Master of Fine Arts in Theatre: Technical Direction

Mission
Modern design challenges require a creative approach. Having a firm knowledge of traditional and fundamental methods and skills, builds a base from which to be creative and innovative.

Curriculum Overview
The program emphasizes the development of:
- Skills in the Field of Technical Theatre and Scenery Construction
- Skills in Managing and Collaborating
- Efficient and Creative Problem Solving

Course Topics May Include:
- Production Process
- Budgeting and Planning
- Video Projections
- Drafting Standards and AutoCAD
- Theatrical Rigging
- Structural Design
- Mechanical Design and Physics
- Electricity
- Automation
- Theatre Planning

A Structured Program that Encourages Individualized Study.
Each student admitted will work with one primary advisor in a one-on-one studio or combined studio environment over the three-year period.

Fundamental knowledge of technical theatre is broadened through a structure of core courses and studios.

An individualized Plan of Study, designed to meet the needs of each student, is developed to merge individual deficiencies, interests, and goals that progress toward the degree.

Experiential learning is achieved by applying studio and class study to work done on productions, projects, and labs.

The primary advisor mentors the progress of the student through the program, and guides the development of the student’s overarching goals and curricular needs.

Each student participates in a required review with graduate committee members at the end of each semester of enrollment to evaluate work done, assess progress, and plan future projects and experiences.

Each student will conduct an internship of their choice during one semester in their third year within an outside organization that emphasizes on preparing the student for the field and focuses in an area relevant to the student’s Plan of Study.

During the third and final year, each student will produce a project and report; an achievement that serves as a capstone to the Plan of Study and a final assessment toward the degree.

To complete the degree, successful completion of a minimum of 60 hours of graduate course credit is required.

All accepted students receive full tuition waiver and an assistantship.
Facilities

Theaters
The Department of Theatre and Cinema uses four distinct theaters for its main stage, and student project productions:

- Studio Theatre - Three Quarter Thrust (222 seats)
- Theatre 101 - Black Box (140 seats)
- Haymarket Theatre - Proscenium (500 seats)
- Fife Theatre at the Moss Arts Center - Proscenium (1400 seats)

Scene Shop
A 3500 square foot space with 20’ clear height, the Scene Shop located immediately adjacent to The Studio Theatre. Access to the loading dock is via a 24’ X 8’ lift. The scene shop is equipped with industrial grade woodworking, machining, and metalworking tools, both electric and pneumatic. The space is certified for “hot work” and is equipped with gas, plasma, MIG and TIG welding equipment, and frequently produces extensive steel and aluminum construction.

Beyond traditional construction techniques, the shop regularly designs and fabricates motion control systems using hydraulic, pneumatic and electrical power components. A paint area provides support for scenic art needs. Tool cabinets, hardware bins, and many pieces of power equipment are equipped with casters for portability as the shop space is sometimes included in performance. In addition, the sub-stage at the Haymarket Theatre provides additional storage for hand props, soft goods, and equipment including a 4x8 ShopBot CNC router table.

Notable Technology and Equipment
10” Sawstop Table Saw, Bridgeport Mill, Metal Lathe, Cold Saw, Tubing and Steel Benders, Wood Lathe, Planner, Joiner, Drill Press, Radial Arm, Bosch Miter Saw, Band Saw, Panel Saw, Disc/Belt Sander, Industrial Grinder, Roll Bender, Die Bender, Stock Bender, Mig Welder (110 & 208), Syncrowave Tig Welder, Aluminum Spool Gun, Plasma Cutter, Gas Cutter & Welder, Genie Telescoping Lifts, ShopBot CNC Router Table (4x8), Creative Conners PushStick V2, Creative Conners Revolver, Creative Conners FX Controller, Arduinos and Microcontrollers, Hydraulic Pistons and a HPU, Pneumatic Cylinders and Accessories, DC Motors and Chain Stages, Version 6 WATCHOUT Projections System with Devoted Computers and DLP Projectors, Video Switcher, Walberg Winches and Dowsers, VL 4000 Spot Luminaires, ETC Revolutions, ETC Ion and Eos Lighting Consoles, Extensive Digital Sound Consoles and Snakes, Sound Mixing Studios, Large Stock of JBL Speakers, 16’ Mitsubishi Cab Over Box Truck, 10’ Cargo Van, Computer Lab (Win/Mac) with Adobe Creative Cloud, Vectorworks, and Autodesk (AutoCAD, Electrical, Inventor, Revit, etc..), Large Format Plotters.

Storage Facilities
An off-campus 17,000 square foot climate controlled leased space houses some 25,000 plus costume pieces and a large collection of antique, modern, and handcrafted furniture pieces. Additionally, a large array of platform, steel structural elements, and specialty items are maintained in this facility.
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Course Curriculum Breakdown
Must maintain 12 credits per semester to receive the assistantship and tuition waiver, and must complete 60 graduate level course credits to receive the degree (5000 level).

First Year:

Fall Semester - 12 Credits
- Theatrical Scenic Technology I [Production Process*] (3)
- Theatrical Scenic Technology II [Structural Design for the Stage I*] (3)
- Theatrical Scenic Technology IV [Drafting for the Stage] (3)
- Graduate Seminar (3)

Spring Semester - 12 Credits
- Theatrical Scenic Technology II [Structural Design for the Stage II*] (3)
- Theatrical Scenic Technology III [Physics of Stage Machinery*] (3)
- Scene Shop Technologies (3)
- Graduate Seminar (3)

Second Year:

Fall Semester - 12 Credits
- Theatrical Scenic Technology I [Technical Design Concepts*] (3)
- Theatrical Scenic Technology III [Components of Stage Machinery*] (3)
- Production Studio II [Production Assignments]
- Graduate Seminar (3)

Spring Semester - 12 Credits
- Production Studio II [Production Assignments] (3)
- Theatrical Scenic Technology III [Automation of Stage Machinery*] (3)
- Theatrical Scenic Technology IV [Rigging for the Stage] (3)
- Graduate Seminar (3)

Third Year:

Fall Semester - 12 Credits
- Internship** (9)
- Project and Report (3)

Spring Semester - 12 Credits
- Project and Report (6-9)
- Elective or Production Studio III (3-6)
- Elective or Production Studio III (3-6)

*Production Studio with Primary Advisor

**Internship may be swapped with the spring semester.
Sample Production Work
Students will be given a production assignment on most productions based on availability, skill level, and scheduling.

**First Year:**
- Fall Semester - Master Carpenter (Mainstage #1)
- Fall Semester - Assistant Technical Director (Mainstage #2)
- Spring Semester - Master Electrician (Mainstage #3)
- Spring Semester - Technical Director (Mainstage #4)

**Second Year:**
- Fall Semester - Props Master (Mainstage #1)
- Fall Semester - Technical Director (Mainstage #2)
- Spring Semester - TBD (Mainstage #3)
- Spring Semester - TBD (Mainstage #4)

**Third Year:**
- Fall Semester - Internship***
- Spring Semester - TBD (Mainstage #3)
- Spring Semester - Technical Director (Mainstage #4)

**Contact:**
Chris Russo  
Associate Professor of Technical Theatre  
540.231.0799

crusso@vt.edu  
http://www.performingarts.vt.edu