

# THEATRE (THTR)

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## **THTR 101L - Introduction to Theatre. 3 Credits.**

The various elements of play production and dance. The basic artistic principles underlying dance, theatre and all of the arts.

Gen Ed Attributes: Literary & Artistic Studies

## **THTR 102A - Introduction to Theatre Design. 3 Credits.**

Basic understanding of the principles of design for the theatre and television, including the production elements of scenery, costumes and lighting.

Gen Ed Attributes: Expressive Arts

## **THTR 103 - Introduction to House Management. 1 Credit.**

(R-3) Offered autumn and spring. Introduction to the skills and experience of the front-of-house staff for a theatrical production.

## **THTR 106 - Theatre Production I: Run Crew. 1 Credit.**

(R-6) Offered autumn and spring. Operation and running a show backstage on a scenery, costume, or prop crew for a major school production.

## **THTR 107A - Theatre Production I: Construction Crew. 3 Credits.**

(R-9) Offered autumn and spring. The construction and completion of scenery/props, costumes, and/or lighting under supervision. Most assignments involve very basic construction techniques and/or maintenance duties found in professional shop. Involves minimum of two 4-hour labs a week.

Gen Ed Attributes: Expressive Arts

## **THTR 113A - Introduction to Voice Acting. 3 Credits.**

An introduction to the skills and techniques required of the actor's voice to be effective in communication with others online, onstage, and in the world.

Gen Ed Attributes: Expressive Arts

## **THTR 120A - Introduction to Acting I. 3 Credits.**

An introduction to the skills and techniques required of the actor to be effective in communication with others on stage and off stage.

Gen Ed Attributes: Expressive Arts

## **THTR 155 - Drawing Fundamentals for Theatre. 3 Credits.**

Students will begin to develop skills in drawing the human form, perspective, and architecture.

## **THTR 191 - Special Topics/Experimental Courses. 1-6 Credits.**

(R-6) Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

## **THTR 194 - Seminar: First Year. 1-8 Credits.**

Offered autumn. Provides incoming majors with fundamental academic skills and an overview of campus student support services, as well as an introduction to policies and procedures specific to the School of Theatre and Dance and the professional options available in the performing arts.

## **THTR 202 - Stagecraft I. 3 Credits.**

Offered autumn. Fundamental theories and hands-on application in the areas of costuming, lighting, scenery, and properties.

## **THTR 203 - Stagecraft II: Scenery & Props. 3 Credits.**

Fundamental theories and hands-on application in the areas of scenery, properties, and rigging.

## **THTR 205 - Theatre Workshop II. 1-8 Credits.**

(R-8) Credit for students engaged in any aspect of production including acting, directing, lighting, stagecraft, makeup, costumes, properties, business and publicity.

## **THTR 206 - Theatre Production II: Run Crew. 1 Credit.**

(R-6) Offered autumn and spring. Prereq., THTR 106. Operation and running a show backstage, as in scenery, costumes, or props for a major school production.

## **THTR 207 - Theat Prod II: Constr Crew. 3 Credits.**

(R-6) The construction and completion of scenery/props, costumes, and/or lighting. Advanced construction assignments and/or maintenance duties found in professional shop; possible supervision of a small construction crew. Involves minimum of two 4-hour labs a week.

## **THTR 210 - Voice & Speech I. 2 Credits.**

Offered autumn. Voice production, phonetics, and speech for the stage.

## **THTR 211 - Voice & Speech II. 3 Credits.**

Offered spring. Prereq., THTR 210. Character voices, which broadly encompass dialects and accents.

## **THTR 220 - Acting I. 3 Credits.**

Offered autumn. Studio class intended to cultivate skill sets necessary for those with a background or interest in the craft of acting, especially those considering a career in the performing arts (theatre, music, dance, film, broadcasting): observation, imagination, concentration, improvisation, and character.

## **THTR 221 - Acting II. 3 Credits.**

Offered spring. Prereq., THTR 220. Continuation of THTR 220. Scene study and characterization, utilizing modern and contemporary scripts.

## **THTR 235L - Dramatic Literature. 3 Credits.**

The study of representative theatre texts as a foundation for play analysis.

Gen Ed Attributes: Literary & Artistic Studies

## **THTR 239A - Creative Drama/Dance: K-8. 2 Credits.**

Offered autumn and spring. Restricted to majors in Elementary Education and Early Childhood Education: P-3. Focus on the use of creative drama and dance as types of educational tools. Students will explore, experience, and implement creative teaching methods in order to promote scholarship through kinesthetic teaching in elementary education.

Gen Ed Attributes: Expressive Arts

## **THTR 245 - Int Costume Construction. 3 Credits.**

Offered spring. Intermediate costume construction focusing on the development of skills needed to function as a stitcher.

## **THTR 249 - Stage Makeup I. 1 Credit.**

Principles of and practice in makeup for the stage.

## **THTR 255 - Drafting for Theatre I. 3 Credits.**

Offered spring. Drawing techniques for the theatre with an emphasis on drafting as utilized by technicians, designers, stage managers and directors.

## **THTR 256 - Intermediate Scenery Construction. 3 Credits.**

Prereqs., THTR 107A, THTR 202, and THTR 255 or 355. Advances students' skills in scenic carpentry through practical application of construction drafting, construction planning, project management, advanced layout processes, advanced tool usage, and team management. Students will realize projects to be used in current and future School of Theatre and Dance productions.

## **THTR 264 - Advanced Electrics. 3 Credits.**

Prereq., THTR 202. Training for the position of Lead Electrician. Practical application of production planning, lighting paperwork, overseeing lighting crews, advanced electrical theory, power distribution, and creative problem solving. Students will work on major school productions.

**THTR 291 - Special Topics. 1-6 Credits.**

(R-6) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

**THTR 292 - Independent Study. 1-12 Credits.**

(R-12) Offered autumn and spring. Independent study in all the arts of the theatre.

**THTR 294 - Seminar. 1-6 Credits.**

Foundational preparation for professional and curricular auditions.

**THTR 305 - Theatre Workshop III. 1-20 Credits.**

(R-20) Prereq., consent of instructor. Advanced laboratory production in all the arts of the theatre.

**THTR 306 - Summer Theatre. 1-12 Credits.**

(R-12) Offered summer. Prereq., consent of instr. Practicum in school-approved summer theatre companies in the capacity of actor, designer, director, stage manager and/or technician.

**THTR 307 - Production Construction I. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., THTR 107A and consent of instr. Students serve as the construction/maintenance crew in a shop (sound, light, costume, or scenery) for School productions.

**THTR 308 - Production Team I. 1-12 Credits.**

(R-12) Offered autumn and spring. Students function as part of the production team in a role of responsibility (i.e., assistant designer, designer, lead electrician, cutter, first hand, head carpenter, etc.) for a school production. These assignments and duties often serve as part of the required junior project.

**THTR 309 - Production Design I. 1-12 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Students function as a member of the production team in a role of responsibility (i.e., scenic designer, costume designer, light designer, etc.) for a school production. These assignments and duties may serve also as part of the required junior project.

**THTR 310 - Voice and Speech III. 3 Credits.**

Offered autumn. An advanced exploration of voice acting skills and techniques culminating in the application of industry standards and best practices to recorded and live performances.

**THTR 311 - Voice and Speech IV: Poetic Language. 3 Credits.**

Offered spring. Integration of voice and speech skills, vocal character.

**THTR 315 - Movement for the Actor I. 3 Credits.**

Offered spring. Prereq., THTR 221 or consent of instr. Basics of physical performance: collaboration, concentration, centering, balance, agility, and body awareness through a variety of stage movement techniques.

**THTR 316 - Movement for the Actor II. 3 Credits.**

Offered autumn. Prereq., THTR 315. Physical characterization: exploring weight, rhythm, tempo, and kinesthetic relationships using techniques such as Laban and Michael Chekhov.

**THTR 320 - Acting III. 3 Credits.**

Offered autumn. Prereq., THTR 221. Process-based and systematic approach to scene work, character development and rehearsal, focusing on new and emerging playwrights of the contemporary era (21st century).

**THTR 321 - Advanced Acting: Practitioners. 3 Credits.**

Offered spring. Prereq., BFA theatre major. This course will introduce a variety of contemporary theatre and actor-training methods to interrogate contemporary scripts. Students perform selected scenes using chosen strategies from the methodologies studied.

**THTR 322 - Musical Theatre Audition Techniques. 2 Credits.**

Offered spring. Prereq., THTR 320. A foundational studio course which focuses on the development and practice of musical-theatre audition skills. The course will comprise specialized training in requisite areas of singing, acting, dancing and materials preparation pertaining to the format, demands and performance of musical-theatre auditions.

**THTR 323 - Auditioning. 1 Credit.**

Offered fall. Prereq., THTR 120A or 220. A studio course focusing on the development and practice of audition skills, including material selection and techniques. The course will also offer practice in a variety of auditioning circumstances, including monologue delivery, callbacks, and auditioning with a reader.

**THTR 330H - Theatre History I. 3 Credits.**

Offered autumn. Prereq., WRIT 101 (or higher) or equivalent, or consent of instr. A survey of the major developments of the theatre from ritual beginnings to the 19th century, including various cultures and their representative plays and performances throughout the world.

Gen Ed Attributes: Historical Studies, Writing Across the Curriculum

**THTR 331 - Theatre History II. 3 Credits.**

Offered spring. Prereq., WRIT 101 or equivalent and THTR 330H. Continuation of THTR 330H. The many and varied periods since the 19th century as reflected in the theatre of the times in America, Europe and throughout the world.

Gen Ed Attributes: Writing in the Disciplines

**THTR 332 - Dramaturgy. 3 Credits.**

Prereq., THTR 330H or consent of instr. Introduction to the work of the dramaturg; to literary, historical, and contextual analysis of play scripts and performance pieces intended for production; and to building study guides and/or other resources.

**THTR 336 - Costume History. 3 Credits.**

Offered intermittently. History of costume from prehistory to the present day.

**THTR 340 - Costume Design I. 3 Credits.**

Offered autumn. Prereq., THTR 102A, 202. Introduction to principles and practices of stage costume design.

**THTR 345 - Flat Pattern Design & Drafting. 3 Credits.**

Offered autumn. Prereq., THTR 202. Pattern design using the flat pattern method, pattern drafting of various garment parts, advanced principles of fitting.

**THTR 346 - Textile Selection & Manipulation. 3 Credits.**

Analysis of fibers, yarns, structures and finishes, as related to selection and use for the theatre. Basic dyeing, distressing and painting.

**THTR 349 - Stage Makeup II. 1 Credit.**

Prereq., THTR 249. Continuation of THTR 249. Advanced techniques in makeup design and application including specialty work in prosthetics, hair and wig, advanced character makeup, and understanding both cultural sensitivity and makeup resources for underserved populations.

**THTR 350 - Scenic Design I. 3 Credits.**

Offered autumn. Prereq., THTR 102A, 202. Introduction to the problems encountered in designing scenery, analyzing of script, research and practical demands of theatre conventions. Projects include those for theatre, musicals, opera, and dance.

**THTR 351 - Production Design for Film and Television. 3 Credits.**

Introduction to the basic elements of production design for film and television. Students will be exposed to the basics of visual storytelling, including script analysis for production design, storyboards, shot composition, visual research, drafting, and pre-production planning. Students will also gain an understanding of location versus studio work and film versus television design.

**THTR 353 - Technical Direction. 1-3 Credits.**

Offered intermittently. Prereq., THTR 255 or consent of instr. Training for position of technical director. The role and scope of technical direction, production scheduling, design analysis, budgets and bookkeeping, and methods of construction.

**THTR 355 - Computer Aid Draft & Applications. 3 Credits.**

(R-6) Offered autumn. Prereq., THTR 255. Computer drafting for scenery, costumes, lighting, and sound design drawings, including 2-D and 3-D plans, layouts and renderings. Work with CAD, photo manipulation, spreadsheet, database, and word processing programs.

**THTR 356 - Scenic Painting. 1-3 Credits.**

(R-6) Offered spring. Introduction to the basic skills needed as a scenic artist. Emphasis on the varied materials and techniques used in the scenic studio, color mixing, and interpretation of the designer's work.

**THTR 357 - Properties Management. 1 Credit.**

(R-8) Offered autumn and spring. Provides students with the necessary skills and training to serve as a properties manager for a theatrical production. Students participate in the production process, learning through hands on activities and practical training and guidance in the acquisition and/or construction of all props for a given production/show.

**THTR 360 - Theatre Lighting I. 3 Credits.**

Offered autumn. Prereq., THTR 102A, 202. Introduction to principles and practices of theatre lighting design. Training for position of lighting designer for theatre. Design requirements and decisions, color, development of stage picture; concentration on proscenium theatre design concepts.

**THTR 364 - Lighting Programming. 2 Credits.**

Training for students to serve as programmers in the professional world of live performance. Computer systems for control of lighting will be covered in depth as well as additional exposure to systems for sound and projection. Exploration of networking systems together to control a combination of the areas.

**THTR 365 - Sound for Performance I. 3 Credits.**

Prereq., THTR 202. Training in the engineering and design of sound systems used in performance venues. Practical exploration of microphones and speakers for recording and public address. Equipment and methods of operation for supporting the needs of sound in a production.

**THTR 370 - Stage Management I. 3 Credits.**

Offered autumn. Prereq., THTR 202. Beginning study of the duties of the stage manager concentrating on the rehearsal process in the non-professional theatre situation.

**THTR 371 - Stage Management Practicum I. 1-3 Credits.**

(R-6) Offered autumn and spring. Prereq., THTR 370 or consent of instr. Stage management practicum involving stage managing a showcase production or assistant stage managing a major show. Involves evening work.

**THTR 375 - Directing I. 3 Credits.**

Prereq., THTR 120A or THTR 220; THTR 235L; THTR 330H. Open to juniors and seniors. Introduction to the analytical skills, staging, and conceptual techniques of the director; includes some practical application in scene work.

**THTR 380 - Playwriting. 3 Credits.**

(R-6) Offered intermittently. Techniques and practice in writing short and full-length plays.

**THTR 391 - Special Topics/Experimental Courses. 1-9 Credits.**

(R-15) Offered intermittently. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics.

**THTR 392 - Independent Study. 1-12 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Course material appropriate to the needs and objectives of the individual student.

**THTR 394 - Seminar/ Workshop. 1-6 Credits.****THTR 395 - Practicum. 1-3 Credits.**

(R-18) Offered autumn and spring. Service learning experience in theatre in a setting compatible with the students major and interests.

**THTR 398 - Cooperative Education/Internship. 1-6 Credits.**

Offered intermittently. Prereq., consent of instr. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (398, 498) may count toward graduation.

**THTR 405 - Professional Theatre. 9 Credits.**

(R-18) Prereq., consent of instr. Laboratory experience in total play production through participation in state, regional, national and international touring production programs. Level: Undergraduate

**THTR 406 - Professional Technology and Production. 1-9 Credits.**

(R-18) Prereq., consent of instr. Students experience the rigors and develop the skills required of technicians in touring theatre, maintaining integrity of all production elements through three months of intensive travel and varying venues. Level: Undergraduate

**THTR 407 - Production Construction II. 1-12 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Students serve as construction crew in one of the shops for productions. Level: Undergraduate

**THTR 408 - Production Team II. 1-12 Credits.**

(R-12) Offered autumn and spring. Students serve as a member of the production team in a role of responsibility (i.e., assistant designer, designer, lead electrician, cutter, first hand, head carpenter, etc.) for major productions. These assignments and duties often serve as part of the required senior project. Level: Undergraduate

**THTR 409 - Production Design II. 1-12 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Students serve as a member of the production team in a role of designer (i.e., set designer, costume designer, light designer, etc.) for major productions. These assignments and duties may serve also as part of the required senior project. Level: Undergraduate

**THTR 410 - Advanced Acting: Musical Theatre. 2 Credits.**

(R-4) Offered spring. Prereq., audition or consent of instr. Development and presentation of musical numbers in a dramatic context. A broad-based acquaintance with music theatre literature is acquired, and techniques for approaching songs are explored with an eye toward developing competency in music theatre forms. Co-convenes with THTR 510. Level: Undergraduate

**THTR 415 - Stage Combat. 3 Credits.**

Topics include unarmed stage combat, basic armed combat, and physical performance safety methods and procedures. Students will present the skills learned in the performance of scenes including fight choreography. Level: Undergraduate-Graduate

**THTR 416 - Movement for the Actor III. 3 Credits.**

Offered spring. Advanced specialized physical skills such as period styles, advanced combat/choreography, and commedia. Level: Undergraduate

**THTR 420 - Advanced Acting: Comedy Styles. 3 Credits.**

Offered autumn. Prereq., BFA theatre major. Scenes and projects from specific historical and contemporary comedy styles. Level: Undergraduate

**THTR 421 - Advanced Acting: Classics. 3 Credits.**

Offered spring. Prereq., BFA theatre major. Selected speeches, scenes and projects from verse drama, especially Shakespeare. Level: Undergraduate

**THTR 423 - Professional Performance. 1-9 Credits.**

(R-18) Prereq., consent of instr. Students experience the rigors and develop the skills required for actors in touring theatre; creating characters and maintaining consistent performances through three months of intensive travel and varying venues. Level: Undergraduate-Graduate

**THTR 425 - Advanced Acting: Devising. 3 Credits.**

Offered autumn. Prereq., BFA theatre major. Performance and scene work in contemporary practice and theory, using devising techniques across performance disciplines. Level: Undergraduate

**THTR 426 - Advanced Acting: Special Skills. 3 Credits.**

Prereq., BFA theatre major. Developing actors' skills in specialized areas such as acting for new media, genre-specific performance, clowning, commedia, improvisation, classical repertoire, or other specialized topics dependent upon faculty and/or guest faculty areas of expertise. Level: Undergraduate

**THTR 439 - Methods of Teaching Theatre. 3 Credits.**

(R-6) Prereq., consent of instr. Building and addressing specific curriculum in theatre arts. Level: Undergraduate

**THTR 440 - Costume Design II. 3 Credits.**

(R-9) Offered spring. Prereq., THTR 340. Advanced techniques in costume design; possible topics include design for dance, opera, large scale drama and musicals. Level: Undergraduate

**THTR 445 - Draping. 3 Credits.**

Offered spring. Prereq., THTR 345. Garment design based on manipulation of fabric on a body form; emphasis on creative solutions to design problems and the interrelationships between fabric, design, and form. Level: Undergraduate-Graduate

**THTR 447 - Tailoring. 3 Credits.**

Offered spring alternate years. Prereq., consent of instr. Principles used in the construction of tailored garments. Level: Undergraduate-Graduate

**THTR 450 - Scene Design II. 3 Credits.**

Offered spring. Prereq., THTR 350. A continuation of the techniques and projects in 350. Level: Undergraduate

**THTR 456 - Advanced Scene Painting. 3 Credits.**

(R-9) Offered spring. Prereq., THTR 356 and/or consent of instr. Students will explore advanced scene painting techniques. Level: Undergraduate

**THTR 460 - Theatre Lighting II. 3 Credits.**

Offered spring. Prereq., THTR 360 or consent of instr. Advanced study of principles and practices of theatre lighting design. Training for position of light designer for theatre. Design requirements and decisions, color, development of stage picture; thrust and arena theatre. Level: Undergraduate

**THTR 465 - Sound for Performance II. 3 Credits.**

Offered spring. Prereq., THTR 365 or consent of instructor. Advanced study of sound systems and operation for performance based productions. In-depth training in programmable playback systems such as QLab and Isadora. Training to prepare for professional positions as a sound designer, lead engineer, or related position. In-depth exploration of equipment and techniques for producing sound in performance venues. Level: Undergraduate

**THTR 470 - Stage Management II. 3 Credits.**

Offered intermittently. Prereq., THTR 370 or consent of instr. Additional study of stage management concentrating on pre-rehearsal duties, aspects of maintaining a show's integrity as established by the director, inter-production relationships, supervision of crews and union contracts. Understanding a stage manager's need for paperwork and writing skills. Students encouraged to enroll in THTR 472 to use skills in a living situation. Level: Undergraduate

**THTR 472 - Stage Management Practicum II. 3 Credits.**

(R-9) Offered autumn and spring. Prereq., THTR 470. Stage managing a major show in the drama season in the Montana or Masquer Theatres or assistant stage managing for an Equity stage manager on a Montana Repertory Theatre production. Level: Undergraduate

**THTR 475 - Directing II. 3 Credits.**

Offered autumn. Prereq., THTR 375 or consent of instr. Directing skills for the advanced student; extensive scene work. Level: Undergraduate-Graduate

**THTR 476 - Directing III. 3 Credits.**

Offered spring. Prereq., THTR 475. Continuation of 475. Course material coordinated with laboratory projects. Level: Undergraduate-Graduate

**THTR 481 - Advanced Acting: Personal Performance. 3 Credits.**

Prereq., THTR 321 or consent of instr. Developing personal performance skills. Level: Undergraduate

**THTR 482 - Advanced Acting: Solo Performance. 3 Credits.**

Prereq., THTR 481 or consent of instr. Creating solo performance material from original material or existing texts. Level: Undergraduate

**THTR 484 - Advanced Acting: Professional Skills. 1 Credit.**

Offered spring. Developing professional skills, material for the actor, professional portfolio, resume audition material, commercial acting, performance market research. Level: Undergraduate-Graduate

**THTR 485 - Theatre for Social Justice. 3 Credits.**

This course explores ways in which drama can be used as a tool to examine, bring awareness to, and affect social issues, including equality, health care, education, trauma, politics, and the penal system. Level: Undergraduate-Graduate

**THTR 490 - Undergraduate Research. 1-12 Credits.**

(R-12) Prereq., consent of instr. Directed individual research and study appropriate to the back ground and objectives of the student. Level: Undergraduate

**THTR 491 - Special Topics/Experimental Courses. 1-9 Credits.**

(R-9) Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics. Level: Undergraduate-Graduate

**THTR 492 - Independent Study. 1-12 Credits.**

(R-24) Prereq., consent of school director. Course material appropriate to the needs and objectives of the individual student. Level: Undergraduate

**THTR 494 - Seminar/Workshop. 2 Credits.**

(R-6) Offered intermittently. Prereq., 10 credits in Theatre or in English dramatic literature and consent of instr. Intensive study of dramatic theory relating to acting, directing, design and dramaturgy. Level: Undergraduate

**THTR 495 - Practicum. 1-3 Credits.**

(R-9) Offered intermittently autumn and spring. Service learning experience in theatre in a setting compatible with the students major and interests. Level: Undergraduate

**THTR 498 - Cooperative Education/Internship. 1-6 Credits.**

Offered intermittently. Prereq., consent of instr. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. A maximum of 6 credits of Internship (398, 498) may count toward graduation. Level: Undergraduate

**THTR 499 - Senior Project. 1 Credit.**

Offered autumn and spring. Prereq., senior-level theatre major. The student, with approval from his/her advisor, will begin a project during the semester prior to the semester of his/her graduation. An in-depth paper and brief defense of the project are required. Level: Undergraduate

**THTR 501 - Intro to Grad Studies. 1 Credit.**

Offered autumn. Introduction to basic research and writing skills. Level: Graduate

**THTR 505 - Professional Theatre. 9 Credits.**

(R-18) Offered spring. Prereq., consent of instr. Laboratory experience in total play production through participation in state, regional, national, and international touring production programs. Level: Graduate

**THTR 506 - Graduate Summer Theatre. 1-3 Credits.**

(R-6) Offered summer. Prereq., consent of instr. Practicum in school-approved summer theatre companies in the capacity of actor, designer, director, stage manager and/or technician. The student and instructor will meet prior to the students registration for the course in order to determine the proper credit load and work expectations for the course. Student will earn credit for said work in consultation with Director of the School and outside producing company, with credit correlating to significance of above-listed duties. Level: Graduate

**THTR 507 - Technical Production Assignment. 2-4 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Production assignment made by the faculty. Student assigned a responsible technical position such as technical director, lead electrician, sound engineer, cutter/drafter, head carpenter, or scenic artist. Credit variable and will be assigned by faculty. Level: Graduate

**THTR 508 - Design Production Assignment. 2-4 Credits.**

(R-24) Offered autumn and spring. Production design assignment made by the faculty. Student designs an element of a Theatre & Dance production with the supervision of a faculty designer. Level: Graduate

**THTR 509 - Technical Direction Practicum. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Technical direction of a major show in the drama season in the Montana or Masquer Theatres. Level: Graduate

**THTR 510 - Graduate Musical Theatre. 2 Credits.**

(R-4) Offered spring. Development and presentation of musical numbers in a dramatic context. A broad-based acquaintance with music theatre literature is acquired, and techniques for approaching songs are explored with an eye toward developing competency in music theatre forms. Co-convenes with THTR 410. Level: Graduate

**THTR 512 - Problems in Voice and Speech. 1-3 Credits.**

(R-12) Offered intermittently. Development of specific advanced skills in vocal work. Level: Graduate

**THTR 513 - Graduate Voice & Speech I. 3 Credits.**

Offered autumn. Studio training with extensive focus on exercises designed to foster awareness of how the body, breath, voice, resonance, and enunciation are the artists tactics when acting. Level: Graduate

**THTR 514 - Graduate Voice & Speech II. 3 Credits.**

Offered spring. Continuation of THTR 513; advanced studio encompassing standard speech, character voice, accent and dialect-acquisition studies. Level: Graduate

**THTR 515 - Graduate Physical Performance Skills. 3 Credits.**

Offered autumn. Investigation of the history and methodology of major physical-performance models. Studio work resulting in exercises and scene work to accompany each discipline explored. Level: Graduate

**THTR 517 - Problems in Physical Performance. 1-3 Credits.**

(R-12) Offered autumn and spring. Development of specific advanced skills in physical performance. Level: Graduate

**THTR 520 - Graduate Acting I. 3 Credits.**

(R-12) Offered autumn. Intensive rehearsal and project work with emphasis on integration of advanced skills. Level: Graduate

**THTR 521 - Grad Acting II. 3 Credits.**

Offered spring. Continuation of 521; intimate exploration of monologues, scene work, and contemporary techniques. Level: Graduate

**THTR 525 - Problems in Acting. 1-3 Credits.**

(R-18) Offered autumn and spring. Development of specific advanced skills in acting. Level: Graduate

**THTR 526 - Studio Training I. 3 Credits.**

Offered autumn. Scenes and projects from specific historical and contemporary comedy styles. Level: Graduate

**THTR 527 - Studio Training II. 3 Credits.**

Offered spring. Work in speeches, scenes, and projects from Shakespeare and other classical verse drama. Level: Graduate

**THTR 528 - Studio Training III. 3 Credits.**

Offered autumn. Performance and scene work in contemporary practice and theory. Course will additionally familiarize students with contemporary performance theory and criticism. Level: Graduate

**THTR 529 - Studio Training IV. 3 Credits.**

Offered spring. Developing professional skills, material for the actor, professional portfolio, resume audition material, commercial acting, performance market research, and knowledge about unions. Level: Graduate

**THTR 530 - Graduate Seminar in Dramatic Literature. 3 Credits.**

(R-9) Offered intermittently. Selected topics with individual research projects presented in seminar concerning various genres, periods, and themes in dramatic literature. Level: Graduate

**THTR 531 - Graduate Seminar in Theatre History. 3 Credits.**

(R-9) Offered intermittently. Selected topics and issues with individual research projects presented in seminar concerning various genres, periods, themes, and cultural contexts in theatre history. Level: Graduate

**THTR 532 - Graduate Seminar in Dramaturgy. 3 Credits.**

A graduate-level introduction to literary, historical, and contextual analysis of play scripts and performance pieces intended for production. Level: Graduate

**THTR 535 - Performance Theory & Criticism. 3 Credits.**

Offered spring. Survey of the theories, elements and ingredients of multi-cultural live performance forms, including theatre, popular entertainment, ceremonies, and other public events. Includes instruction in and application of various approaches to the criticism of live performance. Level: Graduate

**THTR 539 - Graduate Methods Teaching Theatre. 3 Credits.**

In-depth study of teaching methods for presenting the craft of acting and theatre production to introductory-level students. Co-convenes with THTR 439. Level: Graduate

**THTR 540 - Graduate Costume Design. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Further advancement of techniques in costume design using script/character analysis, color/texture/form usage, and presentation. Possible designs for dance, opera, large-scale drama and musicals. Co-convenes with THTR 440. Level: Graduate

**THTR 542 - Problems in Costume Design. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Development of specific technical skills in costume design. Level: Graduate

**THTR 544 - Graduate Flat Pattern Design & Drafting. 3 Credits.**

Offered intermittently, Pattern design using the flat pattern method, pattern drafting of various garment parts, advanced principles of fitting. Level: Graduate

**THTR 545 - Graduate Design Seminar: Collaboration. 2 Credits.**

This course is designed to teach graduate students effective research, collaboration, and script-analysis methodologies and exploration practices in a collaborative setting as well as strategies to work most effectively, efficiently, and productively as part of a team. Level: Graduate

**THTR 546 - Graduate Design Seminar: Freelancing. 2 Credits.**

This course familiarizes students with the process of gaining and maintaining a freelance career in their field. Through exercises and discussion, students polish and expand their professional packages to self-market, build and maintain contacts, and keep records of designs and contracts. Also discussed is planning for how to balance workloads and financial needs. Level: Graduate

**THTR 550 - Graduate Scene Design. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Development of specific design skills in scenery through unrealized design opportunities as well as design concept and process development. Co-convenes with THTR 450. Level: Graduate

**THTR 552 - Problems in Scene Design. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Development of specific technical skills in scene design. Level: Graduate

**THTR 553 - Technical Direction. 3 Credits.**

Offered autumn and spring. Prereq., consent of instr. Role and scope of technical direction, production scheduling, design analysis, budgets and bookkeeping and methods of construction. Level: Graduate

**THTR 555 - Graduate Computer Aided Drafting and Application. 3 Credits.**

(R-6) Offered autumn. Students will further their understanding for how CAD software is used to create complete, accurate draftings for design and technology in theatre and theatre-related activities. Level: Graduate

**THTR 556 - Graduate Rendering Techniques. 2 Credits.**

Offered spring. Students will begin to develop personal design styles using both traditional and digital drawing and rendering techniques. Level: Graduate

**THTR 557 - Graduate Scenic Painting. 3 Credits.**

Introduction to the intermediate and advanced skills needed as a scenic artist. Emphasis on the varied materials and techniques used in the scenic studio, color mixing, and interpretation of the designer's work. Level: Graduate

**THTR 560 - Graduate Light Design. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Advanced study of principles and practices of theatre lighting design, especially collaboration and communication. Training for position of light designer for theatre or lighting instructor. Design requirements and decisions, color, development of stage picture; thrust and arena theatre. Co-convenes with THTR 460. Level: Graduate

**THTR 562 - Problems in Light Design. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Development of specific technical skills in light design. Level: Graduate

**THTR 565 - Graduate Sound for Performance. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instructor. Training in the engineering and design of sound systems used in performance venues. Practical exploration of microphones and speakers for recording and public address. Equipment and methods of operation for supporting the needs of sound in a production. Research and exploration of sound aesthetics and technology in other cultures, periods and regions. Co-convenes with THTR 465. Level: Graduate

**THTR 567 - Problems in Sound Design. 3 Credits.**

(R-12) Offered autumn and spring. Prereq., consent of instr. Development of specific technical skills in sound design. Level: Graduate

**THTR 570 - Graduate Stage Management. 2 Credits.**

Offered autumn. Prereq., consent of instr. Study of duties of stage manager in rehearsal and performance process. Includes stage managing a production for a faculty or guest-artist director. Level: Graduate

**THTR 572 - Stage Management Practicum. 1-6 Credits.**

(R-18) Offered autumn and spring. Prereq., consent of instr. Practical work in stage management projects. Level: Graduate

**THTR 574 - Problems in Theatre Management. 1-6 Credits.**

(R-18) Offered intermittently. Prereq., consent of instr. Level: Graduate

**THTR 577 - Directing IV. 3 Credits.**

Offered autumn. Formalist styles of dramatic material. Through a variety of tools, textual and linguistic analysis, metrical and rhetorical analysis, archetypes, and musical structures, students analyze, interpret and stage projects drawn from opera and pre-modern drama, especially Shakespeare. Level: Graduate

**THTR 578 - Directing V. 3 Credits.**

Offered spring. Exploration of image, time manipulation, and nonlinear storytelling. Level: Graduate

**THTR 580 - Problems in Playwriting. 1-3 Credits.**

(R-12) Offered intermittently. Development of specific advanced writing projects based on dramatic structure, conflict, tension, and character complexities/psychology. Level: Graduate

**THTR 590 - Research. 1-6 Credits.**

(R-24) Offered autumn and spring. Prereq., consent of instr. Level: Graduate

**THTR 591 - Special Topics. 1-18 Credits.**

(R-18) Offered autumn and spring. Experimental offerings of visiting professors, experimental offerings of new courses, or one-time offerings of current topics. Level: Graduate

**THTR 592 - Independent Study. 1-6 Credits.**

(R-24) Offered autumn and spring. Prereq., consent of instr. Level: Graduate

**THTR 594 - Seminar. 1-3 Credits.**

(R-12) Offered intermittently. Prereq., consent of instr. A review and discussion of current research. Topics vary. Level: Graduate

**THTR 595 - Practicum. 1-3 Credits.**

(R-12) Service learning experience in theatre in a setting compatible with the students major and interests. Level: Graduate

**THTR 597 - Educational Methods. 1-6 Credits.**

(R-24) Offered autumn and spring. Prereq., consent of instr. Level: Graduate

**THTR 598 - Internship. 2-6 Credits.**

(R-24) Offered intermittently. Prereq., consent of instr. Extended classroom experience which provides practical application of classroom learning during placements off campus. Prior approval must be obtained from the faculty supervisor and the Internship Services office. Level: Graduate

**THTR 599 - Thesis/Professional Paper/Final Creative Project. 1-10 Credits.**

(R-10) Offered autumn and spring. Preparation of a thesis, manuscript, or professional paper based on research for presentation and/or publication or an in-house project that takes the form of a capstone directing assignment or acting role in a university production. A paper detailing and reflecting upon the process accompanies the creative work. Level: Graduate

**THTR 609 - Grad Design Project. 2 Credits.**

Students serve in one or more design roles of the production team for major theatre and dance events, working from conceptual stage to realized production. Level: Graduate

**THTR 645 - Graduate Design Seminar: Teaching. 2 Credits.**

This course is designed to teach the knowledge and skills needed to become effective teachers at the college/university level, including gaining and retaining a teaching position. Students enrolled will actively engage in discussions about teaching and participate in a mock recruitment process by developing a teaching statement, teaching portfolio, CV, and interview lecture and syllabus. Level: Graduate

**THTR 646 - Graduate Design Seminar: Outreach. 2 Credits.**

This course is designed to extend beyond the walls of a theatre. Students will study methods of developing service-learning projects for the community and how outreach can benefit both the public and their particular performing-arts entity. Level: Graduate

**THTR 675 - Directing VI. 3 Credits.**

Offered autumn. The history and literature of directing. Level: Graduate

**THTR 677 - Problems in Directing. 1-3 Credits.**

(R-18) Offered autumn and spring. Level: Graduate

**THTR 698 - Internship. 1-6 Credits.**