

# DEPARTMENT OF DRAMATIC ART (GRAD)

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 Joan H. Gillings 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 (<https://drama.unc.edu/acting-patp-2/apply/>). In addition to on-campus auditions, the department holds auditions every other year in January in New York and Chicago. Applications must be received by January 10 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, and costume production in support of courses. 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

**Janet A. Chambers**, Design

**McKay Coble**, Design

**Michael J. Rolleri**, Head of Technical Production

## Associate Professor

**Tracy Bersley**, Co-Head of M.F.A. Acting, Movement

**Julia Gibson**, Co-Head of M.F.A. Acting, Actor

## Assistant Professors

**Letitia James**, Voice and Speech

**Gwendolyn Schwinke**, Voice and Speech

## Teaching Professor

**Adam Maxfield**, Technical Director

## Teaching Assistant Professor

**Aubrey Snowden**, Head of Graduate Studies

## Professors of the Practice

**Vivienne Benesch**, Producing Artistic Director/PRC

**Triffin Morris**, Head of M.F.A. Costume Production

# DRAM

## Advanced Undergraduate and Graduate-level Courses

### DRAM 431. Playwriting Workshop. 3 Credits.

As image makers, the work we do has a powerful and lasting impact on perception. When writing beyond ourselves and our experience, special care must be given the development of characters and exploration of the world of the play. This class explores the impact of social identity on playwriting and how we can use the power of storytelling to reflect a greater vision for humanity.

#### Rules & Requirements

**Requisites:** Prerequisites, DRAM 231 and DRAM 331.

**Grading Status:** Letter grade.

### DRAM 460. Stage Management. 3 Credits.

Permission of the department. A study of the basic principles and practices of modern stage management.

#### Rules & Requirements

**IDEAs in Action Gen Ed:** HI-PERFORM.

**Making Connections 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.

#### Rules & Requirements

**IDEAs in Action Gen Ed:** FC-CREATE.

**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.

#### Rules & Requirements

**IDEAs in Action Gen Ed:** FC-AESTH or FC-CREATE.

**Making Connections 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.

#### Rules & Requirements

**IDEAs in Action Gen Ed:** FC-AESTH or FC-CREATE.

**Making Connections 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.

#### Rules & Requirements

**IDEAs in Action Gen Ed:** FC-CREATE.

**Making Connections 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. Honors version available.

#### Rules & Requirements

**Making Connections Gen Ed:** HS, 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.

#### Rules & Requirements

**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.

#### Rules & Requirements

**IDEAs in Action Gen Ed:** FC-AESTH or FC-GLOBAL.

**Making Connections 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.

#### Rules & Requirements

**IDEAs in Action Gen Ed:** FC-AESTH or FC-POWER.

**Making Connections Gen Ed:** VP, CI.

**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.

#### Rules & Requirements

**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.

**Rules & Requirements**

**IDEAs in Action Gen Ed:** HI-INTERN.

**Making Connections Gen Ed:** CI, EE- Academic Internship.

**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.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 192.

**Grading Status:** Letter grade.

**DRAM 587. Costume Seminars II: Millinery. 1-3 Credits.**

Advanced costume production techniques with an emphasis on millinery. Undergraduates-Instructor permission only. Permission of the instructor.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 192.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 589. Costume Seminars IV: Decorative Arts. 1-3 Credits.**

Advanced costume production techniques with an emphasis on decorative arts, with an emphasis on fans and shoes. This class requires permission of the instructor.

**Rules & Requirements**

**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.

**Rules & Requirements**

**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 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.

**Rules & Requirements**

**IDEAs in Action Gen Ed:** HI-PERFORM.

**Making Connections Gen Ed:** VP, EE- Performing Arts.

**Grading Status:** Letter grade.

**Same as:** COMM 666.

**DRAM 667. Costume Design for the Body. 3 Credits.**

Study of proportions and the effects of corsetry and body padding to body proportions. This class requires permission of the instructor.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 192 or permission of the instructor.

**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.

**Rules & Requirements**

**IDEAs in Action Gen Ed:** RESEARCH.

**Making Connections 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.

**Rules & Requirements**

**IDEAs in Action Gen Ed:** RESEARCH.

**Making Connections Gen Ed:** EE- Mentored Research.

**Requisites:** Prerequisite, DRAM 691H.

**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.

**Rules & Requirements**

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 724. Movement I. 3 Credits.**

Admission to the M.F.A. Acting program required. Development of the actor's body as an expressive instrument. Must be taken fall and spring.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 725. Movement II. 3 Credits.**

Acting program required. Advanced projects in movement. Special sessions in Physical Comedy and Clown. Must be taken fall and spring. Admission to the second year of the M.F.A.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**DRAM 740. Costume Production I: Couture Methods. 3 Credits.**

Advanced construction techniques in theatrical costuming with an emphasis on couture methods. This class requires permission of the instructor.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 192 for undergraduates.

**Grading Status:** Letter grade.

**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. Graduate students only.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 752. Special Studies: Costume Production III: Tailoring. 0.5-3 Credits.**

Costume graduates only. Advanced construction techniques with an emphasis on bodice development. Costume graduate students only.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 760. Costume Construction III: Advanced Pattern Making. 1-3 Credits.**

Study of pattern making in advanced shapes for the stage. Graduate students only.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 473.

**Grading Status:** Letter grade.

**DRAM 762. Costume Construction IV: Advanced Pattern Making. 1-3 Credits.**

Continued study of pattern making with advanced shapes for theatrical costumes. Graduate students only.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 473.

**Grading Status:** Letter grade.

**DRAM 764. Costume Construction V: Creative Draping. 1-3 Credits.**

Using combination of patternmaking and dressmaking techniques to achieve unusual shapes in theatrical costume. Graduate students only.

**Rules & Requirements**

**Requisites:** Prerequisites, DRAM 473, 474, 760, and 762.

**Grading Status:** Letter grade.

**DRAM 766. Digital Technology in Costume Production. 1-3 Credits.**

Permission of instructor. Investigation of digital applications as applies to professional development for costume makers.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 770. Period Pattern I: Pre-Victorian. 3 Credits.**

Advanced study of western fashion from the 14th through 18th Centuries. Graduate students only.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 772. Period Pattern II: Victorian. 3 Credits.**

Costume graduates only. Study of historical pattern with an emphasis in Victorian era.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 773. Costume Construction I. 3 Credits.**

Beginning instruction in pattern making through flat pattern for theatrical costume. Undergraduates need permission of the instructor.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 775. Costume Construction II. 3 Credits.**

Beginning instruction in pattern making through draping on a dress form for theatrical costume.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 473; permission of the instructor for students lacking the prerequisite.

**Grading Status:** Letter grade.

**DRAM 780. Costume Management I: Supplies and Suppliers. 1-3 Credits.**

Study of shop and business management techniques required to run a successful costume making business. Permission of the instructor.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**DRAM 784. Costume Management III: Costume Shop Management. 1-3 Credits.**

Costume graduates only. Overview of organization and personnel management for costume production.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**DRAM 790. Costume Laboratory I. 3 Credits.**

Practical work in the costume shop through production assignments. Costume graduate students only.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 791. Costume Laboratory II. 3 Credits.**

Practical work in the costume shop through production assignments. Costume graduate students only.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 792. Costume Laboratory III. 3 Credits.**

Practical work in the costume shop through production assignments. Costume graduate students only.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 793. Costume Laboratory IV. 3 Credits.**

Practical work in the costume shop through production assignments. Costume graduate students only.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 491; Permission of the instructor for students lacking the prerequisite.

**Grading Status:** Letter grade.

**DRAM 801. Technical Direction II. 3-6 Credits.**

Technical graduates only. Additional study of technical and engineering problems in production.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**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.

**Grading Status:** Letter grade.



**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**DRAM 814. Professional Theater Laboratory: Technical Production. 0.5-12 Credits.**

Technical graduates only. Individual programs in scenic construction techniques.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**DRAM 820. Production and Facilities Management. 3 Credits.**

This course will teach the Technical Production Graduate Candidate and those going into administrative leadership of producing theaters a greater perspective and insight into what a Production Manager does during a season at a professional theater.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**DRAM 842. M.F.A /Technical Theatre Practicum II. 1-6 Credits.**

Technical graduates only. Continuation of practical work in scene shop.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Requisites:** Prerequisite, DRAM 841.

**Grading Status:** Letter grade.

**DRAM 844. M.F.A./Technical Practicum IV. 3-6 Credits.**

Continuation of advanced practical work in scene shop.

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

**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.

**Rules & Requirements**

**Grading Status:** Letter grade.

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

**Rules & Requirements**

**Repeat Rules:** May be repeated for credit.

## Contact Information

**Department of Dramatic Art**

Visit Program Website (<http://drama.unc.edu/>)

**Chair**

Kathryn Williams

**Associate Chair**

Jeffrey Cornell

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Aubrey Snowden