

KEY GRADUATE COURSE OFFERINGS

I. BASIC PROGRAM

The following courses are required of graduate students in the department. Please note that not all courses are offered each semester, and that each student should consult his or her faculty advisor to draw up the most appropriate slate of courses.

Group Studio

A practical workshop centered on a collaborative project, in which designers, dramaturges, and directors create a performance from scratch. The objective is to develop a shared vocabulary and common experiences in the process of transforming text or ideas into a performed event. All members of the studio may be asked to adopt the perspective of actor, director, designer, playwright or critic. 3 credits

Text Analysis for Production

A seminar concentrating on the close reading of dramatic texts for contemporary production, and an in-depth concentration on the creative process employed in production-related decision-making. Focuses on the directorial, design and dramaturgical questions as distinct from literary ones. Dramatic texts are selected from a broad spectrum of world repertory. 3 credits

World Repertory, I & II

A case study approach to theatrical performance (text, acting, performance space, elements of spectacle, audience) in relation to changing social, economic, political, and aesthetic movements. Helps each student discover the widest possible range of theatrical conventions available to the theater artist. Reading of wide range of plays across history and around the world. Focus on research techniques. 6 credits

II. OTHER COURSES

The following courses, offered on a regular basis, may or may not be required of each student, according to his or her program area:

Directing Studio

Tutorials, projects, and production work in the craft of directing. Depending on the needs and competence of the individual student, areas of study may include stage management, assistant directing, acting study, acting styles, audition and rehearsal techniques, working with designers, professional internships, portfolio preparation, and Curtain Theater, Rand Theater, Studio 204 or other studio production. 3 to 6 credits, repeatable

Performance Theory

Reading and research in major ideas on the art of theater and performance. 3 credits

Dramaturgy Workshop

The class has two weekly components. One is an informal roundtable, focusing on current production assignments and general topics of interest in dramaturgy. The second is a Special Topics workshop that varies in focus every semester, so as to provide each student with 6 distinct dramaturgy courses over 3 years. Special Topics have included Production Dramaturgy, New Play Development, Playwriting, Translation, Multicultural Theater, Project Curation, Avant-Garde Theater, and Critical Writing. 3 to 6 credits, repeatable

Scene Painting

Scene painting projects in various textures and techniques will result in a completed scene-painting portfolio. Instructor will demonstrate techniques in class with students completing projects on their own. 3 credits

Drawing and Rendering for Designers

Drawing and rendering projects intended to perfect skills associated with theater design. Required of all design students early in their residency. 3 credits

Costume Design Studio

Design and technical assignments on Department of Theater productions and varied tutorial projects in design and technical problem solving. May include research techniques, conceptualization, the study of characterization elements of design, rendering techniques, draping, tailoring, make-up, and portfolio development. 3 to 6 credits, repeatable.

Costume History I

Reading and research in the development of silhouette, materials, garment construction, and the accessories of Western costume from the ancients to 1650, with special attention to stage application. 3 credits

Costume History II

Reading and research in the development of silhouette, materials, garment construction, and the accessories of Western costume from 1650 to 1940, with special attention to stage application. 3 credits

Special Skills Instruction: Costume

An elective course offering instruction in advanced costume crafts. May include draping, tailoring, make-up, millinery, hair, and wigs. 3 credits, repeatable

Lighting Design Studio

Tutorial projects in design theory and conceptualization and the solving of related technical problems. Over a three-year period the course covers lighting technology, technical and artistic problem solving, graphics, research, critical and analytical skills, visual light lab projects, and portfolio development. Includes design, assistant design and technical assignments on Department of Theater productions. 3 to 6 credits, repeatable

Special Skills Instruction: Lighting and Sound

Special projects on advanced topics in the areas of lighting and sound. May include instruction in CAD, electrical control systems and their maintenance, lighting equipment research and maintenance, electrical troubleshooting, projections, sound recordings and editing, and audio equipment maintenance. 3 credits, repeatable