DESIGN FOR STAGE AND FILM (MFA)

Department Website (http://www.tisch.nyu.edu/design/)

NYSED: 08094 **HEGIS:** 1009.00 **CIP:** 50.0502

Program Description

Through a series of carefully orchestrated classes students develop their individual voices as designers and artists over the course of the three-year Master of Fine Arts program. Students focus on one primary design area of design - set, film, costume, or lighting and are encouraged to make connections throughout the Tisch school and within other areas of design in our department to develop their design thinking and build lifelong collaborative relationships .

Art courses and classes that build and strengthen myriad technical skills related to theater and film designing are important for the design student but the program's priority is on the design process. In the classroom students are encouraged to explore, in depth, the text, character, music, history, and psychological elements of their work and are challenged to apply their creativity in new and imaginative ways. Emphasis is placed on storytelling, rapid prototyping, and collaboration with shops and artistic collaborators, all which create a rigorous approach to the design process.

In the Design Department the craft is in the art and the art is in the craft. Students work with rigor and depth to articulate their unique point of view, understanding that design is a core visual component of modern storytelling.

Admissions

All graduate applicants to the Tisch School of the Arts are required to submit the General Graduate Application (https://tisch.nyu.edu/admissions/graduate-admissions/generalapplicationrequirements/), as well as a department-specific portfolio or creative supplement. Each of these can be submitted online.

See Graduate Admissions (https://tisch.nyu.edu/admissions/graduate-admissions/) for admission requirements and instructions specific to this program.

For international applicants, see International Applicant Requirements (https://tisch.nyu.edu/admissions/graduate-admissions/Internationalapplicantrequirements/). Applicants with international credentials should be sure to check to see if their credentials are equivalent to an American Bachelor's degree (https://tisch.nyu.edu/admissions/graduate-admissions/USbaequivalency/) before applying.

Program Requirements

The Department of Design for Stage and Film consists of four disciplines: scenic design, costume design, lighting design and production design. Each discipline has specific required courses for their three years in the program, as described below. All students must complete a minimum of 86 credits, but many take more based on advisement.

Scenic Design

Course	Title	Credits
Major Requirements		
DESG-GT 1054	Scenic Design I: Fund of Des	4
DESG-GT 2006	Set Studio I	3
DESG-GT 1004	Drawing Year 1	3
DESG-GT 2000	Performance by Design	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 1012	Stagecraft I	1
DESG-GT 1055	Scenic Design I	4
DESG-GT 1009	Set Studio I	3
DESG-GT 1005	Drawing Year 1	3
DESG-GT 1071	Choreographers, Composers & Designers	2
DESG-GT 1013	Stagecraft I	1
DESG-GT 2009	Cad Drafting	3
DESG-GT 1100	Scenic Design II	4
DESG-GT 1102	Set Studio 2	3
DESG-GT 1120	Production Year 2	2
DESG-GT 1030	Intro to Art Department	3
DESG-GT 1140	Collaboration	2
DESG-GT 1101	Scenic Design II	4
DESG-GT 1103	Set Studio II	3
DESG-GT 1121	Production Year 2	2
DESG-GT 1014	Digital Visualization	3
DESG-GT 1210	Scenic Design III	5
DESG-GT 1017	Set Studio 3	3
DESG-GT 1500	Production Year 3	2
DESG-GT 2002	Transitioning into the Profession	3
DESG-GT 1017	Set Studio 3	3
Electives		
select at least 12 elective credits		12
DESG-GT 1038	Opera Context and Cultures	
DESG-GT 1222	Aesthetics: Style	
DESG-GT 1034	Playreading	
DESG-GT 1140	Collaboration	
DESG-GT 1212	Collaboration II	
DESG-GT 1214	Production Design 1	
DESG-GT 1213	Film Collaboration II	
DESG-GT 1211	Scenic Design III	
DESG-GT 1501	Production Year 3	
DESG-GT 2003	Transitioning into the Profession	
Total Credits		**86**

Costume Design

Course	Title	Credits
Major Requirements		
DESG-GT 1018	Costume Design I	4
DESG-GT 1000	Costume Studio I	3
DESG-GT 1004	Drawing Year 1	3
DESG-GT 2000	Performance by Design	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 1020	Cutting & Draping	3
DESG-GT 1019	Costume I	5
DESG-GT 1000	Costume Studio I	4
DESG-GT 1005	Drawing Year 1	3
DESG-GT 1071	Choreographers, Composers & Designers	2

DESG-GT 1021	Cutting & Draping	4
DESG-GT 1204	Costume Design II	4
DESG-GT 1206	Costume Studio II	3
DESG-GT 1052	Drawing Year 2	3
DESG-GT 1120	Production Year 2	2
DESG-GT 1034	Playreading	1
DESG-GT 1205	Costume Design II	4
DESG-GT 1207	Costume Studio	3
DESG-GT 1053	Drawing Year 2	3
DESG-GT 1121	Production Year 2	2
DESG-GT 1400	Costume Design III	5
DESG-GT 1218	Costume Studio III	3
DESG-GT 1500	Production Year 3	2
DESG-GT 2002	Transitioning into the Profession	3
Electives		
select at least 12 elective credits		12
DESG-GT 1038	Opera Context and Cultures	
DESG-GT 1222	Aesthetics: Style	
DESG-GT 1140	Collaboration	
DESG-GT 1212	Collaboration II	
DESG-GT 1213	Film Collaboration II	
DESG-GT 1401	Costume Design III	
DESG-GT 1219	Costume Studio III	
DESG-GT 1501	Production Year 3	
DESG-GT 2003	Transitioning into the Profession	
Total Credits		**86**

Lighting Design

Course	Title	Credits
Major Requirements		
DESG-GT 1150	Lighting Design I	4
DESG-GT 1056	Intro to Lighting Design	3
DESG-GT 1004	Drawing Year 1	3
DESG-GT 2000	Performance by Design	2
DESG-GT 1034	Playreading	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 1012	Stagecraft I	1
DESG-GT 1151	Lighting Design I	4
DESG-GT 1057	Intro to Lighting Design	4
DESG-GT 1035	Playreading	2
DESG-GT 1006	CAD Drawing and Visualization	3
DESG-GT 1071	Choreographers, Composers & Designers	2
DESG-GT 1013	Stagecraft I	1
DESG-GT 1424	Lighting Design II	4
DESG-GT 1440	Lighting Studio	3
DESG-GT 1460	Lighting Production Yr2	2
DESG-GT 1034	Playreading	2
DESG-GT 1425	Lighting II	4
DESG-GT 1441	Lighting Studio	3
DESG-GT 1035	Playreading	2
DESG-GT 1461	Lighting Production Yr2	2
DESG-GT 1014	Digital Visualization	3

DESG-GT 1450	Lighting Design III	5
DESG-GT 1462	Lighting Production Yr3	2
DESG-GT 1034	Playreading	2
DESG-GT 2002	Transitioning into the Profession	3
DESG-GT 1024	Digital Visualization II	3
DESG-GT 1035	Playreading	2
Electives		
select at least 12 elective credits		12
DESG-GT 1222	Aesthetics: Style	
DESG-GT 1038	Opera Context and Cultures	
DESG-GT 1140	Collaboration	
DESG-GT 1451	Lighting Design III	
DESG-GT 1463	Lightin Prod Year 3	
DESG-GT 2003	Transitioning into the Profession	
Total Credits		**88**

Production Design

Course	Title	Credits
Major Requirements		
DESG-GT 1054	Scenic Design I: Fund of Des	4
DESG-GT 2006	Set Studio I	3
DESG-GT 1004	Drawing Year 1	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 2000	Performance by Design	2
GFMTV-GT 2010	Aesthetics/Silent	2
DESG-GT 1055	Scenic Design I	4
DESG-GT 1009	Set Studio I	3
DESG-GT 2009	Cad Drafting	2
DESG-GT 1005	Drawing Year 1	2
GFMTV-GT 2012	Mot Pic Cam Tech Beg I	2
GFMTV-GT 2099	Production Safety and Set Protocol	1
DESG-GT 1214	Production Design 1	4
DESG-GT 1050	Film Studio	3
DESG-GT 1030	Intro to Art Department	3
DESG-GT 1222	Aesthetics: Style	2
GFMTV-GT 2101	Narrative Editing	2
GFMTV-GT 2116	Intermediate Cinematography I	2
DESG-GT 1215	Production Design	4
DESG-GT 1051	Film Studio	3
DESG-GT 1213	Film Collaboration II	4
DESG-GT 1014	Digital Visualization	3
DESG-GT 1216	Production Design II	5
DESG-GT 1064	Film Studio 2	3
DESG-GT 2002	Transitioning into the Profession	3
DESG-GT 1062	Film Production	1
DESG-GT 1065	Film Studio II	2
Electives		
select at least 12 elective credits		12
DESG-GT 1038	Opera Context and Cultures	
DESG-GT 1222	Aesthetics: Style	
DESG-GT 1034	Playreading	
DESG-GT 1217	Production Design Yr. 3	

DESG-GT 2003	Transitioning into the Profession	
GFMTV-GT 2243	Master Series: Directing Strategies	
GFMTV-GT 2247	Directing Projects: Collaborations	
Total Credits		**86**

Sample Plan of Study

Scenic Design

Course	Title	Credits
1st Semester/Term		
DESG-GT 1054	Scenic Design I: Fund of Des	4
DESG-GT 2006	Set Studio I	3
DESG-GT 1004	Drawing Year 1	3
DESG-GT 2000	Performance by Design	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 1012	Stagecraft I	2
	Credits	**17**
2nd Semester/Term		
DESG-GT 1055	Scenic Design I	4
DESG-GT 1009	Set Studio I	3
DESG-GT 1005	Drawing Year 1	3
DESG-GT 1071	Choreographers, Composers & Designers	2
DESG-GT 1013	Stagecraft I	2
DESG-GT 2009	Cad Drafting	3
	Credits	**17**
3rd Semester/Term		
DESG-GT 1100	Scenic Design II	4
DESG-GT 1102	Set Studio 2	3
DESG-GT 1120	Production Year 2	2
DESG-GT 1030	Intro to Art Department	3
DESG-GT 1140	Collaboration	2
	Credits	**14**
4th Semester/Term		
DESG-GT 1101	Scenic Design II	4
DESG-GT 1103	Set Studio II	3
DESG-GT 1121	Production Year 2	2
DESG-GT 1014	Digital Visualization	3
	Credits	**12**
5th Semester/Term		
DESG-GT 1210	Scenic Design III	5
DESG-GT 1017	Set Studio 3	3
DESG-GT 1500	Production Year 3	2
DESG-GT 2002	Transitioning into the Profession	3
	Credits	**13**
6th Semester/Term		
DESG-GT 1211	Scenic Design III	5
DESG-GT 1017	Set Studio 3	3
DESG-GT 1501	Production Year 3	2
DESG-GT 2003	Transitioning into the Profession	3
Optional electives are available but they not required to graduate		
	Credits	**13**
	Total Credits	**86**

Costume Design

Course	Title	Credits
1st Semester/Term		
DESG-GT 1018	Costume Design I	4
DESG-GT 1000	Costume Studio I	3
DESG-GT 1004	Drawing Year 1	3
DESG-GT 2000	Performance by Design	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 1020	Cutting & Draping	3
	Credits	**18**
2nd Semester/Term		
DESG-GT 1019	Costume I	5
DESG-GT 1000	Costume Studio I	4
DESG-GT 1005	Drawing Year 1	3
DESG-GT 1071	Choreographers, Composers & Designers	2
DESG-GT 1021	Cutting & Draping	4
	Credits	**18**
3rd Semester/Term		
DESG-GT 1204	Costume Design II	4
DESG-GT 1206	Costume Studio II	3
DESG-GT 1052	Drawing Year 2	3
DESG-GT 1120	Production Year 2	2
	Credits	**12**
4th Semester/Term		
DESG-GT 1205	Costume Design II	4
DESG-GT 1207	Costume Studio	3
DESG-GT 1053	Drawing Year 2	3
DESG-GT 1121	Production Year 2	2
	Credits	**12**
5th Semester/Term		
DESG-GT 1400	Costume Design III	5
DESG-GT 1218	Costume Studio III	3
DESG-GT 1500	Production Year 3	2
DESG-GT 2002	Transitioning into the Profession	3
	Credits	**13**
6th Semester/Term		
DESG-GT 1401	Costume Design III	5
DESG-GT 1219	Costume Studio III	3
DESG-GT 1501	Production Year 3	2
DESG-GT 2003	Transitioning into the Profession	3
Optional electives are available but they not required to graduate		
	Credits	**13**
	Total Credits	**86**

Lighting Design

Course	Title	Credits
1st Semester/Term		
DESG-GT 1150	Lighting Design I	4
DESG-GT 1056	Intro to Lighting Design	3
DESG-GT 1004	Drawing Year 1	3
DESG-GT 2000	Performance by Design	2
DESG-GT 1034	Playreading	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 1012	Stagecraft I	1
	Credits	**18**
2nd Semester/Term		
DESG-GT 1151	Lighting Design I	4
DESG-GT 1057	Intro to Lighting Design	4
DESG-GT 1035	Playreading	2
DESG-GT 1006	CAD Drawing and Visualization	3
DESG-GT 1071	Choreographers, Composers & Designers	2
DESG-GT 1013	Stagecraft I	2
	Credits	**17**
3rd Semester/Term		
DESG-GT 1424	Lighting Design II	4
DESG-GT 1440	Lighting Studio	4

DESG-GT 1460	Lighting Production Yr2	2
DESG-GT 1034	Playreading	2
	Credits	**12**

4th Semester/Term

DESG-GT 1425	Lighting II	4
DESG-GT 1441	Lighting Studio	3
DESG-GT 1035	Playreading	2
DESG-GT 1461	Lighting Production Yr2	2
DESG-GT 1014	Digital Visualization	3
	Credits	**14**

5th Semester/Term

DESG-GT 1450	Lighting Design III	5
DESG-GT 1462	Lighting Production Yr3	2
DESG-GT 1034	Playreading	2
DESG-GT 2002	Transitioning into the Profession	3
DESG-GT 1024	Digital Visualization II	3
	Credits	**15**

6th Semester/Term

DESG-GT 1451	Lighting Design III	5
DESG-GT 2003	Transitioning into the Profession	3
DESG-GT 1035	Playreading	2
DESG-GT 1463	Lightin Prod Year 3	2
Optional electives are available but they not required to graduate		
	Credits	**12**
	Total Credits	**88**

Production Design

Course	Title	Credits
1st Semester/Term		
DESG-GT 1054	Scenic Design I: Fund of Des	4
DESG-GT 2006	Set Studio I	3
DESG-GT 1004	Drawing Year 1	2
DESG-GT 1022	Cultural History and Design	3
DESG-GT 2000	Performance by Design	2
GFMTV-GT 2010	Aesthetics/Silent	2
	Credits	**16**
2nd Semester/Term		
DESG-GT 1055	Scenic Design I	4
DESG-GT 1009	Set Studio I	3
DESG-GT 1062	Film Production	1
DESG-GT 1005	Drawing Year 1	2
DESG-GT 2009	Cad Drafting	2
GFMTV-GT 2012	Mot Pic Cam Tech Beg I	2
	Credits	**14**
3rd Semester/Term		
DESG-GT 1214	Production Design 1	4
DESG-GT 1050	Film Studio	3
DESG-GT 1030	Intro to Art Department	3
GFMTV-GT 2125	Aesthetics: Narrative Film Style	2
GFMTV-GT 2101	Narrative Editing	2
GFMTV-GT 2116	Intermediate Cinematography I	2
DESG-GT 1062	Film Production	1
	Credits	**17**
4th Semester/Term		
DESG-GT 1215	Production Design	4
DESG-GT 1051	Film Studio	3
DESG-GT 1014	Digital Visualization	3
DESG-GT 1213	Film Collaboration II	4
DESG-GT 1062	Film Production	1
	Credits	**15**

5th Semester/Term

DESG-GT 1216	Production Design II	5
DESG-GT 1064	Film Studio 2	3
DESG-GT 2002	Transitioning into the Profession	3
DESG-GT 1062	Film Production	1
	Credits	**12**

6th Semester/Term

DESG-GT 1217	Production Design Yr. 3	5
DESG-GT 1065	Film Studio II	3
DESG-GT 2003	Transitioning into the Profession	3
DESG-GT 1062	Film Production	1
Optional electives are available but they not required to graduate		
	Credits	**12**
	Total Credits	**86**

Learning Outcomes

Upon successful completion of the program, graduates will:

Design

1. Have the ability to design for theatre, film and television in set, film, costume, or light.
2. Be able to complete a theatrical or film production in school.
3. Develop an understanding of the technical aspects of production.
4. Develop the ability to communicate visually, verbally and in written form responses to the text and of each individual design.

Production

1. Have the ability to work collaboratively.
2. Understand the function of each design element (set, costume, and light) within the artistic team.
3. Complete projects on time and on budget.

Art

1. Have the ability to communicate visually
2. Have the ability to manipulate images in the computer.

Craft

1. Develop a work process that enables students to work in many different collaborative environments.
2. Have skills in the craft techniques of chosen discipline.
3. Have an understanding of the stagecraft of the artisans working on the construction of the designs.
4. Learn to provide appropriate documentation to the artisans that produce the items needed for production and communicate with the shops in each area.

Dramaturgy

1. Have the ability to conduct in-depth analysis and research on the elements of the work for which they are designing (text, character, space, music, history and psychology).
2. Have the ability to use libraries, museums, the Internet, databases, etc. to conduct historical research.
3. Understand and apply the various psychological theories underpinning storytelling.
4. Understand the history of architecture and clothing and the importance of primary source research.
5. Be able to communicate effectively with team members on productions.

6. Demonstrate an understanding of text including character, psychological themes, and context for production.

Policies

NYU Policies

University-wide policies can be found on the New York University Policy pages (https://bulletins.nyu.edu/nyu/policies/).

Tisch Policies

Additional academic policies can be found on the Tisch academic policy page (https://bulletins.nyu.edu/graduate/arts/academic-policies/).