

# DRAMA DESIGN/TECH (DRD)

## DRD 100 Selected Topics (1-6 Credits)

### *Drama*

Exploration of a topic (to be determined) not covered by the standard curriculum but of interest to faculty and students in a particular semester. Repeatable

## DRD 110 Drawing Skills for Theater Design (3 Credits)

### *Drama*

Studio/Lecture course introducing foundational skills for theatrical drawing in a variety of basic graphic techniques used to illustrate scenic, costume and lighting designs by exploring fundamental drawing exercises.

## DRD 111 Media, Methods, and Materials in Theatrical Design (3 Credits)

### *Drama*

Media, materials, and techniques employed in the illustration and presentation of design for theatrical production. Required of all students planning further work in design and technical theater.

Shared Competencies: Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

## DRD 112 Drafting for the Theater I (3 Credits)

### *Drama*

Introduction to the theories and practices of drafting for theatrical production. Graphic solutions, focusing on the communication of design ideas through the proper use of manual drafting instruments.

Shared Competencies: Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

## DRD 113 Media, Methods, and Materials in Theatrical Design II (3 Credits)

### *Drama*

The objective of this class is to develop and improve artistic fluency so that scenic, costume and lighting design ideas can be clearly and precisely expressed and presented.

Prereq: DRD 111

## DRD 115 Introduction to Theater Production I (2 Credits)

### *Drama*

Lecture, reading, and discussion of major aspects of theater production. Participation in construction, running, and front-of-house crews for Drama Department productions. Required of Acting and Musical Theater majors.

## DRD 116 Introduction to Theater Production II (2 Credits)

### *Drama*

Continuation of DRD 115.

## DRD 140 Introduction to Theater Crafts I (2-3 Credits)

### *Drama*

This course provides students with both exposure to and experience in various areas of technical production, including scenery, props, scenic art, costumes, lighting, and sound; and the specific production process employed by Syracuse Stage and SU Drama.

## DRD 141 Introduction to Design for the Theater I (3 Credits)

### *Drama*

An introduction to the function of the visual elements in theatrical production, and developing a process for exploring/creating designs for productions including analyzing plays and productions of diverse cultural perspectives. Required of all TDT and SM majors.

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>)

## DRD 142 Introduction to Design for the Theater II (3 Credits)

### *Drama*

Expands on the theory, principles and process learned in DRD 141, continuing the examination of the design process, focusing on specific plays from diverse cultural perspectives. Must be taken in sequence.

Required of all TDT majors.

Prereq: DRD 141

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>); Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

## DRD 200 Selected Topics (1-6 Credits)

### *Drama*

Exploration of a topic (to be determined) not covered by the standard curriculum but of interest to faculty and students in a particular semester. Repeatable

## DRD 212 Drafting for the Theater II (3 Credits)

### *Drama*

Continued study of the theories and practices of drafting for theatrical production. Graphic solutions, focusing on the communication of design ideas through the proper use of manual drafting instruments.

Prereq: DRD 112

## DRD 240 Introduction to Theater Crafts II (2-3 Credits)

### *Drama*

Continued exploration of various areas of technical production, including scenery, props, scenic art, costumes, lighting, and sound; and the specific production process employed by Syracuse Stage and SU Drama.

Prereq: DRD 140

## DRD 270 Experience Credit (1-6 Credits)

### *Drama*

Participation in a discipline or subject related experience. Student must be evaluated by written or oral reports or an examination. Permission in advance with the consent of the department chairperson, instructor, and dean. Limited to those in good academic standing.

Repeatable

## DRD 290 Independent Study (1-6 Credits)

### *Drama*

Exploration of a problem, or problems, in depth. Individual independent study upon a plan submitted by the student. Admission by consent of supervising instructor(s) and the department.

Repeatable

## DRD 300 Selected Topics (1-6 Credits)

### *Drama*

Exploration of a topic (to be determined) not covered by the standard curriculum but of interest to faculty and students in a particular semester. Repeatable

**DRD 301 Fundamentals of Theater Design (3 Credits)***Drama*

Basic theory and techniques of design for the stage. Includes scenery, costumes and lights. Open to non-Design/Tech majors by Department consent.

Shared Competencies: Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

**DRD 311 Scene Design I (3 Credits)***Drama*

Exploration of the art, history and practice of scenic design for theater. The ideas and concepts of scenic development are investigated through research and practical experience through the exploration of culturally diverse plays. Department consent required for non-TDT majors.

Prereq: DRD 112 and DRD 142

**DRD 312 Scene Design II (3 Credits)***Drama*

Continued exploration of the history and practice of scenic design for the theater. Design projects will include culturally diverse topics through as advanced script analysis, experimental and alternative spaces and diverse entertainment productions.

Prereq: DRD 311

**DRD 313 CAD for the Theater (3 Credits)***Drama*

Introduction to the theories and practices of computer aided drafting (CAD) for theatrical production. Department consent required for non-TDT majors.

Prereq: DRD 112

Shared Competencies: Information Literacy and Technological Agility (<https://coursecatalog.syracuse.edu/shared-competencies/information-literacy-and-technological-agility/>)

**DRD 314 Vectorworks for Theater (3 Credits)***Drama*

Introduction to the theories and practices of computer aided drafting (CAD) for theatrical production. Two dimensional graphic solutions utilizing Vectorworks are the primary focus of the course, with other computer modeling and rendering programs introduced.

Shared Competencies: Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

**DRD 316 Practicum in Scenery Construction (2 Credits)***Drama*

Standard scenic construction tools, techniques and practices with practical application supervised by Syracuse Stage professional staff.

Prereq: DRD 140 and DRD 240

**DRD 317 Practicum in Scene Painting (2 Credits)***Drama*

Problems and practice in scene painting, supervised by Syracuse Stage professional staff.

Repeatable

Prereq: DRD 140 and DRD 240

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>)

**DRD 318 Practicum in Stage Properties (2 Credits)***Drama*

Problems and practices in the procuring or design and construction of stage properties, supervised by Syracuse Stage professional staff.

Prereq: DRD 140 and DRD 240

**DRD 321 Theatrical Costume Design I (3 Credits)***Drama*

Role of the costume designer in the production process. Examination of the role of clothing from an inclusive global perspective. Studio problems in design of costumes for theatrical productions of culturally varied plays and events. Department consent required for non-TDT majors.

Prereq: DRD 142

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>)

**DRD 322 Theatrical Costume Design II (3 Credits)***Drama*

Continuation of DRD 321. Studio problems in design of costumes for theatrical productions of plays, presented as if for production, requiring problem solving and research into a variety of cultures.

Prereq: DRD 321

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>)

**DRD 327 Practicum in Costume (2 Credits)***Drama*

Problems and practice in hand and machine techniques used in the construction of costumes; and constructing garments from patterns. Supervised by Syracuse Stage professional staff.

Repeatable

Prereq: DRD 140

**DRD 329 Advanced Practicum in Costume Construction (2 Credits)***Drama*

Exploration of advanced clothing construction, from hand sewing to machine sewing, and how it pertains to costume construction.

Prereq: DRD 327

**DRD 331 Stage Lighting I (3 Credits)***Drama*

Double-numbered with DRD 631

Elementary physics of lighting and electricity. Lighting instruments and controls. Function of theatrical lighting. Outstanding lighting designs of past and current productions. Students design complete light plots.

Prereq: DRD 141

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>)

**DRD 332 Stage Lighting II (3 Credits)***Drama*

This course will continue to explore the artistry, process and technology of Lighting Design through projects based on culturally diverse plays or events.

Prereq: DRD 331

Shared Competencies: Critical and Creative Thinking (<https://coursecatalog.syracuse.edu/shared-competencies/critical-and-creative-thinking/>); Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

**DRD 337 Practicum in Stage Lighting (2 Credits)***Drama*

Problems and practices in stage lighting, supervised by Syracuse Stage professional staff.

Prereq: DRD 140

**DRD 338 Practicum in Theater Sound (2 Credits)***Drama*

Problems and practice in theater sound, supervised by Syracuse Stage professional staff.

Prereq: DRD 140 and DRD 240

Shared Competencies: Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

**DRD 380 International Course (1-12 Credits)***Drama*

Offered through SUAbroad by educational institution outside the United States. Student registers for the course at the foreign institution and is graded according to that institution's practice. SUAbroad works with the S.U. academic department to assign the appropriate course level, title, and grade for the student's transcript.

Repeatable 12 times for 12 credits maximum

**DRD 400 Selected Topics (1-6 Credits)***Drama*

Exploration of a topic (to be determined) not covered by the standard curriculum but of interest to faculty and students in a particular semester. Repeatable

**DRD 411 Scene Design III (3 Credits)***Drama*

Advanced problems in scene design. At least three completely designed plays that represent a diverse set of perspectives and experiences, prepared as if for actual production.

Prereq: DRD 312

**DRD 412 Advanced Techniques in Theatrical Rendering (3 Credits)***Drama*

Continued study in a variety of graphic techniques used to illustrate theatrical designs through exploring an expanded range of media and materials.

Repeatable 2 times for 6 credits maximum

Prereq: DRD 111 and DRD 311 or DRD 321

Shared Competencies: Information Literacy and Technological Agility (<https://coursecatalog.syracuse.edu/shared-competencies/information-literacy-and-technological-agility/>)

**DRD 414 Advanced Projects in Entertainment Design (3 Credits)***Drama*

The exploration of various methods of discovering, formulating, and communicating design ideas for productions in a variety of performance genres and styles of entertainment design that represent a diverse set of perspectives and experiences.

Prereq: Two of the following: DRD 312 or DRD 322 or DRD 332

**DRD 421 Theatrical Costume Design III (3 Credits)***Drama*

Advanced studio problems in theatrical costume design, presented as if for actual production, that explore cultural variety through the lens of clothing.

Prereq: DRD 322

**DRD 427 Tailoring Techniques for the Theater (3 Credits)***Drama*

Traditional tailoring techniques adapted to costume construction.

Prereq: DRD 329

Shared Competencies: Information Literacy and Technological Agility (<https://coursecatalog.syracuse.edu/shared-competencies/information-literacy-and-technological-agility/>)

**DRD 428 Costume Draping and Pattern Drafting (3 Credits)***Drama*

Theory and practice of techniques used in creating patterns for use in theatrical costume construction.

Prereq: DRD 327 or DRD 329

**DRD 429 Costume Crafts Seminar (3 Credits)***Drama*

Theory and practice of techniques used in creating theatrical costume pieces that are crafted rather than sewn.

Prereq: DRD 140

**DRD 431 Stage Lighting III (3 Credits)***Drama*

Continuation of the principles and practices of modern stage lighting as an art form. Advanced theories will be investigated involving multi-scene, repertory, thrust and arena lighting design through projects that explore a range of viewpoints of cultural styles.

Prereq: DRD 332

Shared Competencies: Information Literacy and Technological Agility (<https://coursecatalog.syracuse.edu/shared-competencies/information-literacy-and-technological-agility/>)

**DRD 433 Advanced Techniques in Stage Lighting Technology (3 Credits)***Drama*

Advanced lighting technology, software and control systems.

Prereq: DRD 140 and 240 and 337

Shared Competencies: Information Literacy and Technological Agility (<https://coursecatalog.syracuse.edu/shared-competencies/information-literacy-and-technological-agility/>)

**DRD 441 Advanced Stagecraft (3 Credits)***Drama*

An in-depth exploration of both simple and complex aspects of the process of scenic production from the perspective of the Technical Director.

Prereq: DRD 140 and DRD 240 and DRD 316

**DRD 442 Structural Design for the Stage (3 Credits)***Drama*

An introduction to the analysis of forces acting on physical structures in static equilibrium (Statics) and the interpretation and application of the results in theatrical scenic construction.

**DRD 443 Stage Rigging (3 Credits)***Drama*

A study of accepted, safe rigging practices. Primary focus is on the most common methods and materials of the trade. Secondary focus is on a variety of less common techniques, equipment, and practices.

Prereq: DRD 140 and 240

**DRD 445 Professional Practices for Theater Design and Technology (3 Credits)***Drama*

Exploration and identification of anticipated challenges for the emerging theater design professional. Focus on career development; how to manage oneself legally, financially and ethically within the profession.

Shared Competencies: Communication Skills (<https://coursecatalog.syracuse.edu/shared-competencies/communication-skills/>)

**DRD 470 Experience Credit (1-6 Credits)**

*Drama*

Participation in a discipline or subject related experience. Student must be evaluated by written or oral reports or an examination. Permission in advance with the consent of the department chairperson, instructor, and dean. Limited to those in good academic standing.

Repeatable

**DRD 480 International Course (1-12 Credits)**

*Drama*

Offered through SUAbroad by educational institution outside the United States. Student registers for the course at the foreign institution and is graded according to that institution's practice. SUAbroad works with the S.U. academic department to assign the appropriate course level, title, and grade for the student's transcript.

Repeatable

**DRD 490 Independent Study (1-6 Credits)**

*Drama*

Exploration of a problem, or problems, in depth. Individual independent study upon a plan submitted by the student. Admission by consent of supervising instructor(s) and the department.

Repeatable

**DRD 499 Honors Capstone Project (1-3 Credits)**

*Drama*

Completion of an Honors Capstone Project under the supervision of a faculty member.

Repeatable 3 times for 3 credits maximum

**DRD 500 Selected Topics (1-6 Credits)**

*Drama*

Exploration of a topic (to be determined) not covered by the standard curriculum but of interest to faculty and students in a particular semester.

Repeatable

**DRD 501 Design for Directors (3 Credits)**

*Drama*

Basic theory and techniques of design for the stage. Communicating ideas to designers and vice versa.

**DRD 541 Projects in Technical Practice I (3 Credits)**

*Drama*

Solution of advanced problems in all phases of technical practice, fitted to the needs of the individual student as far as possible. Department consent required.

**DRD 542 Projects in Technical Practice II (3 Credits)**

*Drama*

Continuation of DRD 541. Department consent required.

Prereq: DRD 541

**DRD 555 Evolution of Stage Design (3 Credits)**

*Drama*

Study of the modern history of scenography, putting contemporary stage design into cultural and historical context. Period style, dramatic literature, director methodology, art and architecture, and theater technology will be explored from a global perspective.

**DRD 599 Internship in Theatrical Design, Technology, or Management (3-9 Credits)**

*Drama*

Qualified senior and graduate students are assigned to staff positions with Syracuse Stage for semester or year in areas of students' individual professional training and goals.