

THEATRE (THEA)

THEA 1080 - Introduction to Costuming (3 Credits)

This is a basic course in costume design, including theory and practice, with units on costume history, sewing and construction. (Note: 25 hours of practical costume work within the semester required.)

Lecture: 3 hours

THEA 1090 - Introduction to Theatre (3 Credits)

This course introduces students to the various aspects of theatre, focusing on the ways in which a play script is translated into a full production. Functions of the playwright, actor, director and designers are covered. (May be counted toward the Fine Arts requirement in the Liberal Arts program.)

Lecture: 3 hours

Course completes the following requirements:

Fine Arts
Gen.Ed. Ability 2B
Gen.Ed. Ability 4A
Humanities Requirement
URI/RIC Transfer General Education Transfer Opportunity: Yes

THEA 1120 - Stagecraft (3 Credits)

This course is a survey of various aspects of technical theatre with emphasis on set design, scenic construction, scenic painting and properties. An artistic approach to a unified production concept is stressed. (Note: 25 shop hours within the semester required.)

Lecture: 3 hours

THEA 1125 - Play Analysis for Production (3 Credits)

This course is designed to equip students with skills necessary to use a script as a "blueprint" for production, including research, analysis and interpretation. It gives an overview of different historical eras, elements of script analysis and utilization of these elements by directors, designers and actors.

Lecture: 3 hours

THEA 1126 - Diverse Voices in Contemporary Theatre (3 Credits)

This course is intended to engage students in discovering the significant ideas, vibrant characters and universal themes of multiculturalism through the lens of theatre. Plays to be studied will include, but are not limited to, the works of Wilson, Nottage, Diamond, Norris, Hwang, Hudes, Lopez, Cruz and Rivera. Emphasis is on the social, cultural and philosophical implications in the representative plays.

Lecture: 3 hours

THEA 1130 - Origins of Theatre (3 Credits)

This is a lecture course emphasizing the development of theatre in Western and Eastern civilization. Included are various theatrical forms and styles as reflections of the historical periods in which they grew.

Lecture: 3 hours

Course completes the following requirements:

Fine Arts
Gen.Ed. Ability 2A
Gen.Ed. Ability 4A
Humanities Requirement
URI/RIC Transfer General Education Transfer Opportunity: Yes

THEA 1140 - Acting I (3 Credits)

This is a beginning course in acting techniques. Students participate in a variety of theatre exercises, improvisations and scenes with the purpose of self-discovery leading to character development and interpretation.

Lecture: 3 hours

THEA 1150 - Theatre for Children (3 Credits)

This course acquaints students with theory and basic practices in working with children as participants in dramatic activities and with preparing theatrical productions for the child audience. Topics include creative dramatics, improvisational games, story dramatization, puppetry, script selection and analysis and play production. Students apply principles discussed to the preparation of a children's theatre production for public performance.

Lecture: 3 hours

**THEA 1160 - Movement for Actors
(3 Credits)**

This is a lecture-performance course in theatre considering body movement as a fundamental instrument of the actor. It deals with the basic principles, techniques and styles of movement for the actor. Major emphasis is on the various forms movement can take in creating a role (characterization) and on translating emotions into movement and dance. (May be counted toward the Fine Arts requirement in the Liberal Arts program.)

Lecture: 3 hours

**THEA 1170 - Theatrical Make-up
(3 Credits)**

This course explores the use of makeup as a tool for expressing dramatic characters, as well as the history of makeup styles as they relate to character development. Students design and implement the makeup for several different characters types including basic beauty, old age and fantasy. There may be opportunities for practical hands-on implementation of makeup designs for one of the semester's theatre productions.

Lecture: 3 hours

**THEA 1180 - Stage Lighting and Sound Production
(3 Credits)**

A survey of various aspects of technical theatre, with emphasis on light and sound design and execution and stage management. The course stresses an artistic approach to a unified production concept. (Note: 25 shop hours within the semester required.)

Lecture: 3 hours

**THEA 1470 - Dance 2 Jazz and Tap
(1 Credit)**

Introduction to the fundamental techniques of jazz and tap dance. Emphasis is placed on class participation so that students may develop their knowledge and understanding of the basic principles of jazz and tap dance, including warm-up, isolations and choreography. Jazz and tap dance history and historical jazz and tap dance figures will be explored and discussed.

Other: 2 hours

**THEA 1480 - Dance I
(1 Credit)**

This course explores dance as an art form through familiarizing the student with various forms such as ballet, jazz and modern dance. Intensive studio experience emphasizes the acquisition of basic dance skills, kinesthetic perception, rhythmic awareness and development of strong fundamental technique. Repeatable up to 2 credits.

Other: 2 hours

**THEA 2140 - Acting II
(3 Credits)**

Continuing the work begun in Acting I, this course emphasizes increased depth in performance and further practical work in characterization, text analysis and scene preparation.

Lecture: 3 hours

Prerequisite(s): THEA 1140

**THEA 2145 - Acting for the Camera
(3 Credits)**

This course will expand skills introduced in Acting I to acting for the camera. Through exercises and scene study, we will develop the performer's range of emotional, intellectual, physical, and vocal expressiveness for the camera. Students will act in on-camera exercises, television scenes, and film scenes.

Lecture: 3 hours

Prerequisite(s): THEA 1140

**THEA 2200 - Theatre Graphics
(3 Credits)**

This course offers a survey of U.S.I.T.T. standard graphics, drafting, rendering techniques and model construction for theatrical designs (settings, lighting and costuming). It prepares students for a major in design or theatre technology at a four-year college or university. This is a capstone course for students in the Technical Theatre track at CCRI.

Lecture: 3 hours

Prerequisite(s): ENGT 1060 and ARTS 1010 and THEA 1080 or THEA 1120 or THEA 1180