

PRODUCTION & DESIGN CONSERVATORY

YEAR	FALL	SPRING
Year 1	Introduction to P&D (2) Theatre Overview A (2)	Introduction to P&D (2) Theatre Overview B (2)
Year 2	Stagecraft I (2) Stagecraft II (2)	Stagecraft I (2) Stagecraft II (2)
Year 3	Shop/Lab Fundamentals (2) Introduction to Theatre (2) Lighting Fundamentals (2) Drawing for Design A (2)	Audio Fundamentals (2) Makeup Fundamentals (2) Drawing for Design B (2) Costume Fundamentals (2)
Year 4	Intermediate Audio (2) Stage Management (2) Intermediate Costumes (2) Intermediate Lighting (2)	Intermediate Makeup (2) Intermediate Shop/ Lab (2) Scenic Design (2) Introduction to Props (2)
Year 5	Advanced Lighting (1) Y Theatrical Puppets (1) Fall Advanced Shop (1) Fall Scenic Painting (1) Fall Advanced Costumes (1) Y Advanced Scenic Des (1) Y Advanced Makeup Des (1) Y Advanced Audio (1) Y	Advanced Lighting (1) Y Advanced Props (1) Spring Advanced Shop (1) Spring Scenic Painting (1) Spring Advanced Costumes (1) Y Advanced Scenic Des (1) Y Advanced Makeup Des (1) Y Advanced Audio (1) Y
Year 6	Advanced Lighting (1) Y Theatrical Puppets (1) Fall Advanced Shop (1) Fall Scenic Painting (1) Fall Advanced Costumes (1) Y Advanced Scenic Des (1) Y Advanced Makeup Des (1) Y Advanced Audio (1) Y	Advanced Lighting (1) Y Advanced Props (1) Spring Advanced Shop (1) Spring Scenic Painting (1) Spring Advanced Costumes (1) Y Advanced Scenic Des (1) Y Advanced Makeup Des (1) Y Advanced Audio (1) Y

(1-2) = days per week

Advanced Electives

Master Class Opportunities: Availability subject to production schedule, educational need and student interest. These classes will be offered only as a one-semester class. (Fall or Spring)

Production and Stage Management
 Scenic Construction Techniques
 Scenic Design
 Costume Design
 Lighting Design
 Audio Design

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Audio Fundamentals

This is an introductory class into basic audio technologies, design and listening skills. This class focuses on the understanding of basic equipment such as microphones, mixers, amplifiers and speakers. This includes equipment identification as well as the ability to set-up a basic sound system.

Intermediate Audio

This class explores the uses and application of audio equipment in live sound reinforcement and the recording studio. This includes both listening exercises and hands-on equipment training with a focus on wireless microphone technologies; frequency management, lavalier microphone placement and trouble shooting. Students will also be introduced to Pro Tools as well as other audio recording programs through class projects and demonstrations.

Advanced Audio

This class continues to explore the uses and application of audio equipment in live sound reinforcement and the recording studio. This includes both system design, installation, troubleshooting as well as show operation. Students in this class will be designing, creating and recording several in-class audio projects using our ProTools recording studio. In addition to that, students will be selected from this class to be the student audio mixers for various school productions. (Musicals, Dramas, Concerts)

Costume Fundamentals

This is an introductory class into costuming where students will learn basic sewing skills from hand stitching to machine work. This is accomplished with in-class sewing assignments from attaching buttons to constructing a garment. In addition to sewing students will learning about the process of costume design from concept to finished garment.

Intermediate Costuming

This class focuses on learning the elements of design and how they apply to costume design and construction. Students will continue the process of learning sewing skills through in class hands-on assignments as well as explore the tools and skills needed to run a show. (Dressing)

Advanced Costuming

This class focuses on training students in advanced costume construction techniques. This is accomplished through student design projects and garment construction including projects for school productions. Students will also have the opportunity to learn basic millinery, patterning and other related costuming skills.

Drawing for Design A

This class explores the basic drawing techniques used in the entertainment world. This includes shapes, figures, fabric and architectural elements. In this class each student is assessed on how much they improve on each assignment as well as their improvement over the entire semester.

Drawing for Design B

This class continues exploring the basic drawing techniques used in the entertainment world. The emphasis of this class is learning how to read and draw scaled floor plans and elevations. In addition to that, students will learn to create a scale model from their drawings. Students are assessed on how much they improve on each assignment as well as their improvement over the entire semester.

Lighting Fundamentals

This is an introductory class into basic stage lighting technology and design which includes electricity, lighting instruments, color theory, control and design. Students will also learn how to read a light plot as well as how to operate a follow spot.

Intermediate Lighting

This class begins a more in-depth exploration of lighting technologies and the craft of lighting design. This includes script analysis, concept development and equipment selection. This is accomplished through in-class assignments including research, cueing and design projects and presentations.

Advanced Lighting

This class is largely geared to practical experiences and hands on learning activities. The assignments in this class are balanced to build both the technical and artistic skills necessary to be successful in the entertainment lighting industry. This includes show assignments such as master electrician, assistant lighting designer or lighting designer for at least one production per semester. In addition to the practical work, students will begin assembling a portfolio of their work which will include design concept statements, light plots and photographs.

Makeup Fundamentals

This is an introductory class into theatrical makeup where students will learn various makeup application techniques throughout the semester. This is accomplished by each student completing in-class makeup application assignments from basic corrective to highly theatrical. In this class each student is assessed on how much they improve on each assignment as well as their improvement over the entire semester. (FYI: Each student needs to provide their own makeup kit.)

Intermediate Makeup

This is a more in-depth look at makeup application techniques and the craft of makeup design. Students continue to build their makeup skills with hands-on makeup application assignments. This includes script and character analysis, concept development and makeup story boards. (FYI: Each student needs their own makeup kit)

Advanced Makeup

The purpose of this class is to continue developing a makeup artist's skill set by becoming more proficient with all application techniques and learning about special effects makeup. This includes latex, nose putty, teeth, prosthetic, foam latex, stage blood, wounds, ventilated hair pieces and blood cannons. This is accomplished with in-class design assignments that allow students to explore these various areas throughout the semester.

Introduction to Props

This is an overview class dealing with the development of theatrical properties. The primary focus of this class is to learn how to create a prop list, pull props, shop for props, prop tracking, setting up a prop table and prop creation. Students will learn how to research period specific props as well as materials and skills used to build and maintain props for a show.

Advanced Props

Students will learn about the various techniques used in the designing or creation of unusual props for the theatre. Students will then apply the skills learned into the development of props for current school productions. This includes design, engineering and various construction techniques using multiple materials such as metal, plastic or wood.

Introduction to P&D

This is a technical theater overview class where we explore all aspects in the world of production and design. This includes both the elements of design as well as the technical skills needed in the world of production.

Fundamental Stagecraft I

This is an in depth look at the world of scenic design and production. This is accomplished through research assignments, drawing and model building. In this class we are looking at technical as well as artistic solutions as part of these assignments. There will be a production crew shadowing assignment included as part of this class.

Fundamental Stagecraft II

This is an in-depth look at the world of costuming and makeup for theater. This is accomplished through hands-on activities such as character analysis, mask making, drawing, simple costume construction as well as hair and makeup assignments. We emphasize both the artistic and technical solutions as each student progresses through these assignments.

Stage Management

This is a discussion, lab class where we will explore the role of a production manager and stage manager in a theatrical production. We will focus on building the leadership and organizational skills necessary for each student to fulfill the role of stage manager or assistant stage manager on a show or production. Additionally, students will have employment seeking assignments including cover letters, resumes and thank you notes.

Scenic Design

This class continues exploring drawing and scenic design techniques used in the entertainment world. The focus in this class is perspective drawing using the two and three point method. In this class each student will start with a design concept and develop that step by step into a perspective drawing and finally a model. Students are assessed on how much they improve on each assignment as well as their improvement over the entire semester.

Advanced Scenic Design

The purpose of this class is to continue developing each student's scenic design skill set including show research, concept development, drafting, drawing, rendering and model making. This is accomplished with a multi-set design project where students have to solve both design and technical challenges in achieving their concept and design ideas.

Shop Lab Fundamentals

This is an introductory class into shop tools and scenic construction. The emphasis at this level is on the safe operation of the basic power tools used in the construction of scenic elements. Students also learn the common construction techniques used to build scenic elements such as walls and platforms.

Intermediate Shop Lab

This class explores more advanced construction techniques and the tools used in the assembly of scenic elements. Students in this class will be assisting with the construction and load-in of the scenic elements used in OCSA productions. Students will also be asked to demonstrate safety skills and proficiency with various shop tools including, but not limited to, the pull over saw, grinder, cordless drill, drill press and sabre saw.

Advanced Shop Lab

This is an advanced construction techniques class where students will be using various shop tools in the assembly of scenic elements. These tools include, but are not limited to, the table saw, band saw, pneumatic staplers, routers and sanders. Students in this class will be constructing, loading-in and striking the scenic elements used in OCSA productions.

Scenic Painting

This is an overview class where students will learn about different faux painting techniques. This includes, but is not limited to, wood graining, wet blending, scumbling, glazing, stippling and spattering. The majority of this will occur as students work on the scenery for actual OCSA productions.

Puppetry for the Theatre

The purpose of this class is to provide the students with an overview of puppet styles and construction

techniques and a general understanding of how puppets have been used in the entertainment industry. This is accomplished by studying the work of Martin Robinson, Michael Curry and Julie Taymor and applying that knowledge in the creation of the students' own puppets.

Theatre Overview A and B

This class explores the roll of the actor, dancer, musician, choreographer and director to better understand how to communicate and collaborate with these various artists. In addition to that we will also practice the techniques and skills necessary to present our ideas in front of a class or production team. (acting and public speaking component)