

# Theatre

## **DRMA 100**

### **Theatre Study Tour • 1.0–3.0 Credits**

Formerly DRMA 100, THA 100

Students participate in a field trip experience to attend professional, commercial theatre. Destinations are selected among Ashland, Los Angeles, Seattle, San Francisco, Portland, and New York City. Students meet for analysis and discussions before and after attending the planned events. Fees apply. May be repeated for credit.

## **DRMA& 101**

### **Intro to Theatre [H] • 5.0 Credits**

Formerly DRMA& 101, THA 115

An exploration of the many facets of theatre and the many creative artists who comprise the theatre arts. Students study the history of theatre, styles of production, plays, playwrights, directors, actors, critics, and designers.

## **DRMA 105**

### **Rehearsal and Performance • 1.0–3.0 Credits**

Formerly DRMA 105, THA 105

Participation in college theatre productions on stage and backstage. After play auditions for each quarter, the class, composed of students selected for cast and production staff positions, are involved in rehearsals and performances. \$11.40 lab fee.

## **DRMA 106**

### **Rehearsal and Performance • 1.0–3.0 Credits**

Formerly DRMA 106, THA 106

Participation in college theatre productions on stage and backstage. After play auditions for each quarter, the class, composed of students selected for cast and production staff positions, are involved in rehearsals and performances. \$11.40 lab fee.

## **DRMA 107**

### **Rehearsal and Performance • 1.0–3.0 Credits**

Formerly DRMA 107, THA 107

Participation in college theatre productions on stage and backstage. After play auditions for each quarter, the class, composed of students selected for cast and production staff positions, is involved in rehearsals and performances. \$11.40 lab fee.

## **DRMA 110**

### **Voice and Movement • 3.0 Credits**

Formerly DRMA 110, THA 110

Creative and effective communication of ideas through the use of the body and voice. Includes physical and vocal technique, improvisation, and group problem solving.

## **DRMA 115**

### **Stage Combat • 3.0 Credits**

Where there is theatre, there are shows with simulated violence and struggle. Stage Combat is the artform used to safely and effectively communicate these scenes to audiences. It is the art form that bridges the gap between consent/partnering and volatile conflict. Over the course of the quarter, students will learn safe and believable Unarmed and Knife Stage Combat techniques for stage and screen, develop the physicality and skills necessary to perform fight choreography, and gain the ability to learn, rehearse, and perform fight scenes in a theatrical context.

## **DRMA 120**

### **Acting-Beginning • 5.0 Credits**

Formerly DRMA 120, THA 120

An introduction to acting course. This course focuses on creating a character with internal truth that is presented with an awareness of

external craft, including interpretive skills, through a variety of exploratory exercises. Class culminates in performance final.

## **DRMA 121**

### **Acting-Intermediate • 5.0 Credits**

Formerly DRMA 121, THA 121

An intermediate studio acting course which is a continuation of DRMA 120. This course continues its focus on creating a character with internal truth that is presented with an awareness of external craft, including interpretive skills, through a variety of exploratory exercises. Class culminates in performance final. \$11.40 lab fee. **Prerequisite: Completion of DRMA 120 with a 0.7 or higher, or instructor permission.**

## **DRMA 126**

### **Stagecraft • 1.0–3.0 Credits**

Formerly DRMA 126, THA 126

A study of the technical aspects of stage craft, and some design, with an emphasis on construction techniques. During lab times, students gain a working knowledge of shop tools, their application, shop safety, and crew protocol. \$11.40 lab fee.

## **DRMA 127**

### **Stagecraft • 1.0–3.0 Credits**

Formerly DRMA 127, THA 127

A study of the technical aspects of stage craft, and some design, with an emphasis on construction techniques. During lab times, students gain a working knowledge of shop tools, their application, shop safety, and crew protocol. \$11.40 lab fee.

## **DRMA 128**

### **Stagecraft • 1.0–3.0 Credits**

Formerly DRMA 128, THA 128

A study of the technical aspects of stage craft, and some design, with an emphasis on construction techniques. During lab times, students gain a working knowledge of shop tools, their application, shop safety, and crew protocol. \$11.40 lab fee.

## **DRMA 198**

### **Special Studies • 1.0–3.0 Credits**

Formerly DRMA 198, DRMA 199

A class used to explore new coursework.

## **DRMA 199**

### **Special Studies • 1.0–3.0 Credits**

Formerly DRMA 198, DRMA 199

A class used to explore new coursework.

## **DRMA 200**

### **Theatre Study Tour • 1.0–3.0 Credits**

Formerly DRMA 200, THA 200

Students participate in a field trip experience to attend professional, commercial theatre. Destinations are selected among Ashland, Los Angeles, Seattle, San Francisco, Portland, and New York City. Students meet for analysis and discussions before and after attending the planned events. Fees apply. May be repeated for credit.

## **DRMA 215**

### **Survey of Theatre History [H] • 5.0 Credits**

Formerly DRMA 215, THA 215

This is a survey course that covers significant trends and innovations throughout theatre history from its inception in ancient Greece through the present. The emphasis, however, is on early theatre and its development and evolution.

# Theatre

## DRMA 216

### Acting for The Camera • 3.0 Credits

Formerly DRMA 216, THA 216

Instruction and practice in the basics of acting for both TV and film style productions: playing to the camera, shooting out of sequence, blocking, and other production considerations. **Prerequisite: Completion of DRMA 120 with a 0.7 or higher, or instructor permission.**

## DRMA 220

### Acting Studio • 1.0–3.0 Credits

A professional acting studio which utilizes class performances of scenes and monologues, as well as class discussions of theory. This course focuses on creating a character with internal truth (Stanislavskian-based) that is presented with an awareness of external craft including interpretive skills. Emphasis is placed on actor coaching and discovery. \$11.40 lab fee. **Prerequisite: Completion of DRMA 120 with a 0.7 or higher, or instructor permission.**

## DRMA 221

### Acting Studio • 1.0–3.0 Credits

A professional acting studio which utilizes class performances of scenes and monologues, as well as class discussions of theory. This course focuses on creating a character with internal truth (Stanislavskian-based) that is presented with an awareness of external craft including interpretive skills. Emphasis is placed on actor coaching and discovery.

**Prerequisite: Completion of DRMA 120 with a 0.7 or higher, or instructor permission.**

## DRMA 222

### Acting Studio • 1.0–3.0 Credits

A professional acting studio which utilizes class performances of scenes and monologues, as well as class discussions of theory. This course focuses on creating a character with internal truth (Stanislavskian-based) that is presented with an awareness of external craft including interpretive skills. Emphasis is placed on actor coaching and discovery.

**Prerequisite: Completion of DRMA 120 with a 0.7 or higher, or instructor permission.**

## DRMA 225

### Touring Children's Theatre • 1.0–3.0 Credits

This course involves adapting and developing material from children's stories and original literature into theatrical presentations. Emphasis is on ensemble acting and improvisation skills. The second half of the quarter focuses on performance as group tours area grade schools. \$11.40 lab fee.

## DRMA 242

### Design Essential • 3.0 Credits

Formerly DRMA 242, THA 242

This is an introductory course in developing basic skills in visualization, period research, graphic techniques, and script interpretation for theatre design; the focus being on scenic and costume design approaches.

## DRMA 243

### Stage Costuming • 1.0–3.0 Credits

Formerly DRMA 243, THA 243

An introductory course in the theory and practice of stage costume design and construction. \$11.40 lab fee.

## DRMA 244

### Stage Makeup • 1.0–2.0 Credits

Formerly DRMA 244, THA 244

A course covering the basics of stage makeup design as an extension of characterization. Students learn the techniques of makeup application, including youth, middle-age, old-age, and specialty makeup.

## DRMA 245

### Sound Design • 1.0–3.0 Credits

Formerly DRMA 245, THA 245

An introduction to sound design for theatre. This class focuses on the equipment, typical set-ups for theatre, and the design concepts for the use of sound in today's theatre environments. **Prerequisite: Completion of DRMA 242 with a 0.7 or higher, or instructor permission.**

## DRMA 246

### Stage Lighting • 1.0–3.0 Credits

Formerly DRMA 246, THA 246

A beginning course in the theory and practice of stage lighting. This course is a "hands-on" approach to design and technical drawing. Lab time involves, "hang and focus" crew techniques and protocol, and special projects. \$11.40 lab fee.

## DRMA 248

### Stage Management • 2.0 Credits

Formerly DRMA 248, THA 248

Examines the work of a stage manager. This course covers management of the stage and explores the "business" aspects of commercial theatre. Emphasis is on preparing students for stage managing in the commercial theatre and to prepare students for a theatre career with an enlightened view of theatre as a business.

## DRMA 249

### Special Studies • 1.0–3.0 Credits

Formerly DRMA 249, THA 249

Topics vary from among dramatic literature, acting styles, directing, theory criticism, aesthetics, history, and design. May be repeated for credit.

**Prerequisite: Requirements to enroll in this class varies by quarter; please check with the instructor.**

## DRMA 250

### Directing for The Stage • 3.0 Credits

Formerly DRMA 250, THA 250

An introductory course in the theory and practice of directing for the stage. Students explore analysis, interpretation, and concept formulation of dramatic literature. Communication and collaboration is emphasized.

**Prerequisite: Completion of DRMA 120 with a 0.7 or higher, or instructor permission.**

## DRMA 298

### Special Studies • 1.0–3.0 Credits

Formerly DRMA 298, DRMA 299

A class used to explore new coursework.

## DRMA 299

### Special Studies - Scene Painting • 1.0–3.0 Credits

Formerly DRMA 298, DRMA 299

A class used to explore new coursework.