THEATRE PRODUCTION | COSTUME DESIGN

The B.F.A. in theatre performance is also offered at the New World School of the Arts in Miami.

About this Program

• College: Arts (http://catalog.ufl.edu/UGRD/colleges-schools/UGART)
• Degree: Bachelor of Fine Arts
• Specializations: Costume Design (p. 1) | Lighting Design (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA02) | Scene Design (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA03)
• Credits for Degree: 124
• Contact: Email (kaustin@ufl.edu)
• Additional Information

To graduate with this major, students must complete all university, college, and major requirements.

The BFA Theatre Production program has 3 specialization areas: costume design, lighting design, and scene design.

Students enrolled in Theatre Production will complete coursework in all three areas. Selected independent studies, advanced electives, and production assignments in THE 4950 focus on the specialization.

Today's theatre design and production depends heavily on complex electronic mechanical systems used in professional theatres, film, and television. Students must pass a portfolio review for admission to any production program. For more information consult the department handbook or the academic advisor.

All theatre majors should consult the academic advisor as early as possible.

Related Theatre Programs

• Bachelor of Arts in Theatre (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/THE_BA)
• Bachelor of Fine Arts in Theatre Performance (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/THF_BFA)
• Theatre minor (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/THE_UMN)
• Theatre Production minor (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_UMN)

Critical Tracking

Critical Tracking records each student's progress in courses that are required for entry to each major. Please note the critical-tracking requirements below on a per-semester basis.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites (http://www.flvc.org/cpp/displayRecord.jsp?cip=500501&track=01) may be used for transfer students.

Semester 1

• Complete 2 of 12 critical-tracking courses with minimum grades of C: THE 2000, TPA 2074, TPA 2075, TPA 2120C, TPA 2202C, TPA 2232C, TPA 3217, TPA 3238, TPA 4239, TPP 2110, TPP 3650
  • 2.0 UF GPA required

Semester 2

• Complete 2 additional critical-tracking courses with minimum grades of C
  • 2.0 UF GPA required

Semester 3

• Complete 1 additional critical-tracking course with a minimum grade of C
  • 2.0 UF GPA required

Semester 4

• Complete 2 additional critical-tracking courses with minimum grades of C
  • 2.0 UF GPA required

Semester 5

• Complete 5 additional critical-tracking courses with minimum grades of C
  • 2.0 UF GPA required

Model Semester Plan

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold. These courses must be completed by the terms as listed above in the Critical Tracking criteria.

This semester plan represents an example progression through the major. Actual courses and course order may be different depending on the student's academic record and scheduling availability of courses. Prerequisites still apply.

<table>
<thead>
<tr>
<th>Course Semester One</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>THE 2000</td>
<td>Theatre Appreciation (Critical Tracking, State Core Gen Ed Humanities and Diversity)</td>
<td>3</td>
</tr>
<tr>
<td>TPA 2074</td>
<td>Drawing and Rendering (Critical Tracking)</td>
<td>3</td>
</tr>
<tr>
<td>TPA 2120C</td>
<td>Stagecraft (Critical Tracking)</td>
<td>4</td>
</tr>
<tr>
<td>TPP 2110</td>
<td>Acting 1-Instrument and Discipline (Critical Tracking)</td>
<td>3</td>
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<tr>
<td>Gen Ed Mathematics</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td><strong>Credits</strong></td>
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<thead>
<tr>
<th>Course Semester Two</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td>IDS 1161</td>
<td>What is the Good Life (Gen Ed Humanities)</td>
<td>3</td>
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<tr>
<td>TPA 2075</td>
<td>Scene Painting (Critical Tracking)</td>
<td>3</td>
</tr>
<tr>
<td>TPA 2120C</td>
<td>Beginning Makeup (Critical Tracking)</td>
<td>1</td>
</tr>
<tr>
<td>TPA 2232C</td>
<td>Beginning Costume (Critical Tracking)</td>
<td>3</td>
</tr>
<tr>
<td>State Core Gen Ed Mathematics</td>
<td>State Core Gen Ed Mathematics (<a href="http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext">http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext</a>)</td>
<td>3</td>
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<tr>
<td>Gen Ed Composition (Writing Requirement)</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td><strong>Credits</strong></td>
<td><strong>16</strong></td>
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<thead>
<tr>
<th>Course Semester Three</th>
<th>Title</th>
<th>Credits</th>
</tr>
</thead>
<tbody>
<tr>
<td>THE 4950</td>
<td>Production and Performance (Critical Tracking)</td>
<td>1</td>
</tr>
<tr>
<td></td>
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</tbody>
</table>
TPA 3238  Advanced Costume Construction (Critical Tracking)  3
TPA 4239  Costume Patterning (Critical Tracking)  3
TPP 3650  Script Analysis (Critical Tracking)  3
Gen Ed Social and Behavioral Sciences  3
State Core Gen Ed Physical or Behavioral Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)  3

Semester Four
THE 4950  Production and Performance  1
TPA 4049  Costume Design  3
or THE 4260  or Historic Costume for the Stage  3
State Core Gen Ed Composition (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)  3
State Core Gen Ed Social and Behavioral Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)  3
Theatre elective  3
Elective  3

Semester Five
ARH 2050  Introduction to the Principles and History of Art 1 (Gen Ed Humanities and International)  3
THE 4950  Production and Performance  1
TPA 3217  Introduction to Lighting and Sound (Critical Tracking)  4
TPA 4066  Scene Design  3
Elective  3

Semester Six
ARH 2051  Introduction to the Principles and History of Art 2 (Gen Ed Humanities and International)  3
THE 4950  Production and Performance  1
TPA 4049  Costume Design  3
or THE 4260  or Historic Costume for the Stage  3
Gen Ed Physical or Biological Sciences  3
Theatre electives  6

Summer After Semester Six
THE 4945  Summer Repertory Theatre  6

Semester Seven
TPA 4020  Lighting Design  3
TPA 4930  Special Topics in Theatre Production  3
THE 4110  History of Theatre on Stage 1 (Gen Ed Humanities and International)  3
THE 4285  History of Decor and Architecture for the Stage  3

Semester Eight
TPA costume techniques elective  3
THE 4111  History of Theatre on Stage 2 (Gen Ed Humanities and International)  3
THE 4950  Production and Performance  1
THE 4959  Senior Project  2
Elective  3

Credit  12

Total Credits  124

For the B.F.A. in production, students must complete at least 59 credits at the 3000/4000 levels.
Complete 15 credits of theatre courses by end of the junior year and maintain a 2.0 GPA.

Academic Learning Compact
The Bachelor of Fine Arts in theatre production meets the diverse aesthetic and technological demands of contemporary society. Today's theatre design and production depend heavily on the complex electronic and mechanical systems used in professional theatres. This curriculum provides academic instructing and professional training in costume design and technology, scenic design and lighting design. The program provides a laboratory environment where students can apply the skills learned in classroom exercises and theories.

Before Graduating Students Must
• Present a senior project and review your portfolio with representatives from the appropriate faculty. You must pass the senior project and portfolio review with a satisfactory rating.
• Complete requirements for the baccalaureate degree, as determined by faculty.

Students in the Major will Learn to
Student Learning Outcomes (SLOs)
Content
1. Apply principles of two and three-dimensional design aesthetics to costume, lighting or scene design for live performance as a method of bringing text, choreographic work or public exposition to the stage.

Critical Thinking
2. Organize, develop and participate in the art, craft and process of moving the script onto the stage by organizing, developing and participating in a creative process resulting in a live performance that incorporates successful application of design and technological principles.

Communication
3. Use effective communication and collaboration skills throughout the creative process.

Curriculum Map
I = Introduced; R = Reinforced; A = Assessed

Courses  SLO 1  SLO 2  SLO 3
ARH 2050 and ARH 2051  I, R, A  I, R, A  I, R, A
THE 2000  I  I
THE 4110 and THE 4111  R, A  A
THE 4260 and THE 4285  I, R, A  I, R, A  I, R, A
THE 4959 (capstone)  A  A  A
TPA 2074  I  I  I
TPA 2202C, TPA 2232C and TPA 3217
<table>
<thead>
<tr>
<th>Course Code</th>
<th>Initial</th>
<th>Required</th>
<th>Assessment Types</th>
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</thead>
<tbody>
<tr>
<td>TPA 3208 or TPA 4239 (based on focus area)</td>
<td>I, R</td>
<td>I, R</td>
<td>Exams, Senior paper and project, Design/technical portfolio reviews, BFA design juries</td>
</tr>
<tr>
<td>TPA 4020, TPA 4049 and TPA 4066</td>
<td>I, R, A</td>
<td>I, R, A</td>
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</tr>
<tr>
<td>TPA 4201 or TPA 4930 or TPA 4XXX (based on focus area)</td>
<td>R, A</td>
<td>R, A</td>
<td></td>
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</tbody>
</table>

**Assessment Types**
- Exams
- Senior paper and project
- Design/technical portfolio reviews
- BFA design juries