MASTER OF FINE ARTS (M.F.A.) MAJOR IN THEATRE (DIRECTING CONCENTRATION)

Program Overview
A Master of Fine Arts (M.F.A.) degree with a major in Theatre will prepare students for the field of theatre, more specifically to direct theatre, lead a theatre, or to teach theatre. This degree will provide students with a strong theoretical and practical education in preparing productions so that they might have long, fruitful careers in theatre or higher education. It will also hone student skills in critical thinking, problem solving, creative analysis, and application of the craft to real world projects so that they might excel in today’s quickly changing and ever diverse theatre and academic environments.

Application Requirements
The items listed below are required for admission consideration for applicable semesters of entry during the current academic year. Submission instructions, additional details, and changes to admission requirements for semesters other than the current academic year can be found on The Graduate College’s website (http://www.gradcollege.txstate.edu). International students should review the International Admission Documents webpage (http://mycatalog.txstate.edu/graduate/admission-documents/international/) for additional requirements.

• completed online application
• $55 nonrefundable application fee
or
• $90 nonrefundable application fee for applications with international credentials
• baccalaureate degree (preferably a B.A. or B.F.A. in theatre) from a regionally accredited university
• official transcripts from each institution where course credit was granted
• minimum 2.75 GPA in the last 60 hours of undergraduate course work (plus any completed graduate courses)
• minimum 24 undergraduate hours in theatre
• GRE not required
• non-academic practical theatre experience
• resume/CV
• statement of purpose detailing the student’s area of specialty, related background information, and goals in pursuing the M.F.A. in theatre
• theatre portfolio (preferably electronic) which may include rehearsal prompt books of past directing projects, design sketches and renderings, production photos, DVDs, reviews, and/or items showing process and aesthetic
• two letters of recommendation
• interview with program faculty may be required*

TOEFL, PTE, or IELTS Scores
Non-native English speakers who do not qualify for an English proficiency waiver.

• official TOEFL iBT scores required with a 78 overall
• official PTE scores required with a 52 overall
• official IELTS (academic) scores required with a 6.5 overall and minimum individual module scores of 6.0

This program does not offer admission if the scores above are not met.

*Additional Information
The M.F.A. in theatre requires students to work together closely; therefore, potential candidates in the directing concentration need to bring skills, temperaments, and goals that are in cohesion with the department and the cohort of students they will join. For this reason, semi-finalists will be invited to on-campus or Skype interviews/auditions.

Degree Requirements
The Master of Fine Arts (M.F.A.) degree with a major in Theatre concentration in Directing requires 60 semester credit hours.

Course Requirements

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<td>Devising Theatre</td>
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<td>TH 5382</td>
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Prescribed Electives
Choose 18 hours from the following:

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<td>TH 5323</td>
<td>Shakespeare Through Performance</td>
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<td>Shakespeare: Text and Context</td>
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<td>TH 5340</td>
<td>Professional Internship</td>
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<td>TH 5341</td>
<td>Dramatization and Adaptation</td>
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<td>TH 5360</td>
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<td>TH 5361</td>
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<td>TH 5363</td>
<td>Directing for Film</td>
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<td>TH 5364</td>
<td>MFA Directing Studio I</td>
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<td>TH 5373</td>
<td>Advanced Film Directing</td>
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<td>TH 5387</td>
<td>MFA Directing Studio II</td>
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Total Hours 60

Comprehensive Examination Requirement
The Comprehensive Exam for the MFA programs in Theatre is an oral defense accompanied by a production book comprised of supportive materials and reflections on the Final Creative Project. Students will be
Courses Offered
Theatre (TH)

TH 5199B. Thesis.
This course represents a student’s continuing thesis enrollments. The student continues to enroll in this course until the thesis is submitted for binding.
1 Credit Hour. 1 Lecture Contact Hour. 0 Lab Contact Hours.
Grade Mode: Credit/No Credit

TH 5299B. Thesis.
This course represents a student’s continuing thesis enrollments. The student continues to enroll in this course until the thesis is submitted for binding.
2 Credit Hours. 2 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Credit/No Credit

TH 5301. Drama Research.
An examination of problems and research techniques in drama. Historical, critical, descriptive, and experimental research approaches will be surveyed and basic procedures in research report writing will be considered.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5302. Text Analysis, Research and Interpretation.
This course reviews various methods of analysis of a dramatic text. This includes inductive, deductive, structural, and methodical approaches. It also examines techniques for production research and explores issues of interpretation that affect the development of a play’s translation into a production on stage.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5303. Devising Theatre.
This interdisciplinary course will focus on the creation of original work that incorporates a strong visual component. Individual artistic development is addressed along with the particular challenges of devising theatrical work through non-traditional methods.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5304. Web Series Creation.
This course focuses on the techniques of creating a web series, script writing and development. It explores the fundamentals of film production and web publication, including marketing and identifying a target audience.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5305. Web Series Creation II.
This course is a continuation of the Web Series course and specifically focuses on production of a web series. Students will write, direct, and produce their own web series for publication on the internet. Prerequisite: TH 5304 with a grade of “C” or better.
3 Credit Hours. 0 Lecture Contact Hours. 3 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5306. Fundamentals of Environment for the Stage.
This course is a practical exploration of the processes and techniques for the development of the stage environment by scenic and lighting designers within the context of live production. Theoretical projects provide focus on establishing a common vernacular and emphasize analysis, research, and problem-solving. In-class studio sessions develop efficient presentation techniques and effective graphic skills.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5307. Fundamentals of Character for the Stage.
This course is a practical exploration of the processes and techniques for character development from the perspective of a director and costume designer within the context of live production. Theoretical projects provide focus on the development of a common vernacular and emphasize problem-solving skills. In-class studio sessions will develop analysis, research, clear and efficient presentation skills, as well as graphic skills.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5308. Musical Theatre Choreography.
This course examines the role of choreography in musical theatre and explores the choreographic process. Students study the history and theoretical principles of musical theatre choreography as well as obtain the practical skills needed to create staging and choreography for a musical theatre production.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5310. Graduate Assistant Development.
This course is required as a condition of employment for graduate teaching and instructional assistants. This course covers topics related to employment responsibilities. This course does not earn graduate degree credit.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Course Attribute(s): Graduate Assistantship|Exclude from Graduate GPA
Grade Mode: Leveling/Assistantships

TH 5312. Collaborative Theory.
This course examines the nature of collaboration within the context of the live entertainment production processes. Particular attention is focused on understanding psychological/sociological viewpoints in effective collaborative work environments.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter
TH 5313. History of Directing and Scenography.
This course is a historical survey of the work of directors and designers. Particular emphasis will be on seminal production plans for notable directors and designers of the 20th and 21st centuries.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5314. History of Material Culture - Pre 20th Century.
This course is a historical survey of material culture and its influence on theatrical production pre-twentieth century. Attention is placed on research of the architecture, interiors, fashion, theatre literature, and technical innovations of seminal periods from Greco-Roman through 19th century.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

This course is a historical survey of material culture and its influence on theatrical production in the twentieth- and twenty-first centuries. Along with anthropological research, attention is placed on the influences that shaped seminal practitioners of theatrical production.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5316. Artist Brand Development & Management.
This course focuses on the creation of a professional brand and marketing toolkit for practitioners in the live entertainment industry. Basic principles of business practices including accounting, tax law, networking, and unions are also explored.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5317. History of Directing and Scenography.
This course is a historical survey of the work of directors and designers. Particular emphasis will be on seminal production plans for notable directors and designers of the 20th and 21st centuries.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5318. History of Material Culture - Pre 20th Century.
This course is a historical survey of material culture and its influence on theatrical production pre-twentieth century. Attention is placed on research of the architecture, interiors, fashion, theatre literature, and technical innovations of seminal periods from Greco-Roman through 19th century.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

This course is a historical survey of material culture and its influence on theatrical production in the twentieth- and twenty-first centuries. Along with anthropological research, attention is placed on the influences that shaped seminal practitioners of theatrical production.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5332. Stage Properties.
This course trains students in the craft, artistry and management of stage properties for careers in theatre, film and the entertainment industry.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5333. Advanced Television Writing.
This course focuses on the techniques of creating a television series, including script writing and development, film production, and post-production editing. Students will spin off a character from a network or cable television series and create a new series based on that character. Graduate students will act as co-producers. Prerequisite: TH 5331 with a grade of "C" or better.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5334. Figure Drawing for Theatre Design.
This course places special emphasis on aspects of the relationship between fabric and the human figure.
3 Credit Hours. 3 Lecture Contact Hours. 1 Lab Contact Hour.
Course Attribute(s): Exclude from 3-peat Processing
Grade Mode: Standard Letter

TH 5335. MFA Lighting Studio.
This course concentrates primarily on the aesthetics of stage lighting, and covers such topics as viewers’ psychological and physiological responses as they pertain to visual perception; color; script analysis; use of light in creating both static and dynamic visual compositions; development and graphic representation of a theatrical lighting design; and creation of materials necessary to communicate design intentions.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Course Attribute(s): Exclude from 3-peat Processing
Grade Mode: Standard Letter

TH 5336. Professional Internship.
This course provides professional hands-on experience in the theatre or film industry. Prerequisite: Instructor approval.
3 Credit Hours. 0 Lecture Contact Hours. 20 Lab Contact Hours.
Course Attribute(s): Exclude from 3-peat Processing|Lab Required
Grade Mode: Standard Letter
TH 5341. Dramatization and Adaptation.  
This course focuses on the development of new theatrical scripts based on existing stories and source material. Students will explore a variety of potential source materials, pitch adaptation ideas, and complete a written script. Prerequisite: TH 5354 with a grade of "C" or better.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Course Attribute(s): Exclude from 3-peat Processing  
Grade Mode: Standard Letter

TH 5342. MFA Studio I.  
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis.  
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5343. MFA Studio II.  
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis.  
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5344. MFA Studio III.  
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis.  
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5345. MFA Costume Studio.  
MFA Costume Studio is a course that explores character design for live entertainment, as well as, topics that pertain to the work of a Costume Designer. Through guided practice, students will master the design process while working from both traditional and non-traditional sources.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Course Attribute(s): Exclude from 3-peat Processing  
Grade Mode: Standard Letter

TH 5346. Historical Costume Research.  
This course is a study of clothing, accessories, and customs of selected theatrical periods as an approach to costuming period plays.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5347. Advanced Costume Construction.  
Advanced studies in the construction of costumes for the stage, techniques in sewing, pattern drafting/design as well as accessories/crafts construction.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Course Attribute(s): Exclude from 3-peat Processing  
Grade Mode: Standard Letter

TH 5348. Graphic Representation.  
Students will study and practice drawing and painting techniques, as well as rendering with other media, including markers.  
3 Credit Hours. 3 Lecture Contact Hours. 3 Lab Contact Hours.  
Course Attribute(s): Exclude from 3-peat Processing  
Grade Mode: Standard Letter

TH 5350. Second Year Project.  
Students in the second year of the MFA in Theatre will direct, design, or write for a departmental production. The course includes a written report of the project that demonstrates an understanding of the creative process of the chosen discipline. Prerequisite: Instructor approval.  
3 Credit Hours. 0 Lecture Contact Hours. 3 Lab Contact Hours.  
Grade Mode: Standard Letter

This course is a study of architecture and interiors throughout history as it impacts design for theatre. This course will look at periods of design from ancient Egypt to the early Twentieth Century.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5352. MFA Studio IV.  
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis.  
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5354. Playwriting.  
A seminar in the art and craft of playwriting, from initial idea through a completed draft of a play. May be repeated with different emphasis for additional credit.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5355. Scene Painting.  
Theory and practice of scene and costume painting as developed in the Italian Renaissance and continuing into new media available today. May be repeated with different emphasis for additional credit.  
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5356. Theatrical Drafting: Vectorworks.  
This course is a study of computer techniques and procedures used in the preparation of design and technical drawings for theatrical scenery and lighting.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Grade Mode: Standard Letter

TH 5357. MFA Scenic Studio.  
MFA Scenic Studio is a seminar course based on design, emphasizing presentation and justification of executed renderings or models for selected plays. Emphasis is on styles of staging, settings, lighting and properties, and their relationship to the complete production. May be repeated with different emphasis for additional credit.  
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.  
Course Attribute(s): Exclude from 3-peat Processing  
Grade Mode: Standard Letter

TH 5358. Screenwriting.  
This course offers a comprehensive study of the art and craft of writing screenplays. During a semester of intensive writing, readings, script analyses, and critiques, writers complete assignments in storytelling, character, structure, and script development. Each writer completes a full-length screenplay as the capstone project for the semester.  
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.  
Grade Mode: Standard Letter
TH 5359. Advanced Screenwriting.
This course focuses on the development and revision of full-length screenplays. May be repeated for credit with different emphasis. Prerequisite: TH 5358 with a grade of "C" or better.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Course Attribute(s): Exclude from 3-peat Processing
Grade Mode: Standard Letter

TH 5360. Problems in Theatre.
Designed to give supervised experience to qualified advanced students in theatre history, playwriting, directing, acting, technical, or other theatre problems. Research problems or actual production problems may be chosen. May be repeated with different emphasis for additional credit.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5361. Oregon Shakespeare Festival Intensive.
This course examines theatre production with a specific focus on directors and directing at this country's largest Shakespeare theatre, the Oregon Shakespeare Festival. Students will study issues of translating the current seasons' nine plays from script to stage, as well as analyzing the perspectives and choices of each director's production.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5362. Vectorworks II.
This course is an advanced study of computer techniques and procedures using Vectorworks in the preparation of technical drawings and digital previsualization for theatrical scenic and lighting design. Prerequisite: TH 5356 with a grade of "C" or better or instructor approval.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5363. Directing for Film.
An in-depth examination of directing theories and procedures for film with practical filming and editing exercises. May be repeated with different emphasis for additional credit.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5364. MFA Directing Studio I.
This course guides student directors through a series of assignments geared toward further developing their skills in analysis, research, staging, and production.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Course Attribute(s): Exclude from 3-peat Processing
Grade Mode: Standard Letter

TH 5365. Backgrounds of Modern Drama.
An analysis of those developments in dramatic literature that formed the basis of modern drama. Primary emphasis will be on nineteenth- and twentieth-century European and American drama.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5366. Directing Styles.
A study of directing different dramatic styles. Students will direct a one-act play during regular semesters. Prerequisite: TH 5364 with a grade of "C" or better or instructor approval.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

The study of dramatic theory and criticism from Aristotle to the present.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5369. Contemporary World Theatre and Drama.
Studies of current trends in world theatre and drama.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5371. Classical and Renaissance Drama.
Seminar in Greek, French Neoclassical, and English Renaissance theatre, with intensive examination of selected works by Sophocles, Euripides, Shakespeare, and Marlowe. Primary focus will be on analysis of the plays as performance texts, and on the historical cultural environments in which the plays were created and first performed.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5372. Theory and Practice of Dramaturgy.
Study of the practical application of historical research and textual analysis in the production of period plays and new works. Emphasis upon the dramaturg as an instrument of collaboration between members of the artistic team and as a facilitator of audience outreach.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5373. Advanced Film Directing.
An in-depth examination of narrative filmmaking that includes screenplay analysis, storyboarding, scheduling the shoot, directorial techniques, staging actors, camera placement, filming on location, and editing. Prerequisite: TH 5363 with a grade of "C" or better.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5375. Advanced Playwriting.
This course focuses on an in-depth study of the techniques of playwriting and the variety of styles that a playwright might employ. The course culminates with the writing of a full-length play. Prerequisite: TH 5354 with a grade of "C" or better.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5378. Play Development Lab.
This course provides a laboratory workshop development process for new plays. It provides a structured environment for rigorously revising student-written works. Prerequisite: TH 5375 with a grade of "C" or better or instructor approval.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Course Attribute(s): Exclude from 3-peat Processing
Grade Mode: Standard Letter
TH 5379. Digital Rendering for Theatrical Design.
This course is a study of computer techniques and procedures used in graphic representation for theatrical design. Students will work primarily with Photoshop, with references to other programs such as Illustrator, Vectorworks, Sketchup, and Painter as necessary. Students will explore and practice techniques to create scenic renderings, costume renderings, lighting sketches, and paper props as well as techniques for editing production photos, creating collages, and producing publicity materials.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5380. Advanced Scenic Painting.
Students develop scenic art skills, with an increased emphasis on realized practical production work, and a focus on the planning, sampling, and management of theatrical production paint processes. Prerequisite: TH 5355 with a grade of "C" or better or instructor approval.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5381. Automated Lighting.
Automated Lighting will explore and practice methods and approaches for basic uses of multi-attribute lighting technology. We will investigate a variety of moving light and LED technology and control as well as methods of properly documenting and cueing with these complex tools.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5382. MFA Studio V.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis. This course now has variable content based on the composition of students.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Course Attribute(s): Lab Required
Grade Mode: Standard Letter

TH 5383. MFA Studio VI.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5385. Lighting Console Programming.
This course covers the skills and techniques used in modern console programming for a variety of lighting systems used in the entertainment industry. The course includes programming specifics for consoles from a variety of manufacturers. Special focus is placed on execution and presentation of console programming research.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5386. Lighting and Projection Design for Dance.
This course covers the skills and techniques used in lighting and projection design for dance. The students explore innovative choreographers and designers who use both established and emerging technologies in lighting and projection design. Special focus is placed on research presentations.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5379. Digital Rendering for Theatrical Design.
This course is a study of computer techniques and procedures used in graphic representation for theatrical design. Students will work primarily with Photoshop, with references to other programs such as Illustrator, Vectorworks, Sketchup, and Painter as necessary. Students will explore and practice techniques to create scenic renderings, costume renderings, lighting sketches, and paper props as well as techniques for editing production photos, creating collages, and producing publicity materials.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5380. Advanced Scenic Painting.
Students develop scenic art skills, with an increased emphasis on realized practical production work, and a focus on the planning, sampling, and management of theatrical production paint processes. Prerequisite: TH 5355 with a grade of "C" or better or instructor approval.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5381. Automated Lighting.
Automated Lighting will explore and practice methods and approaches for basic uses of multi-attribute lighting technology. We will investigate a variety of moving light and LED technology and control as well as methods of properly documenting and cueing with these complex tools.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5382. MFA Studio V.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis. This course now has variable content based on the composition of students.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Course Attribute(s): Lab Required
Grade Mode: Standard Letter

TH 5383. MFA Studio VI.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis. This course now has variable content based on the composition of students.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5385. Lighting Console Programming.
This course covers the skills and techniques used in modern console programming for a variety of lighting systems used in the entertainment industry. The course includes programming specifics for consoles from a variety of manufacturers. Special focus is placed on execution and presentation of console programming research.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5386. Lighting and Projection Design for Dance.
This course covers the skills and techniques used in lighting and projection design for dance. The students explore innovative choreographers and designers who use both established and emerging technologies in lighting and projection design. Special focus is placed on research presentations.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5379. Digital Rendering for Theatrical Design.
This course is a study of computer techniques and procedures used in graphic representation for theatrical design. Students will work primarily with Photoshop, with references to other programs such as Illustrator, Vectorworks, Sketchup, and Painter as necessary. Students will explore and practice techniques to create scenic renderings, costume renderings, lighting sketches, and paper props as well as techniques for editing production photos, creating collages, and producing publicity materials.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5380. Advanced Scenic Painting.
Students develop scenic art skills, with an increased emphasis on realized practical production work, and a focus on the planning, sampling, and management of theatrical production paint processes. Prerequisite: TH 5355 with a grade of "C" or better or instructor approval.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5381. Automated Lighting.
Automated Lighting will explore and practice methods and approaches for basic uses of multi-attribute lighting technology. We will investigate a variety of moving light and LED technology and control as well as methods of properly documenting and cueing with these complex tools.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5382. MFA Studio V.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis. This course now has variable content based on the composition of students.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Course Attribute(s): Lab Required
Grade Mode: Standard Letter

TH 5383. MFA Studio VI.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis. This course now has variable content based on the composition of students.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5385. Lighting Console Programming.
This course covers the skills and techniques used in modern console programming for a variety of lighting systems used in the entertainment industry. The course includes programming specifics for consoles from a variety of manufacturers. Special focus is placed on execution and presentation of console programming research.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5386. Lighting and Projection Design for Dance.
This course covers the skills and techniques used in lighting and projection design for dance. The students explore innovative choreographers and designers who use both established and emerging technologies in lighting and projection design. Special focus is placed on research presentations.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5379. Digital Rendering for Theatrical Design.
This course is a study of computer techniques and procedures used in graphic representation for theatrical design. Students will work primarily with Photoshop, with references to other programs such as Illustrator, Vectorworks, Sketchup, and Painter as necessary. Students will explore and practice techniques to create scenic renderings, costume renderings, lighting sketches, and paper props as well as techniques for editing production photos, creating collages, and producing publicity materials.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5380. Advanced Scenic Painting.
Students develop scenic art skills, with an increased emphasis on realized practical production work, and a focus on the planning, sampling, and management of theatrical production paint processes. Prerequisite: TH 5355 with a grade of "C" or better or instructor approval.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5381. Automated Lighting.
Automated Lighting will explore and practice methods and approaches for basic uses of multi-attribute lighting technology. We will investigate a variety of moving light and LED technology and control as well as methods of properly documenting and cueing with these complex tools.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5382. MFA Studio V.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis. This course now has variable content based on the composition of students.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Course Attribute(s): Lab Required
Grade Mode: Standard Letter

TH 5383. MFA Studio VI.
This course is designed to expand and refine advanced technical competencies, creativity, and methods of working in the student's area of emphasis. This course now has variable content based on the composition of students.
3 Credit Hours. 3 Lecture Contact Hours. 2 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5385. Lighting Console Programming.
This course covers the skills and techniques used in modern console programming for a variety of lighting systems used in the entertainment industry. The course includes programming specifics for consoles from a variety of manufacturers. Special focus is placed on execution and presentation of console programming research.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter

TH 5386. Lighting and Projection Design for Dance.
This course covers the skills and techniques used in lighting and projection design for dance. The students explore innovative choreographers and designers who use both established and emerging technologies in lighting and projection design. Special focus is placed on research presentations.
3 Credit Hours. 3 Lecture Contact Hours. 0 Lab Contact Hours.
Grade Mode: Standard Letter