

THEATER DESIGN AND TECHNOLOGY, BFA

Contact

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Faculty

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Program Description

The Bachelor of Fine Arts in Theater Design and Technology is conducted within a stimulating environment that combines both classroom and hands-on learning experiences. The 130-credit curriculum stresses building a firm foundation in the arts and the humanities as well as in the applied aspects and crafts of the theater. In the first year theater design and technology majors are an integral part of Drama Department productions as members of backstage crews and as assistants to designers. This interaction between theory and practice is an essential part of developing an educated, creative theater person.

Advanced students design many Department of Drama main-stage productions and work with the professional staff and company of Syracuse Stage. Juniors and Seniors in the program are eligible to assist professional designers working at Syracuse Stage.

Students interested in design specialize in one or more areas: set design, costume design, and lighting design. Each area of specialization requires a specific sequence of coursework. Courses in studio art, art and architectural history, and costume history contribute to developing conceptual design skills. The theater design and technology program also offers training in the use of computers as design tools. Facilities include three design studios, a craft room, a sewing room, a Light Box and a CAD lab in addition to the technical shops shared with Syracuse Stage.

B.F.A. students interested in the technical aspects of theater may specialize in scene construction and painting, lighting, properties, or costumes, in consultation with a faculty advisor.

The B.F.A. program is appropriate for students interested in a career in the fields of entertainment design or technology.

Students wishing to explore a curriculum that combines theater design and technology with a broader liberal arts content may apply for the 120-credit B.S. degree in drama, with a technical theater emphasis, provided they have been admitted to and have completed a portion of the B.F.A.

Students must complete a total of 130 degree credits for the Theater Design and Technology, BFA. This includes 30 credits of liberal arts and science courses: 6 credits of Writing, 6 credits of Art History, 1 credit of First Year Seminar, and 17 credits of academic electives.

Student Learning Outcomes

After four years in the Theater Design and Technology program, students are expected to graduate with a competitive portfolio and resume to submit for consideration for professional employment or for admission to a Master of Fine Arts program in their area of concentration. The following competencies are expected to be gained in the program through classes and experiential learning:

1. Create a visual interpretation of a script or concept through an understanding of theater as an art form
2. Communicate effectively and clearly with all collaborators (directors, other designers, performers, technical shops, producers, etc.) on any given project
3. Respectfully provide and receive feedback of their own work as well as their peers
4. Demonstrate an understanding of the principles of both two and three-dimensional design, and the use of the elements of design (color, texture, line, form/mass, and light) to affect emotional impact of theatrical design
5. Apply knowledge of art history into theatrical design
6. Create freehand drawings of figures, still life scenes and perspective sketches
7. Create technical drawings - both hand and computer-aided (ground plans, sections, elevations, painter's elevations, lighting plots, costume sketches) for the fabrication and realization of theatrical designs
8. Use different media and methods to communicate ideas to collaborators
9. Demonstrate proficiency with the equipment, technology and/or construction practices of one or more specific discipline (scenic, costume and lighting)
10. Integrate safe practices in the fabrication and realization of theatrical designs

Program Requirements

Code	Title	Credits
Drama Requirements		
DRA 105	Introduction to Acting/Non-Majors	3
DRA 115	Drama in Context I	3
DRA 116	Drama in Context II	3
DRA 315	Play Analysis for Production	3
DRA 331	Introduction to Directing	3
DRA 355	Drama in Context III	3
DRA 356	Drama in Context IV	3
	Dramatic Literature	3
Design Requirements		
DRD 110	Drawing Skills for Theater Design	3
DRD 111	Media, Methods, and Materials in Theatrical Design	3
DRD 112	Drafting for the Theater I	3
DRD 141	Introduction to Design for the Theater I	3
DRD 142	Introduction to Design for the Theater II	3
DRD 212	Drafting for the Theater II	3
DRD 311	Scene Design I	3
DRD 321	Theatrical Costume Design I	3

DRD 322	Theatrical Costume Design II	3
DRD 331	Stage Lighting I	3
DRD - Design Level II		3
DRD - Design Level II		3
DRD - Design Level III		3
DRD 200/400 (x3) (3-4 credits each)		10
DES 113	History of Modern Design: 1850-Present	3
DES 114	Design, Cultural Traditions and the Environment	3

Note: Each area of specialization (sets, costume, lights) requires a specific sequence of design courses and practicums. Please consult with the program coordinator for further information.

Theater Technology Requirements

DRD 140	Introduction to Theater Crafts I	2-3
DRD 240	Introduction to Theater Crafts II	2-3
Technical Courses: 8 credits		8

to be fulfilled with DRD 316, DRD 317, DRD 318, DRD 327, DRD 329, DRD 337 or DRD 328

Drama Electives

Drama electives (also known as drama support) are courses that are not required specifically for the student's program of study, but which are meant to enhance their understanding of their major field or their overall undergraduate experience. 12

Theatre Laboratory

DRA 090	Theater Lab	0
Seven Required semesters of Theater Lab: total of zero credits		0

University Requirements

FYS 101	First Year Seminar	1
WRT 105	Studio 1: Practices of Academic Writing	3
WRT 205	Studio 2: Critical Research and Writing	3

Academic Electives

Academic electives are courses that involve critical thinking and theoretical understanding as opposed to practical application, mostly in the Liberal Arts. These academic courses usually have non-art-related content, such as math, natural sciences, astronomy, global history, political science, psychology, entrepreneurship, and languages, among others. 21

You can find a comprehensive list of courses that count here.
(<https://vpa.syr.edu/student-services/advising/>)

Total Credits 131-133

Note

Students may only have a combined total of 12 credits from Independent Study or Experience Credit

Degree Awarded: BFA in Theater Design and Technology

Undergraduate University Requirements

The following requirements and experiences apply to all Syracuse University Undergraduate matriculated degree programs.

- IDEA Course Requirement (<https://coursecatalog.syracuse.edu/undergraduate/idea-course-requirement/>)
- First Year Seminar (<https://coursecatalog.syracuse.edu/undergraduate/courses/fys/>)