## M.F.A. in Theatre: Scene Design Advised Plan of Study

## Scene Design M.F.A. [60 credit hours, minimum]

| Core: | 36 cr. hrs. |                 |   |
|-------|-------------|-----------------|---|
|       | 12 cr. hrs. | <b>THTR</b> 660 | <b>Design and Production Seminar</b>    |
|       | 3 cr. hrs.  | <b>THTR 545</b> | <b>Director/Designer Process</b>        |
|       | 3 cr. hrs.  | <b>THTR 564</b> | Advanced Rendering                      |
|       | 3 cr. hrs.  | <b>THTR 670</b> | Formalist Analysis                      |
|       | 3 cr. hrs.  | <b>THTR 671</b> | <b>Dramatic Structure and Criticism</b> |
|       | 6 cr. hrs.  | <b>THTR</b> 669 | Tutorial Internship for M.F.A.          |
|       | 6 cr. hrs.  | <b>THTR 697</b> | M.F.A. Terminal Project                 |
|       |             |                 |   |

## Area of Specialization Courses: 24 cr. hrs.\* 3 cr. hrs. THTR 254\*\* Drafting for the Stage

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|--------------|-----------------|--|
| 3 cr. hrs.   | THTR 354**      | Scene Painting                         |
| 3 cr. hrs.   | THTR 554        | Advanced CAD Drafting                  |
| 3 cr. hrs.   | <b>THTR 560</b> | Advanced Scenic Design (taken 2 times) |
| 3 cr. hrs.   | <b>THTR 567</b> | Model construction                     |
| 3 cr. hrs.   | <b>THTR 580</b> | Period Style for the Designer          |
| 3 cr. hrs.   | Free Elective   |  |
|              |                 |  |

<sup>\*</sup> The courses listed are suggestions only. Any courses related to Scene Design and Technology which support the needs of the individual student are possibilities depending on availability and approval of the graduate committee.

\*\* Only 6 credit hours of courses below the 500 level, and within the Department of Visual and Performing Arts can be counted.

<sup>\*\*</sup> Only 6 credit hours of courses below the 500 level, and within the Department of Visual and Performing Arts can be counted toward the 60 credit hour minimum.