring

Stagecraft provides grounding in the skills and techniques of the modern scene shop, with particular focus on safety, and the efficient assembly of scenery in both wood and steel. To be taken prior to or simultaneously with Production Lab.

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PERFORMANCE PRODUCTION COURSE DESCRIPTIONS

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PP 126 Backstage Fundamentals

3 credits, Spring

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

PP 127 Design Fundamentals

3 credits, Fall

Design Fundamentals explores the role of the designer for live performance throughout the production process, the challenges of effective communication, and skills of drawing, digital and hand drafting, rendering and others that lead to communication of design ideas. To be taken after PP 111 and PP 113.

PP 128 Stage Management

3 credits, Spring

The stage manager is the hub of communication for play, opera, musical or dance performance. Stage Management is the foundational class for this discipline. Students learn and practice preparing production documentation, communicating across platforms, industry standards and collaboration. The role of the SM in theater, dance, musicals and large scale industrial events will be covered.

PP 151 Production Lab

2 credits, Fall/Spring

Production Lab is an opportunity for first-year students to work with faculty, staff, and advanced students on realized projects staged in the Cornish venues. Coursework for Lab will be performed in the construction workshops, theaters, or rehearsal halls. Students may support multiple shows in the semester, and all projects directly relate to the needs of finished production. Required for PP 251 Production Practicum.

PP 161 Literature of Theater

3 credits, Spring

Literature of Theater explores a wide range of plays from the dramatic literary canon from classical antiquity through the early 21st century, as well as important writing on performance and design. Reading from plays, exploring their dramatic structure, and discussing the historical context of each text will be the focus of class time. Required for Intermediate Studio.

PP 196 Tutorial Study

2-3 credits, Fall/Spring

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

PP 197 Group Study

2-3 credits, Fall/Spring

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

PP 214 Introduction to Design Studio

3 credits, Spring

Design Studio is the core in-major component of the design curriculum at the intermediate and advanced levels. The introductory course prepares students to develop conceptual design from dramatic text with a focus on advancing a clear organizing idea. Required for Intermediate Studio.

PP 221 Drawing for Performance Production

3 credits, Fall/Spring

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

PP 223 Scene Painting

3 credits, Fall/Spring

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

PP 251 Production Practicum

2-4 credits, Fall/Spring

In Practicum, second-year students assume greater responsibility for mainstage productions, and work in shops and venues under faculty/staff supervision. Assignments include assistants to the designer or any number of supporting roles in the shops or backstage. Required for PP351 Production Practicum.

PP 261 Theater History I

3 credits, Fall

Theater History investigates the origins of theater and the different theories of its purpose in aesthetic and cultural historical terms, including early performance forms in Egypt, Aztec Mexico, classical Athens, and Northwest Native American ceremony. The class includes research, analysis, interpretation, and oral/written presentation of findings. Required for Major.

PP 262 Theater History II

3 credits, Spring

Theater History investigates performance forms from its origins to contemporary times through a dramaturgical process. The study begins with Roman spectacle and the effect of the fall of Rome on the theater as a social institution, and includes the European middle ages, followed by a study of the theater of the European Renaissance. Required for Major.

PP 296 Tutorial Study

2-3 credits, Fall/Spring

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

PP 297 Group Study

2-3 credits, Fall/Spring

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

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PP 298 Independent Study

1-4 credits, Fall/Spring

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

PP 311 Intermediate Costume Studio

3 credits, Fall/Spring

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

PP 312 Intermediate Lighting Studio

3 credits, Fall/Spring

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

PP 313 Intermediate Scenery Studio

3 credits, Fall/Spring

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

PP 314 Intermediate Sound Studio

3 credits, Fall/Spring

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

PP 315 Intermediate Technical Direction Studio

3 credits, Fall

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

PP 316 Intermediate Stage Management

3 credits, Fall/Spring

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

PP 317 Intermediate Directing Studio

3 credits, Fall/Spring

The collaborative experience of Studio is informed by the participation of student directors. Break-out sessions are with directing faculty from the Theater Department. There is no directing or acting prerequisite to join Studio as a director.

PP 321 Special Topics in Costumes

3 credits, Spring

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

PP 322 Special Topics in Lighting

3 credits, Fall

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

PP 323 Special Topics in Scenery

3 credits, Fall

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

PP 324 Special Topics in Sound

3 credits, Fall

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

PP 325 Special Topics in Technical Direction

3 credits, Spring

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

PP 326 Special Topics in Stage Management

3 credits, Spring

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

PP 351 Production Practicum

2-4 credits, Fall/Spring

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

PP 361 Modern Theater History & Theory

3 credits, Fall

Modern Theater investigates the historical context of modern dramatic literature informed by critical theory. Using semiotics as an analytical tool, the course explores a range of modern plays within their historical contexts. Through multiple and varied critical approaches, students analyze how plays are constructed, what structure might reveal about politics, and how politics reflect the writer and society that produced it. Required for Major.

PP 384 Portfolio

3 credits, Fall

Portfolio is required for all Performance Production students. Emphasis is placed upon creation of an industry standard resume, digital portfolio, physical portfolio and unique website for each student. The class is co-taught by Department Core faculty on a rotating basis.

PP 396 Tutorial Study

2-3 credits, Fall/Spring

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

PP 397 Group Study

2-3 credits, Fall/Spring

Group Study is defined as project based study, research, or other learning experience, that is developed by student(s) or a department to

PERFORMANCE PRODUCTION COURSE DESCRIPTIONS

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augment existing curricula. Group study must be approved by the Department Chair and structured by clearly defined criteria with learning outcomes. There is a five student minimum enrollment required for all group study courses with a maximum enrollment of nine students per course. Students may not enroll in more than one Group Study per semester.

PP 398 Independent Study

1-4 credits, Fall/Spring

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

PP 411 Advanced Costume Design

3 credits, Fall/Spring

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

PP 412 Advanced Lighting Design

3 credits, Fall/Spring

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

PP 413 Advanced Scenery Design

3 credits, Fall/Spring

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

PP 414 Advanced Sound Design

3 credits, Fall

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

PP 415 Advanced Technical Direction

3 credits, Fall/Spring

Advanced Design continues the development of the student as a TD for live performance. Projects are often more individualized and emphasis is placed on the creation of a diverse

professional portfolio. Advanced projects are not realized on stage. Advanced projects are not realized on stage. Required for Major.

PP 416 Advanced Stage Management

3 credits, Fall/Spring

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

PP 451 Production Practicum

2-4 credits, Fall/Spring

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

PP 481 Internship

1-4 credits, Fall/Spring

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

PP 491 Final Project

1-4 credits, Fall/Spring

The final project may fall into a variety of categories, depending on the student's focus and interests. A major design assignment on a Cornish production, a fully documented research project or major creative project outside the usual

production schedule are some examples. Final Project is determined in consultation with Department Chair. Required for Major.

PP 496 Tutorial Study

2-3 credits, Fall/Spring

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

PP 497 Group Study

2-3 credits, Fall/Spring

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

PP 498 Independent Study

1-4 Credits, Fall/Spring

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



PERFORMANCE PRODUCTION FACULTY

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