

Course Requirements and Descriptions

Program of Study: Scene Design

Studio Courses (6 Semesters)	Design Studio 1 (Year 1, 2 Semesters) (including Drawing Lab) The first year is spent in Studio I with all new designers and directors	Topics covered in Design Studio may include: devising performance, designing new work, collaboration and critical thinking
	Scene Design (4 semesters) (including Drawing Lab) The Scene Design studio focuses on the development of skills and artistry directly related to the work of a scenic designer	Each semester of Scene Design may include: the development of scenic schemes of theatre (in conventional and non-conventional venues), opera, film and television. Emphasis is placed on communication of designs with traditional and digital models, traditional and digital rendering and drafting.
Skill-Building Courses (6 Semesters)	The student may select from choices in many alternate areas such as scene design skills, scene painting, costume design, lighting design, projection design, audio design, writing, pedagogy and production management. The skill-building courses are chosen by the student with the advice and guidance of the design faculty and the primary mentor.	Specific course examples: Scene Design Skills, Scenic Rendering, Digital Rendering, Scenic Painting, Costume Design Skills, Lighting Design Skills, Projection Design, Sound Design, Vectorworks
Production Laboratory (6 Semesters)	The student conceives, plans and realizes designs for departmental and/or Butler School of Music productions. He/she will design the scenery for at least two main-stage productions with additional opportunities in lab and alternate venues, including the biennial Cohen New Works Festival. Theatre productions at the university cover multiple genres including plays, musicals, dance and opera.	Opportunities in film production design exist within collaborative arrangement with the Department of Radio-Television-Film.
Critical Thinking/Writing (1 Semester)	Courses may include Theatre History, Design Theory, Reading the Canon or Research Methods.	
Electives (3 Semesters)	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 the Department of Radio-Television-Film (RTF). Should students wish to carry a heavier credit load they may take more electives with the consent of the primary Scene Design advisor.	
Thesis (2 Semesters)	The graduate Scene 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 supervisor, usually the student's primary 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 scene design. 2. A significant original project demonstrating the candidate's ability to generate new work. 3. A presentation of the candidate's portfolio.