

MFA in Theatre

Costume Design and Technology Plan of Study

M.F.A. [60 credit hours, minimum]

Core: 15 cr. hrs.

3 cr. hrs.	THTR 67100	Modern Theory and Criticism
6 cr. hrs.	THTR 66900	Tutorial Internship for M.F.A.
6 cr. hrs.	THTR 69700	M.F.A. Terminal Project

Professional Practice Courses: 12 credit hours

12 cr. hrs.	THTR 59700	Production and Design Seminar
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Area of Specialization Courses: 18 credit hours

3 cr. hrs.	THTR 36100†	Costume Design
3 cr. hrs.	THTR 56100	Advanced Costume Design
3 cr. hrs.	THTR 58000	Period Styles for the Theatre
3 cr. hrs.	THTR 56400	Rendering for the Theatre
6 cr. hrs.	THTR 59000	Directed Study: Costume Technology

Rotating topics in THTR 59000 include: Patterning, Draping, Costume Crafts, Wig Construction and Styling, Advanced Makeup Effects, Wearable Art, Automation for Costumes, and 3D Printing for Costumes.

Electives: 15 credit hours†

To be determined in consultation with student's major professor and student's graduate committee.

† Note: Only 6 credit hours of courses below the 500 level from within the Department can be counted toward the 60-credit hour minimum. The Graduate School defines "Department" as "Rueff School of Design, Art, and Performance" not "Department of Theatre and Dance." A case can be made for lower-level courses from other areas of the University, such as Engineering, Apparel Technology, or the Business School. The Graduate School accepts the argument that a theatre student might need a course in accounting, for example, but would not be prepared or allowed to take a graduate-level accounting course.