

MFA in Theatre

Scenic Design Plan of Study

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

Core: 15 cr. hrs.

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| 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

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

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| 3 cr. hrs. | THTR 25400† | Drafting for Theatre |
| 3 cr. hrs. | THTR 35400† | Painting for the Stage |
| 3 cr. hrs. | THTR 56000 | Advanced Scenic Design |
| 3 cr. hrs. | THTR 56400 | Theatrical Rendering |
| 3 cr. hrs. | THTR 56700 | Model Construction |
| 3 cr. hrs. | THTR 58000 | Period Research for the Designer |

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.