

## Course Requirements and Descriptions

Program of Study: Lighting Design

<b>Studio Courses (6 Semesters)</b>	Design Studio 1 (Year 1, 2 Semesters) Includes Drawing Lab. The first year is spent in Studio 1 with all new designers and directors.	Topics covered in Design Studio may include: devising performance, designing new work, designing installation, designing for architecture, environment, visual storytelling, practical and technical application of design ideas, creative problem solving, presentation skill-building, collaboration, critical thinking, engineering and constructing LED lightscapes.
	Lighting Design (4 semesters) (including Drawing Lab). The Lighting Design studio focuses on the development of skills and artistry directly related to the work of a lighting designer.	Each semester of Lighting Design may include: the development of lighting schemes for theatre in conventional and non-conventional venues, opera, film, television, installation, architecture, large events, gaming and entertainment design.  Emphasis is placed on the communication of designs with the use of conventional and advanced technological lighting fixtures using rendering techniques which include traditional 2D and 3D digital plots, models and pre-visualization storyboards.
<b>Skill-Building Courses (6 Semesters)</b>	The student may select from choices in many alternate areas such as projection design, scene painting, game design, costume design, scenic design, audio design, writing, pedagogy and pre-visualization.  The student with the advice and guidance of the design faculty and the student's primary Lighting design mentor chooses the skill-building courses.	Specific course examples include Lighting Design Skills, Color in Design, Scene Painting, Projection Design, Digital Pre-visualization, Vectorworks, Interactive Media and Game Design, Digital Production Art, Game Development, Capstone, Gaming Technology, Digital Rendering, Costume Design Skills, Scenic Design Skills, Sound Design
<b>Production Laboratory (6 Semesters)</b>	The student conceives, plans and realizes lighting designs for the Department of Theatre and Dance, the Butler School of Music and, upon arrangement, the Department of Radio-Television-Film productions. He/she will design the lighting for at least two main-stage productions with additional opportunities in lab, events, the spring campus-wide commencement and alternate venues including the biennial Cohen New Works Festival.	Theatre productions at the university cover multiple genres including plays, musicals, dance, opera, new work and experimental performance.  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 within the College of Fine Arts and across the university, including Computer Science and Radio-Television-Film. Should students wish to carry a heavier credit load they may take more electives, with the consent of the primary lighting design advisor.	
<b>Thesis (2 Semesters)</b>	The graduate Lighting 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 her/his aesthetic, artistic, intellectual and technical acumen relative to the standards of the professional model. The thesis is subject to the requirements of the university and the Graduate School. This means that a Master's supervisor, usually the student's primary lighting design advisor, and an additional reader will examine the thesis in detail. The thesis will culminate in an oral defense of the work.	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: 1. A demonstration of artistry and skill in lighting design. 2. A significant original project demonstrating the candidate's ability to generate new work. 3. A presentation of the candidate's portfolio.