

LIGHTING

The BFA in Theatre Production prepares students to work professionally or enter graduate education across multiple fields in entertainment design and production.

About this Program

- **College:** Arts (<http://catalog.ufl.edu/UGRD/colleges-schools/UGART/>)
- **Degree:** Bachelor of Fine Arts
- **Specializations:** Costume (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA01/) | Digital Media (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA05/) | Lighting (p. 1) | Scenery (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA03/) | Sound (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA04/)
- **Credits for Degree:** 124
- **Contact:** Email (kaustin@ufl.edu)

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

School Information

The School of Theatre + Dance provides an intimate setting where students, faculty, and staff interact in constant and close collaboration. Curricular programs are suited to a range of student interests and talents, from the liberal arts B.A. degree to the competitive B.F.A. and M.F.A. professional training degrees.

Website (<https://arts.ufl.edu/academics/theatre-and-dance/>)

CONTACT

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NADINE MCGUIRE THEATRE AND DANCE PAVILION
GAINESVILLE FL 32611

Map (<http://campusmap.ufl.edu/#/index/0687>)

Curriculum

- Dance Minor
- Dance | Bachelor of Arts
- Dance | Bachelor of Fine Arts
- Theatre
- Theatre Minor
- Theatre Performance
- Theatre Production
- Theatre Production Minor

Related Programs

- Applied Theater for Health Certificate

The BFA Theatre Production program has 5 specialization areas: costume, lighting, scenery, sound, and digital media.

Students enrolled in Theatre Production will complete coursework in all five 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.

Critical Tracking

Critical Tracking records each student's progress in courses that are required for progress toward 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 3 of 12 critical-tracking courses with minimum grades of C: THE 2000, THE 4950 three times, TPA 1012, TPA 2074, TPA 3208, TPA 3227C, TPA 4020, TPA 4021, TPP 2110 or DAN 2100, THE 3234 or THE 3231, TPP 3650, TPA 4049, THE 4110, THE 4111, THE 4959
- 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 3 additional critical-tracking courses with a minimum grade of C
- 2.0 UF GPA required

Semester 4

- Complete 4 additional critical-tracking courses with a minimum grade of C
- 2.0 UF GPA required

Semester 5

- Complete 3 of 5 upper division critical-tracking courses with minimum grades of C
- 2.0 UF GPA required

Semester 6

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

Semester 7

- 2.0 UF GPA required

Semester 8

- Complete all remaining upper division 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.

Course	Title	Credits
Semester One		
TPA 1012	Introduction to Live Entertainment Design and Production (Critical Tracking)	3
TPA 2074	Drawing and Rendering (Critical Tracking)	3
TPA 2202C	Stagecraft (Critical Tracking)	4
THE 2000	Theatre Appreciation (Critical Tracking ; State Core Gen Ed Humanities and Diversity)	3
Gen Ed Mathematics		3
Credits		16
Semester Two		
Quest 1 (Gen Ed Humanities)		3
TPA 3208	Drawing/Drafting for the Stage (Critical Tracking)	3
TPA 3227C	Practical Stage Lighting (Critical Tracking)	4
State Core Gen Ed Mathematics (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Gen Ed Composition (Writing Requirement)		3
Credits		16
Semester Three		
Quest 2 (Gen Ed Physical or Biological Sciences OR Gen Ed Social and Behavioral Sciences) ¹		3
TPA 3263C	Introduction to Sound Design and Technology	3

THE 4950	Production Workshop (Critical Tracking)	1
TPA 4020	Lighting Design (Critical Tracking)	3
TPP 3650	Script Analysis (Critical Tracking)	3
State Core Gen Ed Composition (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Credits		16
Semester Four		
THE 4950	Production Workshop (Critical Tracking)	1
TPA 4021	Lighting Design 2 (Critical Tracking)	3
TPA 4601	Stage and Theatre Management	3
TPA 4946	Production Practicum	1
Select one Critical Tracking course:		3
THE 3231	African American Theatre History and Practice	
THE 3234	Diversity and Multiculturalism in American Theatre (Gen Ed Humanities and Diversity)	
Select one Critical Tracking course:		3
DAN 2100	Dance Appreciation for the Twenty-first Century	
TPP 2110 & 2110L	Acting 1: Instrument and Discipline and Professional Development Seminar 1	
Credits		14
Semester Five		
ARH 2050	Introduction to the Principles and History of Art 1 (Gen Ed Humanities and International)	3
THE 4110	History of Theatre on Stage 1 (Gen Ed Humanities and International)	3
THE 4950	Production Workshop (Critical Tracking)	1
TPA 4049	Costume Design (Critical Tracking)	3
TPA 4066	Scene Design	3
TPA 4933C	Lighting Specialties: Rotating Topic	3
Credits		16
Semester Six		
ARH 2051	Introduction to the Principles and History of Art 2 (Gen Ed Humanities and International)	3
THE 4111	History of Theatre on Stage 2 (Critical Tracking ; Gen Ed Humanities and International)	3
THE 4950	Production Workshop	1
TPA 4946	Production Practicum	1
TPA 4933C	Lighting Specialties: Rotating Topic	3
Sound or Digital Media course ²		3
Credits		14
Summer After Semester Six		
THE 4945	Summer Repertory Theatre	6
Credits		6
Semester Seven		
TPA 3174	Digital Production for Performance	3
TPP 3311	Directing	3
THE 4XXX	Cognizant Design Theory	3
State Core Gen Ed Biological or Physical Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Credits		12
Semester Eight		
THE 4959	Senior Project (Critical Tracking)	2
Select one:		3
TPA 4933C	Lighting Specialties: Rotating Topic	
Sound or Digital Media Course ²		
State Core Gen Ed Social and Behavioral Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Gen Ed Physical or Biological Sciences OR Gen Ed Social and Behavioral Sciences		3
Elective		3
Credits		14
Total Credits		124

¹ General Education course must be requirement not fulfilled by the Quest 2 course.

² See list of approved Sound or Digital Media courses.

Approved Electives

Sound or Digital Media

Code	Title	Credits
TPA 4262	Sound Design	3
TPA 4264	Sound Design 2	3
TPA 4352	Digital Design for Theatre and Dance	3
DIG 2121	Principles of Digital Visualization	3
DIG 2632	Creating Mobile Games	3

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		I, R
THE 2000	I		I
THE 4110 and THE 4111	R		
THE 4260 and THE 4285	I, R		I, R
THE 4959 (capstone)	A	A	A
TPA 2074	I	I	I
TPA 2202C, TPA 2232C and TPA 3217	I	I	I
TPA 3208 or TPA 4239 (based on focus area)	I, R	I, R	I, R
TPA 4020, TPA 4049 and TPA 4066	I, R		I, R
TPA 4201 or TPA 4930 or TPA 4XXX (based on focus area)	R	A, R	R
Portfolio Reviews	A	A	A

Assessment Types

- Exams
- Senior paper and project

- Design/technical portfolio reviews
- BFA design juries