

GRADUATE COURSE OFFERINGS

BASIC PROGRAM

Courses 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

Theater in Society

The study of 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. Focus on research techniques.

3 credits

GENERAL DESIGN

Courses required of all graduate students specializing in design.

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

Advanced Drafting Technique

Several drafting projects intended to refine basic theatrical drafting techniques, including the drafting of ground plans, sections, elevations, and isometric projections. Advanced projects will place particular emphasis on orthographic projection, including the development of true size and shape views, and will involve solving technical and design-related problems.

3 credits

COSTUME DESIGN

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

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

SCENIC DESIGN

Scenic Design Studio

To support graduate students in attaining professional competence, the design studio focuses on a combination of departmental productions and a broad range of theoretical and practical projects. The class incorporates student and instructor work in progress. The studio experience emphasizes all aspects of the design process and treats scenography as an intrinsic part of performance. This includes theatrical conceptualization, design research, visual presentation of designs, designing for music theater, and puppetry.

3 to 6 credits, repeatable

Special Skills Instruction: Scene Design and Technology

Individual advanced training in structural analysis, drafting and auto-CAD, metal work, scene painting, and rigging. Projects may include design and construction of specific elements for Department of Theater productions.

3 credits, repeatable

DIRECTING

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

Acting and Directing Theory

Reading and research in the major theoretical treatises on the arts of acting and directing.

3 credits

DRAMATURGY

Literary Management

A study of the role of the literary manager in the American resident theater. Focuses on ways of finding, evaluating, and nurturing new scripts.

3 credits

Critical Writing

Theory and practice of performance criticism. Students travel to professional productions in New York, Hartford, Boston and other cities of the region and write criticisms for class evaluation. Publication is encouraged.

3 credits

Translation

Principles of and practice in translation for the stage. Includes the study and critical assessment of existing translations as well as the development of new translations. Production a possibility.

3 credits

Aesthetics

Close reading, in English or English translation, of selected theoretical essays, ancient Greek to the present, which advocate specific materials, structures, and effects of works of art. Emphasizes explication of the rationales by which individual theories seem to operate, and the worldviews that seem to inform those theories.

3 credits

Dramaturgy Workshop

Tutorials, projects, and production assignments calling on the various skills of the dramaturg. Depending on the needs and competence of the individual student, may include text preparation, translation, production research, preparation of program books, work with educational services, or production dramaturgy.

2 to 3 credits, repeatable