

# THEATRE ARTS (THEA)

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## THEA 0010A. Acting I

*Units: 3*

Formerly known as DRMA 10A

Hours: 72 (36 lecture, 36 activity)

Analysis and practice of acting techniques focusing on volume and diction, breathing, posture, stage movement and positioning, gestures and listening. Practice of character interpretation and expression through improvisation, selected scenes and monologues. (C-ID THTR 151) (CSU, UC)

## THEA 0010B. Acting II

*Units: 3*

Formerly known as DRMA 10B

Prerequisite: Completion of THEA 10A with grade of "C" or better

Hours: 72 (36 lecture, 36 activity)

Analysis and practice of acting techniques focusing on approach to character development with particular emphasis on the realistic convention. Activities include one or more acting projects, as well as work on both contemporary and classical monologues and scenes. (C-ID THTR 152) (CSU, UC)

## THEA 0011. Stage Movement

*Units: 3*

Formerly known as DRMA 11

Hours: 72 (36 lecture, 36 activity)

Analysis and practice of movement styles used in the theatre; basic movement, control, relaxation, and interpretation. Character development through physical exploration and scene study. (CSU, UC)

## THEA 0013. Introduction to Theatre

*Units: 3*

Formerly known as DRMA 13

Hours: 54 lecture

Addresses the impact of theatre as it mirrors the human condition. Covers the social and political impact in the major historical periods, styles, and genres of theatre demonstrated by procedures, production practices, and contributions of significant individual artists, such as playwrights, actors, designers, and directors. Course is open to both majors and non-majors interested in acquiring a critical understanding and appreciation of theatre as a performing art. Required theatre production attendance. (C-ID THTR 111) (CSU, UC)

## THEA 0014. Stagecraft

*Units: 3*

Formerly known as DRMA 14

Hours: 90 (18 lecture, 72 activity)

Covers set construction for main stage productions. Students study tools, hardware, painting, and learn proper construction techniques. Fundamentals of rigging and machinery and how to mount and shift stage scenery are also included. (C-ID THTR 171) (CSU, UC)

## THEA 0015. Stage Lighting

*Units: 3*

Formerly known as DRMA 15

Hours: 90 (18 lecture, 72 activity)

Covers basic principles of color, light sources and instruments, electricity, how to hang, do circuiting, create a cue sheet, lighting plot, and design elements for stage lighting to run a theatrical production. (C-ID THTR 173) (CSU, UC)

## THEA 0016A. Costume History

*Units: 3*

Formerly known as DRMA 16A

Hours: 54 lecture

Study of costumes from the Greek period to the present, with an emphasis on the use of historical costumes for the stage. Period costume design projects examined. Designed for both Theatre Arts majors and non-majors who are interested in acquiring an appreciation for and the terminology of apparel through history. (CSU, UC)

## THEA 0016B. Costume Construction

*Units: 3*

Formerly known as DRMA 16B

Hours: 90 (18 lecture, 72 activity)

Study and implementation of costume construction techniques, from pattern drafting and fabric selection to sewing, serging, fitting, draping, and dyeing. (CSU, UC)

## THEA 0017. Stage Makeup

*Units: 3*

Formerly known as DRMA 17

Hours: 90 (18 lecture, 72 activity)

Theory and practical application of stage make-up and prosthetics. Projects include facial structure alterations, "old age," character, supernatural and various faux injuries. Discussion and critique of student projects. (C-ID THTR 175) (CSU, UC)

## THEA 0018. Acting for Musical Theatre

*Units: 3*

Hours: 72 (36 lecture, 36 activity)

Requisite acting techniques to be successful in performing in a Broadway style musical. While the focus of the course is on acting, proper techniques in singing and movement will also be included. Students will practice and perform solos and duets. Dance or heavy movement are not emphasized in this course. (CSU, UC)

## THEA 0019A. Stage Properties

*Units: 3*

Formerly Known as DRMA 19A

Hours: 90 (18 lecture, 72 activity)

Covers basic skills to create stage properties through a variety of construction and acquisition methods including locating, procuring, and fabricating specialized props for main stage productions. Students examine ways to utilize common, unusual and specialized materials. Includes period research for prop implementation and identification. (CSU, UC)

## THEA 0019B. Scenic Painting

*Units: 3*

Formerly known as DRMA 19B

Hours: 90 (18 lecture, 72 activity)

Study of scenic painting practices and standards including mixing and matching paints, implementing various painting techniques, and utilizing specialized and experimental materials and tools for practical use in theatrical productions. (CSU, UC)

**THEA 0021. Script Analysis**

*Units: 3*

Formerly known as DRMA 21

Hours: 54 lecture

Introduces Dramatic Arts Majors and other students to the fundamental techniques of script analysis. Focus on students' ability to interpret and describe concepts and ideas related to historical and contemporary dramatic literature. Emphasis on development of techniques of script analysis specific to use in acting, directing, design, and critical and social analysis. (C-ID THTR 114) (CSU, UC)

**THEA 0022A. Production Crew I**

*Units: 2*

Formerly known as DRMA 22A

Hours: 80 activity

Participation in a college production as a technical assistant, assistant to the designer, or crew member. Focus on one or more of the following areas during the development of the play: scenery building and painting, stage lighting, make-up, costuming, stage operations, publicity, and/or house management. (C-ID THTR 192) (CSU, UC)

**THEA 0022B. Production Crew II**

*Units: 2*

Formerly known as DRMA 22B

Prerequisite: Completion of THEA 22A with grade of "C" or better

Hours: 80 activity

Provides an opportunity for students to participate in a college production as a member of the technical crew or production staff at an intermediate level of responsibility. Focus on one or more of the following areas during the development of the play: scenery building and painting, stage lighting, make-up, costuming, stage operations, publicity, and/or house management. (C-ID THTR 192) (CSU, UC)

**THEA 0022C. Production Crew III**

*Units: 2*

Formerly known as DRMA 22C

Prerequisite: Completion of THEA 22B with grade of "C" or better

Hours: 80 activity

Provides an opportunity for students to participate in a college production in an intermediate leadership level as a member of the production crew. Focus on one or more of the following areas during the development of the play: scenery building and painting, stage lighting, make-up, costuming, stage operations, theatrical design, stage management, publicity, and/or house management. (C-ID THTR 192) (CSU, UC)

**THEA 0022D. Production Crew IV**

*Units: 2*

Formerly known as DRMA 22D

Prerequisite: Completion of THEA 22C with grade of "C" or better

Hours: 80 activity

Provides an opportunity to participate at an advanced leadership level as a member of the production crew, technical staff or design team of a college production. Focus on one or more of the following areas during the development of the play: scenery, lighting, make-up, costuming, stage operations, stage management, publicity, and/or house management. (C-ID THTR 192) (CSU, UC)

**THEA 0023A. Rehearsal and Performance - Cast I**

*Units: 3*

Formerly known as DRMA 12B, DRMA 23A

Hours: 120 activity

The first of four courses that provides an opportunity for students to perform in their first role in a Sierra College production as a member of the cast. Students develop fundamental rehearsal and performance techniques. All actors are required to audition for roles. Acceptance into the class is determined on being cast in the production. (C-ID THTR 191) (CSU, UC)

**THEA 0023B. Rehearsal and Performance - Cast II**

*Units: 3*

Formerly known as DRMA 23B

Prerequisite: Completion of THEA 23A with grade of "C" or better

Hours: 120 activity

The second of four courses that provides an opportunity for students to perform in their second role in a Sierra College production as a member of the cast. Students investigate more sophisticated performance techniques as well as develop intermediate approaches to script analysis and characterization. All actors are required to audition for roles. Acceptance into the class is dependent upon being cast in the production. (C-ID THTR 191) (CSU, UC)

**THEA 0023C. Rehearsal and Performance - Cast III**

*Units: 3*

Formerly known as DRMA 23C

Prerequisite: Completion of THEA 23B with grade of "C" or better

Hours: 120 activity

The third of four courses that provides an opportunity for students to perform in their third role in a Sierra college production as a member of the cast. Students apply increasingly advanced rehearsal and performance techniques to the study of characters with great complexity and depth. All actors are required to audition for roles. Acceptance into the class is determined on being cast in the production. (C-ID THTR 191) (CSU, UC)

**THEA 0023D. Rehearsal and Performance - Cast IV**

*Units: 3*

Formerly known as DRMA 23D

Prerequisite: Completion of THEA 23C with grade of "C" or better

Hours: 120 activity

The fourth of four courses that provides an opportunity for students to perform in their fourth role in a Sierra College production as a member of the cast. Students apply an advanced skill set of acting techniques toward rehearsal and performance, and will be expected to chart in detail with critical analysis of the process from page to stage. This will include background research of their character, the playwright, reviews, and previous productions. All actors are required to audition for roles. Acceptance into the class is determined on being cast in the production. (C-ID THTR 191) (CSU, UC)

**THEA 0024. Stage Management***Units: 3*

Advisory: Completion of THEA 22A with grade of "C" or better

Hours: 90 (18 lecture, 72 activity)

Introduces students to the step-by-step process of stage managing a full-scale, live theatrical production. Students will learn the requisite pre-production, post-production, and performance day responsibilities in order to effectively manage the production. Skills acquired for this course include methods of communication with director, designers, cast and crew in a leadership position, writing rehearsal reports, monitoring rehearsals, and posting adjustments to the rehearsal schedule, running paper tech, cue-to-cue rehearsals, and calling cues for the performance over headset. (C-ID THTR 192) (CSU, UC)

**THEA 0028. Independent Study***Units: 1-3*

Formerly known as DRMA 28

Designed for students interested in furthering their knowledge at an independent study level in an area where no specific curriculum offering is currently available. Independent study might include, but is not limited to, research papers, special subject area projects, and research projects. See Independent Study page in catalog. (CSU, UC-with unit limitation)

**THEA 0029. One Act Workshop***Units: 3*

Hours: 81 (27 lecture, 54 activity)

Students will learn the basic requirements for mounting a one-act play from the perspectives of the director, backstage crew and actor. Classes will include lecture and rehearsal time culminating in a public performance of a one-act play. (CSU)

**THEA 0095. Internship in Theatre Arts***Units: 0.5-4*

Formerly known as DRMA 95

Designed for advanced students to work in an area related to their educational or occupational goal. Provides new on-the-job technical training under the direction of a worksite supervisor, allowing students to expand knowledge and skills in the chosen field. Mandatory orientation session and faculty approval to determine eligibility. One unit of credit is equal to each 60 hours of non-paid work, or each 75 hours of paid work. Students may earn up to a total of 16 units in internship courses (any course numbered 95 and PDEV 94). (CSU-with unit limitation)

**THEA 0809. Selected Topics in Film Studies***Units: 0*

Formerly known as DRMA 809

Hours: 8 to 54 lecture as scheduled

Course designed for older adults. Introduction to a series of films examined for originality, creative virtuosity, impact, structure, and direction. Selected films illustrate a specific dimension of film genre. Genres change with each offering. May be repeated. (noncredit)