Dramatic Arts (DRAM)

drama.uconn.edu

5000. Studies in Voice and Diction

Three credits. Prerequisite: Instructor consent. May be repeated for a total of nine credits.

Voice-related topics and skills not included in DRAM 5001-5007. May include work in specialized areas of applied speech such as (but not limited to) analysis of heightened text, spoken choral performance, and oral interpretation of poetry or narrative prose.

5001. Voice and Diction I

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

Development of breath support, vocal expressiveness, and basic diction, articulation, and phonetics skills.

5002. Voice and Diction II

Three credits. Prerequisite: Instructor consent.

Developing vocal range and intelligibility with text and emotional content. Continued work with consonant and vowel sounds.

5003. Voice and Diction III

Three credits. Prerequisite: Instructor consent.

Developing analytical and performance skills in heightened language and poetic text to be applied primarily to the works of Shakespeare and other classical playwrights.

5004. Voice and Diction IV

Three credits. Prerequisite: Instructor consent.

Applying diction and phonetics skills to specialized speech styles including accents and dialects.

5005. Voice and Diction V

Three credits. Prerequisite: Instructor consent.

Applying voice and diction skills to additional classical and contemporary dramatic forms.

5006. Voice and Diction VI

Three credits. Prerequisite: Instructor consent.

Exploring additional vocal skills and resources required for professional acting.

5007. Singing for Actors

One credit. Prerequisite: Instructor consent. May be repeated for a total of three credits.

Developing singing skills required for performance in musical theatre productions.

5110. Core Concepts in Arts Administration

Three credits.

History of the field, principles and practices of arts management theory, leadership models, and contemporary issues facing arts organizations. Research methods and practices in the field.

5111. Arts Administration Professional Internship

Twelve credits.

Completion of an internship, at a professional arts organization, fulfills the internship requirement of the MFA in Arts Administration. Faculty assists in arranging internships at professional organizations.

5112. Arts Administration Advanced Topic Research

Three credits.

Coursework consists of a single major research project, or series of smaller projects, in preparation for the student's MFA project. The Advanced Topic Research project, or projects, may or may not be directly related to the candidate’s MFA Project, but must serve in some direct way to help prepare the students for the MFA Project.

5113. Arts Administration MFA Project

Six credits.

The MFA Project is required for all MFA students completing the non-thesis option within the Graduate School at UConn. It must include evidence of all aspects of both conceptual learning and skill development training contained in the MFA Arts Administration program and must be approved by the graduate advisory committee. The MFA Project will also form the basis for the Final Examination, conducted by the advisory committee, as required by the Graduate School. The Final Examination will occur in the same semester as the submission of the MFA Project.

5114. Arts Administration Studio I

One credit.

Seminar-based course. Meets with Arts Administration Studio II, III, IV, and V. Case studies, and other forms of research, in arts administration.

5115. Arts Administration Studio II

One credit. Prerequisite: DRAM 5114.

Seminar-based course. Meets with Arts Administration Studio I, III, IV, and V. Case studies, and other forms of research, in arts administration.

5116. Arts Administration Studio III

One credit. Prerequisite: DRAM 5115.

Seminar-based course. Meets with Arts Administration Studio I, II, IV, and V. Case studies, and other forms of research, in arts administration.

5117. Arts Administration Studio IV

Three credits. Prerequisite: DRAM 5116.

Seminar-based course. Meets with Arts Administration Studio I, II, III, and V. Case studies, and other forms of research, in arts administration. Leadership models and techniques. Research projects required.

5118. Arts Administration Studio V

Three credits. Prerequisite: DRAM 5117.

Final in series of seminar-based courses. Meets with Arts Administration Studio I, II, III, and IV. Case studies, and other forms of research, in arts administration. Leadership models and techniques. Research projects required.

5120. Financial Management for the Arts

Three credits.

An introduction to key elements of nonprofit financial management in the arts, including basic accounting, financial statement analysis, and budgeting. Using current articles, reference texts, and business cases, students will develop an understanding of nonprofit accounting and will follow daily transactions through to the financial statements. The relationships between budgeting, financial reporting, and financial statements will be explored using readings and case studies.

5121. Governance and Leadership in the Arts

Three credits.

This course will provide instruction in basic concepts of governance and leadership of non-profit arts organizations by focusing on how arts organizations are structured, how they function, and a particular emphasis on how they are led.

5122. Fund Raising and Development for the Arts

Three credits.

This course addresses best practices for fund raising and development for arts organizations including practical exercises and case study analysis.

5123. Marketing the Arts

Three credits.

Build knowledge of marketing theories, approaches, and methodologies that are used across all industries and then highlight their application for the arts. Develop an understanding of the following areas: analysis of the competitive environment; developing audience insight and segmentation; positioning and targeting a unique value proposition; developing and delivering the unique value proposition; and evaluating the performance of techniques.

5130. Introduction to Graduate Studies in Stage Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Projects in scenery, lighting and costume design for first-year graduate students in stage design and puppetry. Reading and discussion of various 20th century works on design theory for the theatre.

5131. Studies in Theatre History

Variable (1-3) credits. Prerequisite: Instructor consent.

A survey course focusing on selected dramatic writings from Classic Greek to the 21st century. The application of text analysis tools for the actor will be examined.

5132. Survey of 20th Century Theatrical Design

Three credits.

A survey of the basic aesthetics available to the modern theatre designer, seen through the lens of designers and design movements of the 20th century. The use of form, color, scale, materials, and their relative importance will be examined, as will the concepts of stylization, theatricality, and abstraction.

5159. Practicum in Theatre Studies

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Special projects in Theatre Studies, usually related to a production of the Department of Dramatic Arts/Connecticut Repertory Theatre.

5189. Field Studies Internship in Design/Technical Theatre

Variable (1-6) credits. Prerequisite: Instructor consent. May be repeated for a total of nine credits.

Supervised practical experience in professional/regional theatres or academic institutions.

5190. Internship in Dramatic Arts

Zero credits. Prerequisite: Open only to Dramatic Arts graduate students holding a dramatic arts graduate assistantship; instructor consent required.

Internships in acting, costuming, lighting, management, media, puppetry, pedagogy and technical theatre.

5192. Independent Study in Theatre Studies

Variable (1-6) credits. Prerequisite: Instructor consent. May be repeated for credit.

Independent study under the direction of an appropriate faculty member.

5197. Special Topics in Theatre Studies

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit.

A reading course under the direction of an appropriate staff member.

5200. Studies in Technical Production

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit.

Study of any topics in Stagecraft, Technical Production, or Sound not included in DRAM 5201-5213.

5201. Production Drafting

Three credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Emphasis on preparation of plans appropriate for scenic studio bidding procedures.

5202. Technical Direction

Three credits. Prerequisite: Instructor consent.

A study of the planning, management and execution of all technical aspects of production.

5204. Technical Analysis

Three credits. Prerequisite: Instructor consent.

Analysis of scenic structures and materials, including stress and vector analysis, static and dynamic loading of beams and battens, truss design, and time/cost studies.

5205. Audio Production

Three credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Audio recording and playback techniques used in the preparation of theatrical sound scores.

5206. Sound Technology

Three credits. Prerequisite: Instructor consent.

Application of signal processing devices and signal modification for specialized audio effects for production.

5207. Electricity and Electronics for the Theatre

Three credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Study of current electrical technology and applications, including AC theory and codes.

5208. Computer Applications

Three credits. Prerequisite: Instructor consent.

Survey of current software available for application to production management and technical design and production.

5209. Studies in Theatre Design

Three credits. Prerequisite: Instructor consent.

Investigates the physical problems and codes involved in integrating theatre technology into the architectural requirements of a performance facility.

5211. Advanced Rigging Techniques

Three credits. Prerequisite: Instructor consent.

Technology and materials used in conventional and specialized rigging systems.

5212. Shop Technology

Three credits. Prerequisite: Instructor consent.

Use of materials, equipment and processes required in special fabrication techniques.

5213. Stage Technology

Three credits. Prerequisite: Instructor consent.

Power sources and drive mechanisms for stage machinery including electro-mechanical, hydraulic and pneumatic systems.

5292. Independent Study in Technical Theatre

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit.

An independent project course under the direction of an appropriate faculty or staff member.

5296. MFA Project in Technical Theatre

Variable (1-6) credits. Prerequisite: Instructor consent. May be repeated for a total of 12 credits.

The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/Connecticut Repertory Theatre.

5297. Special Topics in Technical Production

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

A reading course under the direction of an appropriate staff member.

5300. Studies in Scenic Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit.

Study of any topics in Scenic Design not included in DRAM 5301-5320.

5301. Scenic Design: Single Set Plays

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

Exploration of the various methods of solving the scenic design for plays requiring only one location.

5302. Scenic Design: Multi-Set Play

Three credits. Prerequisite: Instructor consent.

Investigating the range of methods of solving the scenic design for plays with several locations.

5303. Scenic Design: The Musical I

Three credits. Prerequisite: Instructor consent.

Solutions for designing scenery for the Traditional American Musical. This topic examined from both historical and contemporary points of view.

5304. Scenic Design: The Musical II

Three credits. Prerequisite: DRAM 5303; instructor consent required.

The examination and study of scenery-design solutions for complex musicals in unconventional spaces.

5305. Scenic Design: Art Direction for TV and Film

Three credits. Prerequisite: Instructor consent.

Developing skills for relating traditional scenic design to feature films and television with an emphasis on creating storyboards.

5306. Scenic Design: Opera and Ballet

Three credits. Prerequisite: Instructor consent.

Operas and Ballets from around the world will be analyzed and designed for various proscenium theatres.

5310. Scenic Design: Event Planning

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

Examining approaches to designing special events for unique spaces.

5311. Scenic Design: Design Drafting

Three credits. Prerequisite: Instructor consent.

The study of hand-drafting styles and conventions, and the study of computer drafting software and techniques.

5312. Scenic Design: Perspective Drawing and the Pencil Sketch

Three credits. Prerequisite: Instructor consent.

A study of one point, two point, three point and measured perspective in order to create pencil sketches for the theatre.

5313. Scenic Design: The Color Sketch

Three credits. Prerequisite: Instructor consent.

A study of methods of producing color sketches and renderings for the theatre, including watercolor, pastel, colored pencil, and marker as well as computer drawing techniques.

5314. Scenic Design: Model Building Techniques

Three credits. Prerequisite: Instructor consent.

Techniques and skills for building a scale model for a scenic design using a variety of materials and methods.

5315. Scenic Design: Rendering with Watercolor

Three credits. Prerequisite: Instructor consent.

The study of how to use watercolor to create the theatrical sketch.

5316. Scenic Design: Computer Rendering for the Theatre

Three credits. Prerequisite: Instructor consent.

The use of mainstream computer programs to create digital renderings and media for the theatre.

5317. Scenic Design: 3D Computer Rendering for the Theatre

Three credits. Prerequisite: Instructor consent.

The use of mainstream 3D programs to render and draft scenic designs for the theatre.

5318. Scenic Design: Creating a Portfolio On and Off Line

Three credits. Prerequisite: Instructor consent.

Students will create a dynamic portfolio for off-line presentations and then turn that portfolio into a web site.

5319. Scenic Design: Styles of Ornamentation

Three credits. Prerequisite: Instructor consent.

An exploration of architecture and period style from the earliest times to the present.

5320. Scene Painting

Three credits. Prerequisite: Instructor consent.

Scene painting using a variety of media and techniques. The student also explores a number of faux finish techniques.

5329. Technical Research and Writing

Three credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Application of writing techniques and research methods used in preparation of technical reports and project documentation.

5392. Independent Study in Scenic Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit.

Independent study under the direction of an appropriate faculty or staff member.

5396. MFA Project in Scenic Design

Variable (3-6) credits. Prerequisite: Instructor consent.

The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/Connecticut Repertory Theatre.

5397. Special Topics - Scenic Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated with change in topic.

A reading course under the direction of an appropriate staff member.

5401. Costume Design: Poetic Realism

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

An examination of the relationship between poetic realism and costume design, explored through a series of design projects.

5402. Costume Design: Comic Exaggeration

Three credits. Prerequisite: Instructor consent.

An examination of the relationship between comedy and costume design, explored through a series of design projects.

5403. Costume Design: Tragedy and Post Modernism

Three credits. Prerequisite: Instructor consent.

An examination of the relationship between tragedy and costume design and also between post modernism and costume design explored through a series of design projects.

5404. Costume Design: Fantasy and Opera

Three credits. Prerequisite: Instructor consent.

An examination of the relationship between fantasy and costume design and also between opera and costume design explored through a series of design projects.

5405. Costume Design: Dance and Musicals

Three credits. Prerequisite: Instructor consent.

An examination of the relationship between dance and costume design and also between musicals and costume design explored through a series of design projects.

5406. Costume Design: Performance Art

Three credits. Prerequisite: Instructor consent.

An examination of the relationship between performance art and costume design, explored through a series of design projects.

5407. Costume Design: Film

Three credits. Prerequisite: Instructor consent.

An examination of the relationship between film and costume design, explored through a series of design projects.

5410. Studies in Applied Costume Craft

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit with change of topic.

Study of any topic in applied costume craft not included in DRAM 5411-5421.

5411. Color Theory / Light and Fabric

Three credits. Prerequisite: Instructor consent.

The first part of this course focuses on the study of textile names and properties. The second part of the course explores the relativity of color, color properties, and the interaction of light and color.

5412. Dyeing and Fabric Modification

Three credits. Prerequisite: Instructor consent.

Focusing on dyes and their interaction with various fabrics and selecting the correct dyes and the colors to achieve the desired effects. Investigating new fiber-modification technology.

5413. Computer Costume Rendering and Web-site Design

Three credits. Prerequisite: Instructor consent.

The use of mainstream computer programs to create digital renderings as part of the costume-design process. Learning how to use those images along with computer manipulated production photos for presentation on the web.

5414. Costume Design: Period Costume Rendering

Three credits. Prerequisite: Instructor consent.

Exploring sketching techniques with a variety of media while learning to capture period fabrics and styles using primary source images for research and inspiration.

5415. Advanced Make-up: Prosthetics and Wigs

Three credits. Prerequisite: Instructor consent.

Acquiring techniques for creating period effects in make-up and hairstyles. Learning proper wig ventilation and safe casting practices for gelatin and latex prosthetics.

5416. Costume Design: Millinery Techniques

Three credits. Prerequisite: Instructor consent.

Acquiring techniques for designing and constructing different types and styles of men's and women's hats from various historic periods.

5417. Costume Design: Flat Pattern Costume Drafting

Three credits. Prerequisite: Instructor consent.

Focusing on the art and mathematical formulas that create a basic sloper for patterning garments. Understanding shaping through dart manipulation, curved seams, and inserted panels or shapes.

5418. Costume Design: Draping Patterns

Three credits. Prerequisite: Instructor consent.

Developing techniques, for draping shapes and patterns over a dress-maker's mannequin, using the drape of various fabrics and the straight of the grain (versus the bias) to create specific effects.

5419. Tailoring Period Costumes for the Theatre

Three credits. Prerequisite: Instructor consent.

Exploring the traditional art of tailoring and various patterning techniques for constructing garments from the major historical periods often depicted on the stage or screen.

5420. Wearable Electronics and Interactive Objects

(Also offered as DMD 5420.) Three credits. Prerequisite: Instructor consent.

Provides a basic understanding of electronics, key components, function, construction, and project design.

5492. Independent Study in Costume Design

Variable (1-6) credits. Prerequisite: Instructor consent. May be repeated for credit.

Independent study under the direction of an appropriate faculty or staff member.

5494. Costume Design Seminar

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

This course provides an avenue for discussion and learning activities related to realized design work and career development. Each week, students will present to the group the most recent development of their work on CRT assignments, D-Series, and professional jobs, allowing for a group discussion of best practices, next steps, and group problem-solving of challenges. This course will additionally be used for ongoing career development work such as regular resume, website, and portfolio critiques, as well as for discussion of career opportunities, contract negotiations, and professional expectations and processes.

5496. MFA Project in Costume Design

Variable (3-6) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/Connecticut Repertory Theatre.

5497. Special Topics in Costume Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

A reading course under the direction of an appropriate staff member.

5500. Studies in Lighting Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit with change of topic.

Study of any topics in lighting design not included in DRAM 5501-5514.

5501. Lighting Design: The Single Set Play

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

The development of lighting designs for single set dramas and musicals.

5502. Lighting Design: Opera

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

The design process for operatic theatre, emphasizing concepts and visual metaphors for the lighting of opera.

5503. Lighting Design: Dance

Three credits. Prerequisite: Instructor consent.

The methods and process of creating a dance lighting design while learning how to document and communicate ideas, analyze movement, and understand the vocabulary of the dance world.

5504. Lighting Design: The Broadway Musical

Three credits. Prerequisite: Instructor consent.

The design process for musical theatre productions, developing concepts and visual metaphors to be used in lighting musicals.

5505. Lighting Design: Non-Proscenium Spaces

Three credits. Prerequisite: Instructor consent.

The design process for productions within non-proscenium and non-traditional spaces, emphasizing production concepts and visual metaphors for lighting thrust stages, black box spaces, hotel ballrooms, arenas, public spaces, and outdoor venues.

5506. Lighting Design: Angles and Systems

Three credits. Prerequisite: Instructor consent.

Tracing how, from initial concept to final plot, Lighting Concept and Visual Metaphor influence lighting angles, textures, and the positioning of fixtures. Using side light, back light, booms, ladders, box booms, coves, and cyc lighting to realize the range of designer choices.

5508. Lighting Design: From Concept to Opening Night

Three credits. Prerequisite: Instructor consent.

Following a lighting design from its conception through to its opening night. Exploration of multiple genres of theatre including drama, musicals, dance, opera, events and concerts.

5509. Lighting Design: Concept Development

Three credits. Prerequisite: Instructor consent.

Examines the process of translating verbal and literary ideas into visual ideas. Tools and strategies (scene break-down, research, concept presentation, and others) for communicating with the director and other production personnel.

5512. Lighting Technology

Three credits. Prerequisite: Instructor consent.

Applying the technologies for lighting, dimming, video projection, and LED imaging design to the protocols used in contemporary lighting and projection design for theatre, live events, and architecture.

5513. Lighting Computer Applications

Three credits. Prerequisite: Instructor consent.

Developing skills in 2D and 3D digital animation using current media programs for theatrical, concert, corporate and architectural projection.

5514. Production Lighting Design and Business Practices

Three credits. Prerequisite: Instructor consent.

Advanced study of a lighting designer's role and the design process from interview through completed design. Additional focus on the marketing, financial, and personnel elements of the lighting-design business.

5515. History of Lighting Design

Three credits.

Historical survey of how practitioners of lighting and theater design have been able to develop lighting technology and the concept of lighting design from the time of the Renaissance to the present day. Particular attention will be given to the eras of transition in the technology of producing light: from candlelight to gaslight, and from gaslight to the early electric era. The effects of the new light on performance style and the changes that ensued will be discussed.

5516. Lighting Design: Non-Traditional Performance

Three credits.

Concentrates on the unique conceptual, stylistic, and technical problems of lighting performances that fall outside the category of traditional theatre, dance, and opera productions. Develops proficiency in recognizing and meeting the unique challenges these types of productions pose for designers.

5517. Projection and Lighting Design

Three credits.

Concentrates on the increasingly important relationship between projected images and lighting design in the modern theatre. Live performances are using a variety of new methods to incorporate projection technology, and the role of the lighting designer is distinct in productions of this kind. The goal of this class is to discover ways to use projections and light to form 3-dimensional space in ways that knit the properties of the projection and the composition of the space into an environment that humans can inhabit and perform in.

5530. Studies in Digital Media

Variable (1-3) credits. Prerequisite: Instructor consent required. May be repeated for a total of nine credits with a change of topic.

Study of any topics in visual Digital Media not included in DRAM 5531-5535.

5531. Digital Design for Projections I

Three credits. Prerequisite: Instructor consent.

Advanced exploration of the philosophy, software, hardware, and technology used to create digital imagery, including video-projection and LED system designs. Special emphasis is on the aesthetics of media design and the systems for displaying digital imagery.

5532. Digital Design for Projections II

Three credits. Prerequisite: Instructor consent.

Building on Projections I, students conceive, design, and produce digital media for video projection using LED systems, particular emphasis on exploring and developing aesthetics of digital media design.

5533. 2D Digital Animation I

Three credits. Prerequisite: Instructor consent.

With 2D animation and compositing programs currently used in film, television, commercial and corporate production, students will explore digital media development and design, beginning with principles of composition, design, and production and moving on to the composition of 2D graphic elements.

5534. 2D Digital Animation II

Three credits. Prerequisite: Instructor consent.

Expanding on 2D Animation I, students will explore 3D space (or the "Z dimension"), learning to manipulate the camera around objects in space. This study will focus on the basics of the digital camera, virtual lighting, and the value of shadow relative to image development and recognition.

5535. 3D Digital Animation I

Three credits. Prerequisite: Instructor consent.

Using professionally current 3D computer-animation programs, this study begins with virtual scene development. Students will then construct a 3-dimensional space, model 3D objects within that space, create and map textures and finishes onto that object, and then animate it.

5592. Independent Study in Lighting Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit.

Independent study under the direction of an appropriate faculty or staff member.

5596. MFA Project in Lighting Design

Variable (3-6) credits. Prerequisite: Instructor consent.

The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/Connecticut Repertory Theatre.

5597. Special Topics in Lighting Design

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated with change in topic.

A reading course under the direction of an appropriate staff member.

5600. Studies in Puppet Arts

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of nine credits.

Study of any topics in puppet design, construction, or performance not covered in DRAM 5601-5618.

5601. Advanced Mask

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

Study of Mask design, construction and performance through practical work with face casting, neutral masks, exaggerated masks, and Commedia dell'Arte masks.

5602. Advanced Paper Sculpture

Three credits. Prerequisite: Instructor consent. May be repeated for credit.

Practice in design, sculpting, patterning, and finishing techniques using the "Roser Papier Methode" for Puppetry leading to full realization and performance of the sculptures as puppets.

5603. Puppet Theatre Production

Three credits. Prerequisite: Instructor consent. May be repeated credit.

Strategies for developing and executing the skills involved in mounting Puppet Productions, includes planning, scripting, designing, scheduling, budgeting, and identifying appropriate personnel.

5604. Advanced Rod Puppet Theatre

Three credits. Prerequisite: Instructor consent.

Consideration of a world-wide range of design, construction, and manipulation techniques for several forms of Rod Puppets, with emphasis on Chinese performance skill development.

5605. Advanced Puppetry in Television

Three credits. Prerequisite: Instructor consent.

Research and practical exploration of techniques for presenting Puppet Arts on television, includes planning, design, construction and performance of a short program and development using current video editing software.

5607. Advanced Materials Techniques

Three credits. Prerequisite: Instructor consent.

Puppet Character design using a full range of fabrication techniques (including sculpting, molding, casting, painting, and carving) to design and fully realize a puppet character.

5608. Marionette Performance

Three credits. Prerequisite: Instructor consent.

Exploration and skill development with the pendular attributes of a string puppet using several different performance figures.

5609. Marionette Construction

Three credits. Prerequisite: Instructor consent.

Design, construction and performance of a full figure string puppet.

5610. Advanced Hand Puppet Theatre

Three credits. Prerequisite: Instructor consent.

Consideration of a world-wide range of design, construction, and manipulation methods for Hand Puppetry, Glove Puppetry, and mouth-moving skills.

5611. Advanced Ultraviolet Light/Czech Black Theatre

Three credits. Prerequisite: Instructor consent.

Exploration of U.S. applications of UV (Black Light) and Czech Black Theatre (Curtain of Light) and its practical application to Puppet Theatre.

5612. ISM's: Art Movements of the Early 20th Century

Three credits. Instructor consent required.

Examination of Puppet Arts' contributions to the Art Movements of the Early 20th Century, including the production of a Puppet Arts event within a selected "ism."

5613. Advanced Shadow Theatre

Three credits. Prerequisite: Instructor consent.

Research and study of all design, story, construction, and performance elements within worldwide Shadow Theatre for both direct-screen and projected presentations.

5614. Puppet Production Seminar

Three credits. Prerequisite: Instructor consent.

Dramaturgical, directorial and design research and study related to current department productions using Puppetry.

5615. Puppet Arts Aesthetics

Three credits. Prerequisite: Instructor consent.

Research and study of the myriad forms of Puppet Arts expression and the aesthetics that guide them.

5616. Trends in Contemporary American Puppet Theatre

Three credits. Prerequisite: Instructor consent.

An in-depth study of Puppetry as it has been practiced in North America from pre-colonial days to the present.

5617. World Puppet Theatre

Three credits. Prerequisite: Instructor consent.

A worldwide survey of the Puppet Arts as they are practiced in religious expression, societal commentary, cultural celebration, and public entertainment.

5618. Production Planning and Development

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Students independently research, conceptualize, and prepare preliminary scripts or designs for future performance projects.

5619. Movement-Based Performance for the Puppet Theatre I

Three credits.

Designed to awaken and develop imaginative and skilled theatrical performers through the exploration of movement concepts, movement-based theatre techniques and devising work. Develop performance skills, imagination, creativity, and ability to devise original and inspired theatre work. Will include a component of a rigorous physicality using elements of creative movement, physical theatre, and yoga to allow freedom of mind and body.

5620. Directing for Puppet Theatre I

Three credits.

Designed to awaken, develop, and prepare innovative directors in the field of Puppet (but also Alternative) Theatre in the 21st century. Study of the historic and theoretical foundations of theatre directing. Develop understanding of narrative structure. Engagement in practical exercises designed to develop directorial skills.

5692. Independent Study in Puppet Arts

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of nine credits.

Independent study under the direction of an appropriate faculty member.

5696. MFA Project in Puppetry

Variable (3-6) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Major artistic contribution(s), (writing, designing, building, directing) to a puppetry production or related theatre or film project in the Department of Dramatic Arts/Connecticut Repertory Theatre.

5697. Special Topics in the Puppet Arts

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

A reading course under the direction of an appropriate staff member.

5700. Studies in Professional Acting

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of nine credits.

Topics and skills not taught in DRAM 5701-5706. May include work with the techniques of specific master acting teachers such as (but not limited to) Sanford Meisner, Stella Adler, Tadashi Suzuki, and Utah Hagan.

5701. Professional Acting I

Three credits. Prerequisite: Instructor consent. May be repeated for a total of 12 credits.

Acquiring core tools and exploring skills required for professional acting. Applying basic skills to a full-length Shakespeare (or other heightened language) performance project.

5702. Professional Acting II

Three credits. Prerequisite: Instructor consent. May be repeated for a total of 12 credits.

Exploring and applying the core techniques required for acting in realistic and naturalistic plays; including the principles of characterization.

5703. Professional Acting III

Three credits. Prerequisite: Instructor consent. May be repeated for a total of 12 credits.

Developing and applying skills for acting through poetic language with particular attention paid to acting Shakespeare and the Folio's Guide for the Actor.

5704. Professional Acting IV

Three credits. Prerequisite: Instructor consent.

Working with techniques and styles for performing comedy; both in scripted plays and other performance modes.

5705. Professional Acting V

Three credits. Prerequisite: Instructor consent.

Additional work in analyzing and performing contemporary scripts written for both stage and screen.

5706. Professional Acting VI

Three credits. Prerequisite: Instructor consent.

Preparation for the world of professional theatre, including development of audition techniques, learning the workings of the industry, and establishing career connections.

5721. Performance Techniques

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for credit.

Performance study and practice in selected areas of dramatic arts.

5759. Practicum in Performance

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of six credits.

Special projects in performance, usually related to a production of the Department of Dramatic Arts/Connecticut Repertory Theatre.

5792. Independent Study in Performance

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of nine credits.

Independent study under the direction of an appropriate faculty member.

5796. MFA Project in Performance

Variable (3-6) credits. Prerequisite: Instructor consent required. May be repeated for a total of six credits.

Research and preparation for an assigned MFA performance project, usually acting a major role in a production of the Department of Dramatic Arts/Connecticut Repertory Theatre.

5800. Studies in Movement for the Actor

Variable (1-3) credits. Prerequisite: Instructor consent. May be repeated for a total of nine credits.

Topics and skills not normally included in DRAM 5801-5807. Content may include (but is not limited to) stage violence, armed or unarmed combat, gymnastics, and T'ai Chi.

5801. Movement for the Actor I

Three credits. Prerequisite: Instructor consent. May be repeated for a total of 12 credits.

Exploration of the actor's physical instrument.

5802. Movement for the Actor II

Three credits. Prerequisite: Instructor consent. May be repeated for a total of 12 credits.

Physical conditioning and techniques of characterization.

5803. Movement for the Actor III

Three credits. Prerequisite: Instructor consent.

Exploration of theatrical styles in the dramatic space, including work in the Commedia form.

5804. Movement for the Actor IV

Three credits. Prerequisite: Instructor consent.

Physical expression for the actor through expressive mask work and physical storytelling.

5805. Movement for the Actor V

Three credits. Prerequisite: Instructor consent.

Developing styles of comedic physical movement, including the art of clowning.

5806. Movement for the Actor VI

Three credits. Prerequisite: Instructor consent.

Continued development of styles and techniques for expressive movement and their application to the world of Physical Theatre.

5807. Alexander Technique for the Actor

One credit. Prerequisite: Instructor consent.

Body alignment, release, and constructive rest techniques developed by F. M. Alexander are applied to actors' posture, movement, and breathing.