

## Course Requirements and Descriptions

Program of Study: Costume Design

<b>Studio Courses (6 Semesters)</b>	Design Studio I (Year 1, 2 semesters) (including Drawing Lab) The first year is spent in Studio I with all new designers and actors	Topics covered in Design Studio I may include: devising performance, designing new work, collaboration and critical thinking.
	Studio II/Costume Design (4 semesters) (includes Drawing Lab).	This is a discipline-specific costume design studio with all graduate costume designers focusing on the art and practice of costume design. The goal of these studios is depth of thinking and exploration.
<b>Skill-Building Courses (6 Semesters)</b>	The student may select from choices in many alternative areas. The student, with the advice and guidance of the design faculty and the student's primary design mentor, choose the skill-building courses.	Specific course examples: Costume Design Skills (drawing, painting, fabric), Color in Design, Fabric Dyeing and Painting, Figure and Fabric Rendering, Digital Rendering, Script 2 Screen (Radio-Television-Film), Tailoring, Draping, Millinery, Mask-Making, Scene-Painting, Lighting Design Skills, Scenic Design Skills, Armor-Making
<b>Production Laboratory (6 Semesters)</b>	The student conceives, plans and realizes costume designs for the Department of Theatre and Dance, the Butler School of Music and, upon arrangement, Department of Radio-Television-Film productions.	Students design costumes for at least three productions with additional opportunities. Students can accomplish realized designs for theatre, dance, opera and experimental performance as a part of their curriculum. Opportunities in film production design exist within collaborative arrangements with the Department of Radio-Television-Film.
<b>Critical Thinking/Writing (1 Semester)</b>	Courses may include Theatre History, Design Theory, Reading the Canon and Research Methods.	
<b>Electives (3 Semesters)</b>	In addition to courses offered by the Department of Theatre and Dance, students may also select courses from other departments of the university, including, though not limited to, the College of Fine Arts and the Department of Radio-Television-Film.	
<b>Thesis (2 Semesters)</b>	The graduate Costume Design thesis serves as the capstone of the candidate's graduate work at the University of Texas at Austin. It is the final opportunity for the M.F.A. candidate to demonstrate his or her aesthetic, artistic, intellectual and technical acumen relative to the standards of the professional model.	<p>The thesis will be reviewed per the standards of the performing arts industries and the university's standards of research. The thesis will consist of three parts:</p> <ol style="list-style-type: none"> <li>1. A demonstration of artistry and skill in costume design.</li> <li>1. A demonstration of artistry and skill in costume design.</li> <li>1. A demonstration of artistry and skill in costume design.</li> </ol>