UT Live Design
Master of Fine Arts Degree in Theatre

The Department of Theatre and Dance at The University of Texas at Austin is an artistic environment where you can practice an exploration of your talent at a great university of deep academic resources in the dynamic and culturally inclusive city of Austin. We believe that training artists in design for the theatre prepares them for careers as inventors and producers of work in all aspects of live theatrical performance and the related fields of film, television, themed attractions, concerts, events, and exhibits—wherever the focus is on the live presence of a human story.

Our design students are the visual storytellers and live performance makers of the next generation, who use their time in graduate school to declare themselves as artists who will change history. We seek students who want to cross over the traditional boundaries of design, performance, and technology and have a strong desire to create original performance work. If this appeals to you, the UT Austin community of professionally-active faculty, professional staff and top students may be the right match for you.

The UT Live Design area offers graduate students multiple realized design opportunities in a program of foundational skills and technique development in Scene Design, Costume Design, Costume Technology, Lighting Design, and Integrated Media. We offer work in theatre, dance, opera, film, video, performance art and solo performance. Students have opportunities for creating work within their chosen discipline and crossing over into other disciplines within the program, plus finding affiliations within the university’s Department of Radio-Television-Film and Department of Arts and Entertainment Technologies. In addition, we emphasize organizational and entrepreneurial skills in order to prepare the student to serve as a producer of future projects and endeavors.

The M.F.A. in Design and Technology is a three-year, 60-hour program consisting of four components: the design studio, skill-building, realized productions, and critical thinking/writing, culminating in a unique thesis of your own invention. Two candidates per discipline are admitted each year to a program of thirty students—a small group within the large department. Please visit our departmental web site at theatredance.utexas.edu to see the scope of departmentally and college-wide offered opportunities.
UT Live Design
Graduate Financial Support

YEAR ONE:

- **Tuition is $11,284 per year for 20 credits.** [The 3-year M.F.A. in Theatre is a 60 credit degree.]

- We give the student a scholarship in the amount of $9000 - $10,000 for the year.

- We provide a work opportunity at an hourly wage in our production shops (up to 10 hours per week at $12 per hour, or as much as $4320 per year).

The scholarship and hourly wages together can total as much as $14,320 for the year.

YEAR TWO and YEAR THREE:

- **Tuition is $11,284 per year for 20 credits.** [The 3-year M.F.A. in Theatre is a 60 credit degree.]

- We typically provide a half-time (20 hours per week) position or a quarter-time (10 hours per week) position as a Teaching Assistant (TA). This means a job that pays a salary, respectively, of $12,300 per year or $6,150 per year. TA positions are granted on merit of performance in the program.

- With a Teaching Assistantship the student is awarded a **Tuition Reduction Benefit (TRB)** rebate that covers 18 credits of tuition per year (for a half-time position) or 9 credits of tuition per year (for a quarter time position).

- A scholarship of approximately $2000 (year two) - $3000 (year 3) is awarded.

- A half-time appointment comes with UT health insurance through Blue Cross.

**All dollar figures quoted are as of 11/2020**
UT Live Design
Graduate Faculty

Nanette Acosta
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Production Design
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UT Live Design
Graduate Courses

DESIGN FOR THEATRE
Graduate Design multi-year sequences:
- Costume Design Studio
- Scene Design Studio
- Lighting Design Studio
- Integrated Media Design Studio

Special Topics Courses
- Drawing for Designers
- Digital Fabrication
- Digital Rendering
- Exhibit and Museum Lighting
- Figure and Fabric Painting
- History of Costume and Decor
- Media Content for Live Performance
- Projection Design
- Scene Painting
- Vectorworks for Entertainment Design
- Portfolio for Designers

DESIGN FOR FILM
- Introduction to Production Design
- Advanced Production Design
- Drawing the Storyboard
- History of Design for Film
- Production Design Practicum

COSTUME TECHNOLOGY
- Draping I & II
- Fabric Dyeing and Painting
- Mask Making
- Millinery
- Tailoring I & II
- Tutu Construction
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Where to find us:

theatredance.utexas.edu

Facebook: University of Texas Live Design

Instagram: /utlivedesign

Twitter: @UTTAD

The University of Texas at Austin
Theatre and Dance
College of Fine Arts