

Scenic Design and Technology, M.F.A.

Degree Offered

- Master of Fine Arts

Nature of the Program

The M.F.A. design program is an intense three-year course of study for students seeking professional preparation in scenic, costume, or lighting design.

Studio design courses, together with fully realized production experience, offer expectations found in the real world.

- Three years of graduate courses and production work totaling at least sixty-four designated credit hours
- A production or research thesis
- Oral defense of the thesis project
- A successful evaluation at the end of each semester of study
- An overall grade point average of 3.0

Admissions for 2025-2026

Prospective candidates for the degree of master of fine arts in theatre must have a B.A. or B.F.A. degree or equivalent from an accredited institution. Ordinarily, a minimum of thirty semester hours in theatre at the undergraduate level is expected to have been completed with a grade point average of no less than 2.75; although, students with an undergraduate grade point average of 2.25 to 2.75 may be admitted with probationary status.

Auditions

Applicants must audition/interview to gain admittance into the program. Applicants intending to specialize in acting must submit a complete resume of their acting experience, at least two letters of recommendation from acting coaches or directors, and must present an audition before at least one member of the acting faculty. Those intending to specialize in design must submit a complete portfolio of their work, a resume of their design experience, and at least two letters of recommendation from design instructors or directors. An interview with members of the design faculty is also required.

For further details regarding these requirements, please contact the School of Theatre & Dance, West Virginia University, P.O. Box 6111, Morgantown, WV 26506-6111, visit theatre.wvu.edu (<http://theatre.wvu.edu/>), or call (304) 293-2020.

Advanced Standing

Students may be eligible for eighteen hours of graduate transfer credit for advanced-standing if they meet the regular requirements of graduate admission. Students admitted with advanced standing are required to be in residence at WVU for a minimum of two semesters and a summer session. The request for advanced standing should be made to the school director at the time of application.

Major Code: 3738

Degree Requirements

Code	Title	Hours
Minimum GPA of 3.0 required.		
Theatre Studies		
THET 610	Research Methods	3
THET 627S	Graduate Costume and Decoration 1	3
THET 628S	Graduate Costume and Decoration 2	3
THET 697	Research	3
THET 697	Research	3
THET 697	Research	3
Stage Lighting		2
THET 520S or THET 625S	Principles of Stage Lighting Graduate Lighting Design	
Theatre Performance Design		
THET 524	Production Planning	3
THET 622S	Graduate Scene Design	3
THET 623S	Advanced Graduate Scene Design	3

THET 623S	Advanced Graduate Scene Design	3
THET 629	Graduate Computer Assisted Design Seminar	3
THET 630S	Graduate Rendering Techniques	3
THET 631S	Graduate Drafting for the Stage	3
THET 635S	Graduate Scene Painting	3
THET 725S	Portfolio Development	1
Practicum		
Graduate Production Practicum (taken 4 times, 1 credit each)		4
THET 600	Graduate Production Practicum	
Electives		12
Oral Defense		
Evaluation and Portfolio Review (semesterly)		
Total Hours		61

SUGGESTED PLAN OF STUDY

First Year

Fall	Hours	Spring	Hours
THET 600		1 THET 520S or 625S	2
THET 610		3 THET 623S	3
THET 622S		3 THET 629	3
THET 631S		3 THET 600	1
		10	9

Second Year

Fall	Hours	Spring	Hours
THET 627S		3 THET 524	3
THET 630S		3 THET 623S	3
THET 635S		3 THET 628S	3
THET 600		1 THET 600	1
		Elective	3
		10	13

Third Year

Fall	Hours	Spring	Hours
THET 697		3 THET 697	6
THET 725S		1 Elective	3
Elective		3	
Elective		3	
		10	9

Total credit hours: 61

Major Learning Outcomes

SCENIC DESIGN AND TECHNOLOGY

General Requirements:

Graduates of M.F.A. programs in the School of Theatre & Dance must exhibit exceptional skill in theatre practice and a well-developed personal aesthetic. The competencies outlined below are combined and synthesized to achieve this result.

1. Advanced professional competence in some aspect of theatre practice as exemplified by a considerable depth of knowledge and achievement demonstrated by a significant body of work
2. A breadth of understanding in theatre and any appropriate related disciplines, the ability to think independently, and to integrate and synthesize information associated with high levels of practice in an area of specialization
3. Awareness of current issues and developments that are influencing the principal field(s) of study, and professional ability and clear potential to contribute to the practice and advancement of the field

4. Writing and speaking skills to communicate clearly and effectively to the theatre communities and the public
5. Advanced capabilities with technologies normally utilized in the creation of work
6. An understanding of professional ethics and practice associated with the major field

Specific Requirements:

The graduate must demonstrate advanced professional competence in scenic design including, but not limited to:

1. Advanced knowledge and skills in working with drawing and rendering, model making, two- and three- dimensional design, computer/digital technology, video and projection, and functional knowledge of the histories of style and scene design.
2. Advanced knowledge and abilities in developing settings for productions of plays covering a range of styles, periods, and types of theatre, and utilization of techniques for production of a full range of theatrical effects.
3. Creative and technical ability to develop scene designs from concept to finished product.
4. A working knowledge of play analysis and of ways that historical, critical, and theoretical content inform various aspects of design and production.
5. The ability to work with theatre professionals in their processes of production.

The student must design at least two major productions during the period of study, at least one of which must be fully realized for the public.