Department of Dramatic Art (GRAD)

Contact Information
Department of Dramatic Art
http://www.unc.edu/depts/drama

Adam Versényi, Chair, Dramaturg/PRC
Jeffrey Cornell, Associate Chair

The Department of Dramatic Art offers professional training programs in acting, costume production, and technical production leading to the master of fine arts (M.F.A.) degree. The production facilities in the Center for Dramatic Art include the Paul Green Theatre and the Elizabeth Price Kenan Theatre along with studios, rehearsal hall, costume complex, and scene shops.

Admission
Generally, only first-year applicants are considered for admission. Candidates should check with the department for admission information pertaining to their specific area of specialization (i.e., acting, technical production, or costume production).

All applicants must meet admission requirements established by The Graduate School of the University of North Carolina at Chapel Hill. Each area of specialization within the department requires additional application materials. In the costuming and technical areas, applicants are required to submit portfolios. Candidates should check with the department for further information as to what each area entails. All acting candidates must audition. In addition to on-campus auditions, the department holds auditions two out of every three years in February in New York and Chicago. Applications must be received by January 31 to be considered.

Each student is responsible for becoming familiar with the general regulations of The Graduate School and particularly with the dates indicated on the calendar for the academic year. This information is contained elsewhere in the Graduate Catalog. Please note that, due to the nature of the professional training programs, the calendar for graduate students in the Department of Dramatic Art will not always coincide with that of the University. Graduate students in the department are frequently required to work on productions during University-scheduled holidays.

A limited number of graduate appointments are available in the department. Appointments are presently awarded in the areas of acting, technical production, costume production, and in support of introductory courses (DRAM 115, DRAM 116, and DRAM 135). All appointments involve instructional or laboratory supervisory responsibility.

Through disciplined classroom training and a progressive involvement in performance or production opportunities, students in the master of fine arts (M.F.A.) program are challenged to develop the skills and attitudes that enable them to compete in the professional theatre. Emphasizing accomplishment in a range of performance and production styles, the programs complement the variety of theatrical experiences available in the PlayMakers Repertory Company (PRC), a professional full-season equity company and a member of The League of Resident Theatres. Within his or her area of specialization, a student will be ready upon graduation to perform a variety of roles or assume a range of responsibilities onstage or backstage in stage, film, or television. The University of North Carolina at Chapel Hill is a member of URTA (University/Resident Theatre Association, Inc.).

Curriculum
Each candidate pursues a course of study in a conservatory environment. Classroom training offers a variety of approaches, each designed to develop and refine the candidate’s artistic and professional potential. Classroom work is augmented by participation in the professional season of PlayMakers Repertory Company. In addition to the PRC, students find performance opportunities in studio projects and productions.

Evaluation
At least once each semester, the faculty formally evaluates the candidate’s progress and makes recommendations concerning his or her continuation in the program. Evaluations are made of each individual on the basis of classroom and performance or production work. Letter grades (H, P, L, F) are assigned for work in all courses.

Residency and Requirements
All candidates are required to be in residence for three years, six consecutive semesters. The departmental system of evaluation requires that the student be invited to continue in the second and then in the final year of the program. While all programs require their students to complete 60 credit hours, those hours are apportioned differently from program to program. In addition to 60 credit hours, each area of specialization carries its own graduation requirements. Candidates are encouraged to ascertain individual requirements for graduation as soon as possible.

Detailed information can be obtained by addressing inquiries to the Director of Graduate Studies, Department of Dramatic Art, CB# 3230, Center for Dramatic Art, The University of North Carolina at Chapel Hill, Chapel Hill, N.C. 27599-3230. Additional information (http://drama.unc.edu/programs-of-study/graduate-studies) is available on the department’s Web site.

Professors
McKay Coble, Design, Head of Graduate Studies
Raymond E. Dooley, Head of M.F.A. Acting, Actor
Roberta A. Owen, Costume History and Design

Associate Professors
Janet A. Chambers, Design
Michael J. Rolleri, Head of Technical Production

Professors of the Practice
Judith L. Adamson, Head of Costume Production
Vivienne Benesch, Producing Artistic Director/PRC

Assistant Professors
Julia Gibson, Acting
John Patrick, Voice and Speech
Tracy Bersley, Movement

Lecturer
Adam Maxfield, Technical Director
DRAM

Advanced Undergraduate and Graduate-level Courses

DRAM 460. Stage Management. 3 Credits.
Permission of the department. A study of the basic principles and practices of modern stage management.
Gen Ed: EE-Performing Arts.
Repeat rules: May be repeated for credit. 6 total credits. 2 total completions.
Grading status: Letter grade.

DRAM 465. Sound Design. 3 Credits.
The study of general principles of sound design for the theatre. Theory and application of sound design techniques for the stage, including script analysis, staging concepts, special effects, sound plots, and technology.
Grading status: Letter grade.

DRAM 466. Scene Design. 3 Credits.
Permission of the instructor. General principles of visual design as applied to scenery for the theatre. Instruction in standard techniques of planning and rendering scene design.
Gen Ed: VP.
Grading status: Letter grade.

DRAM 467. Costume Design I. 3 Credits.
Permission of the instructor. Studies and practicum in play analysis and costume design for the theatre. Instruction in techniques of planning and rendering costume design.
Gen Ed: VP.
Grading status: Letter grade.

DRAM 468. Lighting Design I. 3 Credits.
Permission of the instructor. General principles of lighting design as applied to the performing arts. Theory and instruction in standard techniques of lighting for the stage.
Gen Ed: VP.
Grading status: Letter grade.

DRAM 470. Survey of Costume History. 3 Credits.
A survey of historic costume forms from ancient Egypt to the present time.
Gen Ed: HS, NA.
Grading status: Letter grade.

DRAM 470H. Survey of Costume History. 3 Credits.
A survey of historic costume forms from ancient Egypt to the present time.
Gen Ed: HS, NA.
Grading status: Letter grade.

DRAM 473. Costume Construction I. 1-3 Credits.
Permission of the instructor. Beginning instruction in pattern making through flat pattern for theatrical costume.
Grading status: Letter grade.

DRAM 474. Costume Construction II. 1-3 Credits.
Beginning instruction in pattern making through draping on a dress form for theatrical costume.
Requisites: Prerequisite, DRAM 473; permission of the instructor for students lacking the prerequisite.
Grading status: Letter grade.

DRAM 475. Costume History: Africa, Asia, and Arabia. 3 Credits.
A survey of the traditional costume forms on the African Continent, in Asia (China, Japan, India), and on the Arabian Peninsula.
Gen Ed: HS, BN.
Grading status: Letter grade.

DRAM 475H. Costume History: Africa, Asia, and Arabia. 3 Credits.
A survey of the traditional costume forms on the African Continent, in Asia (China, Japan, India), and on the Arabian Peninsula.
Gen Ed: HS, BN.
Grading status: Letter grade.

DRAM 480. Period Styles for Production. 3 Credits.
A study of the historical development of Western minor arts and the ramifications of reproducing them for the theatre. Students may not receive credit for both DRAM 280 and DRAM 480.
Gen Ed: VP, NA.
Grading status: Letter grade.

DRAM 484. Studies in Dramaturgy and Criticism. 3 Credits.
This seminar seeks to introduce students to the principles of arts criticism through study of the work of a variety of different critics, by distinguishing between the nature of criticism and reviewing the arts, and through the students’ own practice of critical writing.
Grading status: Letter grade.

DRAM 486. Latin American Theatre. 3 Credits.
This course explores the historical and aesthetic development of Latin American theatre, focusing on particular factors that distinguish this theatre from the Western European tradition.
Gen Ed: VP, BN.
Grading status: Letter grade.

DRAM 488. United States Latino/a Theatre. 3 Credits.
Investigation of United States Latino/a theatre texts and performance practices as a discreet genre. United States Latino/a theatre will be distinguished from the dominant culture, and the diversity of forms and styles will be discussed.
Gen Ed: VP, CI.
Grading status: Letter grade.

DRAM 489. Carnivals and Festivals of the African Diaspora. 3 Credits.
This course will examine the role of Carnival in the African Diaspora, exploring its history, its many theatrical forms, and its fusion with European and indigenous American cultures. Through examining published and unpublished texts the development of the Carnival will be understood as an expression of freedom and cultural survival.
Gen Ed: VP.
Grading status: Letter grade.

DRAM 491. Issues in Arts Management. 3 Credits.
Arts management issues taught through analysis of case studies. Course includes management theories, organizational structures, and current issues.
Grading status: Letter grade.

DRAM 493. Theatre Management. 3 Credits.
Practicum in theatre management procedures and business of the theatre involving box office, audience development, research, publicity, operational, and contract procedures in regard to artists, technicians, managers, and producers. Students actively engage in management areas of the PlayMakers Repertory Company and productions of the Department of Dramatic Art.
Gen Ed: CI, EE-Academic Internship.
Grading status: Letter grade.

DRAM 566. Advanced Scene Design. 3 Credits.
Advanced study of the principles and practice of designing scenery for the theatre.
Requisites: Prerequisite, DRAM 466; permission of the instructor for students lacking the prerequisite.
Grading status: Letter grade.
DRAM 567. Costume Design II. 3 Credits.
Permission of the instructor. Practicum in costume design for the theatre, focusing on the requirements of professional theatre production and alternative costume design solutions.
Requisites: Prerequisite, DRAM 192.
Grading status: Letter grade.

DRAM 586. Costume Seminars I: Dyeing and Painting. 1-3 Credits.
Permission of the instructor. Taught in a four-semester rotation. May be repeated for credit for a total of six hours for undergraduates and 12 hours for graduate students. Series of topics in costume for use in design and production for the stage.
Requisites: Prerequisite, DRAM 192.
Grading status: Letter grade.

DRAM 587. Costume Seminars II: Millinery and Hair. 1-3 Credits.
Permission of the instructor. Advanced costume production techniques with an emphasis on millinery and hair design.
Grading status: Letter grade.

DRAM 588. Costume Seminars III: Masks and Armor. 1-3 Credits.
Permission of the instructor. Advanced costume production techniques with an emphasis on creating masks and armor.
Grading status: Letter grade.

DRAM 589. Costume Seminars IV: Decorative Arts. 1-3 Credits.
Permission of the instructor. Advanced costume production techniques with an emphasis on decorative arts.
Grading status: Letter grade.

DRAM 590. Advanced Special Topics in Dramatic Art. 0.5-3 Credits.
The study of a topic in dramaturgy, theatrical design, or theatrical production for advanced undergraduates and graduate students. Content and instructor will vary. May be repeated for credit.
Repeat rules: May be repeated for credit; may be repeated in the same term for different topics; 6 total credits. 2 total completions.
Grading status: Letter grade.

DRAM 650. Costume Production I: Couture Methods. 0.5-3 Credits.
Advanced construction techniques in theatrical costuming with an emphasis on couture methods.
Requisites: Prerequisite, DRAM 192.
Grading status: Letter grade.

DRAM 666. Media in Performance. 3 Credits.
Required preparation, one performance studies course above COMM 400. Permission of the instructor for students lacking the required preparation. Project-based class where students acquire skills and critical approaches to create collaborative, professional, multimedia works.
Gen Ed: VP, EE-Performing Arts.
Grading status: Letter grade
Same as: COMM 666.

DRAM 667. Costume Design for the Technician. 1-3 Credits.
Permission of the instructor. Study of costume design for students concentrating in costume production.
Grading status: Letter grade.

DRAM 691H. Honors Project in Dramatic Art. 3 Credits.
Required preparation, 3.3 cumulative grade point average and permission of the department. The commencement of a special project (essay or creative endeavor), approved by the department, by a student who has been designated a candidate for undergraduate honors.
Gen Ed: EE-Mentored Research.
Grading status: Letter grade.

DRAM 692H. Honors Project in Dramatic Art. 3 Credits.
Permission of the department. The completion of a special project by a student who has been designated a candidate for undergraduate honors.
Requisites: Prerequisite, DRAM 691H.
Gen Ed: EE-Mentored Research.
Grading status: Letter grade.

DRAM 697. Senior Seminar. 3 Credits.
Close study of the interrelationships between theory and practice in contemporary world theatre, placing developments in their cultural contexts, and exploring current theatrical trends in an international framework.
Grading status: Letter grade.

Graduate-level Courses

DRAM 720. Acting I. 3 Credits.
Admission to the M.F.A. Acting program required. Intensive professional training for the actor. Must be taken fall and spring.

DRAM 721. Acting II. 3 Credits.
Admission to the second year of the M.F.A. Acting program required. Advanced professional training for the actor. Must be taken fall and spring.

DRAM 722. Voice I. 3 Credits.
Admission to the M.F.A. Acting program required. Development of the individual actor's voice and speech. Must be taken fall and spring.

DRAM 723. Voice II. 3 Credits.
Admission to the second year of the M.F.A. Acting program required. Expansion of the individual's vocal versatility in performance. Must be taken fall and spring.

DRAM 724. Movement I. 3 Credits.
Admission to the M.F.A. Acting program required. Development of the individual actor's body as an expressive instrument. Must be taken fall and spring.

DRAM 725. Movement II. 3 Credits.
Admission to the second year of the M.F.A. Acting program required. Advanced projects in movement. Special sessions in tumbling and stage combat. Must be taken fall and spring.

DRAM 726. Rehearsal and Performance I. 1-6 Credits.
Admission to the M.F.A. Acting program required. Rehearsal and performance of special ensemble projects. Must be taken fall and spring. May be repeated for credit.

DRAM 727. Rehearsal and Performance II. 1-6 Credits.
Admission to the second year of the M.F.A. Acting program required. Practical application of techniques in rehearsal and performance in studio and main stage production. Must be taken fall and spring. May be repeated for credit.

DRAM 728. Acting Practicum I. 3-12 Credits.
Admission to the third year of the M.F.A. Acting program required. Intense practicum as a member of the PlayMakers Repertory acting company. Preparation and presentation of assigned projects and work in departmental productions. Work in voice and movement as scheduled.
Repeat rules: May be repeated for credit.

DRAM 750. Advanced Special Studies: Costume Production II: Advanced Couture Methods. 0.5-3 Credits.
Advanced construction techniques with an emphasis on advanced couture methods.
DRAM 752. Special Studies: Costume Production III: Tailoring. 0.5-3 Credits.
Costume graduates only. Advanced construction techniques with an
emphasis on bodice development.

DRAM 760. Costume Construction III: Advanced Flat Pattern. 1-3 Credits.
Continued study of pattern making with flat pattern in advanced shapes
for the stage.
Requisites: Prerequisite, DRAM 473.

DRAM 762. Costume Construction IV: Advanced Draping. 1-3 Credits.
Continued study of draping theatrical costumes with advanced shapes.
Requisites: Prerequisite, DRAM 474.

DRAM 764. Costume Construction V. 1-3 Credits.
Using combination of patternmaking and dressmaking techniques to
achieve unusual shapes in theatrical costume.
Requisites: Prerequisites, DRAM 473, 474, 760, and 762.

DRAM 766. Digital Technology in Costume Production. 0.5-3 Credits.
Permission of the instructor. Study of image editing software in textile
design and portfolio production. Image editing for the web, 3-D printing
and CDC technologies.

DRAM 770. Period Pattern I: Pre-Victorian. 1-3 Credits.
Permission of the instructor. Advanced study of historical pattern,
costume crafts, or costume shop management through directed study.
May be repeated for credit.
Repeat rules: May be repeated for credit; may be repeated in the same
term for different topics.

DRAM 772. Period Pattern II: Victorian. 1-3 Credits.
Costume graduates only. Study of historical pattern with an emphasis in
Victorian era.

DRAM 774. Period Pattern III: 20th Century. 1-3 Credits.
Costume graduates only. Study of historical pattern with an emphasis in
20th century.
Repeat rules: May be repeated for credit.

DRAM 776. Period Pattern IV: 19th and 20th Century Men's Wear. 1-3
Credits.
Costume graduates only. Study of sartorial arts with an emphasis in 19th
to 20th centuries.
Repeat rules: May be repeated for credit.

DRAM 780. Costume Management I: Supplies and Suppliers. 1-3 Credits.
Costume graduates only. Study of supplies and suppliers needed to
produce theatrical costumes.
Repeat rules: May be repeated for credit.

DRAM 782. Costume Management II: Budget Methods. 1-3 Credits.
Costume graduates only. Study of cost analysis for costume production.
Repeat rules: May be repeated for credit.

DRAM 784. Costume Management III: Personal. 1-3 Credits.
Costume graduates only. Study of organization and personnel
management for costume production.
Repeat rules: May be repeated for credit.

DRAM 790. Costume Laboratory I. 3 Credits.
Admission to the M.F.A. Costume program required. Practical work in the
costume shop. Must be taken fall and spring.

DRAM 791. Costume Laboratory II. 3 Credits.
Admission to the second year of the M.F.A. Costume program required.
Advanced practical work in the costume shop. Must be taken fall and
spring.

DRAM 792. Costume Laboratory III. 3 Credits.
Costume graduates only. Continuation of practical work through
production assignments.

DRAM 793. Costume Laboratory IV. 3 Credits.
Costume graduates only. Continuation of practical work through
production assignments.

DRAM 796. Costume Laboratory V. 1-3 Credits.
Admission to the third year of the M.F.A. Costume program required.
Advanced practical work in the costume shop. Must be taken fall and
spring.

DRAM 797. Costume Laboratory VI. 1-3 Credits.
Costume graduates only. Continuation of practical work through
production assignments.

DRAM 799. Costume Program Internship. 3-6 Credits.
Intensive practicum in Costume Arts, with tutorial and class assignments
on an individual basis as required. Fall or spring. May be repeated for
credit.

DRAM 800. Technical Direction. 3-6 Credits.
Study of the technical and engineering problems in production and
standard theatrical drafting and construction conventions. Must be taken
fall and spring.
Requisites: Prerequisite, DRAM 491; Permission of the instructor for
students lacking the prerequisite.

DRAM 801. Technical Direction II. 3-6 Credits.
Technical graduates only. Additional study of technical and engineering
problems in production.
Repeat rules: May be repeated for credit.

DRAM 802. Advanced Technical Direction. 3-6 Credits.
Admission to the second year of the M.F.A. Technical Production
program required. An advanced study of the management, technical, and
engineering problems involved in theatrical production. Must be taken fall
and spring.

DRAM 803. Advanced Technical Direction II. 1-6 Credits.
Admission to the third year of the M.F.A. Technical Production
program required. An advanced study of the management, technical, and
engineering problems involved in theatrical production. Must be taken fall
and spring.

DRAM 805. Special Studies: Technical Production. 0.5-12 Credits.
Advanced scenic construction techniques leading to specific project or
production responsibility in the area of scenic construction in Department
of Dramatic Art productions and PlayMakers Repertory Company. A
minimum of fifteen hours per week is required during the rehearsal
period. Faculty evaluation at the close of the production. May be repeated
for credit.
Requisites: Prerequisite, DRAM 192; Permission of the instructor for
students lacking the prerequisite.
Repeat rules: May be repeated for credit; may be repeated in the same
term for different topics.

DRAM 806. Technical Planning and Production. 3-6 Credits.
Admission into the third year of the M.F.A. Technical Production program
required. Intensive practicum in production projects for departmental
and PlayMakers Repertory Company productions. Must be taken fall and
spring.
DRAM 813. Special Studies: Technical Production. 1-6 Credits.
Technical graduates only. Continuation of advanced scenic construction
techniques with specific project or production responsibility in the area of
scenic construction.
Repeat rules: May be repeated for credit.

DRAM 814. Professional Theater Laboratory: Technical Production.
0.5-12 Credits.
Technical graduates only. Individual programs in scenic construction
techniques.
Repeat rules: May be repeated for credit.

DRAM 821. Advanced Lighting Design. 3 Credits.
Permission of the instructor. This course acquaints the student with
professional practice in lighting design through lecture by faculty
and visiting professionals and through evaluation of lighting designs
executed by students and critiqued by professionals.

DRAM 830. Seminar in Professional Practice: Technical Production. 1-21
Credits.
Admission to the M.F.A. program in Technical Production required.
An examination of professional theatre practice through contact with
students, staff, faculty, and visiting artists in technical theatre. Generally
taken fall and spring. May be repeated for credit.

DRAM 841. Design Technical Theatre Practicum I. 3-6 Credits.
Admission into the M.F.A. Technical program required. Practical work in
scene shop. Must be taken fall and spring.

DRAM 842. M.F.A/Technical Theatre Practicum II. 1-6 Credits.
Technical graduates only. Continuation of practical work in scene shop.
Repeat rules: May be repeated for credit.

DRAM 843. Design Technical Theatre Practicum II. 3-6 Credits.
Admission to the second year of the M.F.A. Technical program required.
Advanced practical work in scene shop. Must be taken fall and spring.
Requisites: Prerequisite, DRAM 841.

DRAM 844. M.F.A/Technical Practicum IV. 3-6 Credits.
Continuation of advanced practical work in scene shop.
Repeat rules: May be repeated for credit.

DRAM 845. Design Technical Internship. 3-6 Credits.
Intensive practicum in production projects for departmental and
PlayMakers Repertory Company productions, with independent studies
as assigned on an individual basis. May be repeated for credit.

DRAM 875. Seminar in Dramatic Literature. 1-3 Credits.
Admission to the M.F.A. program in any area required. An examination of
the literature of the theatre in terms of dramatic construction, theory, and
interpretation. May be repeated for credit.

DRAM 992. Master's Final Practicum. 3 Credits.