SDSU School of Theatre, Television, and Film **Theatre Arts, Emphasis in Design and Technology, B.A. in Applied Arts and Sciences**

2022-2023 Undergraduate Catalog Checklist

To advance from pre-major to a major, students are required to have a cumulative GPA of 2.4 or higher, a minimum of 30-semester units, submit a portfolio of design work (3rd year), and complete the following courses (12 units) with a grade of C or better (*courses may not be taken for credit/no credit):*

□ THEA 100 The Art of Theatre (3) +

□ THEA 115 Acting for Non-majors (preferred) <u>or</u> Theatre 130 (3)

□ THEA 120 Heritage of Storytelling (3)
□ TFM 160 Cinema as Art (3) +

Additional, Lower-division Requirement (one course - 3 units)

 $\hfill\square$ THEA 240 Theatre Design and Technology I (3) \bigtriangleup

MAJOR: Upper Division Requirements (39 units)

 \Box THEA 452 Costume Design I (3) \triangle \Box THEA 325 Script Analysis (3) \triangle □ THEA 460A History of the Theatre (3) + \Box THEA 359 Directing I (3) \triangle □ THEA 440 Scene Design I or TFM □ THEA 460B History of the Theatre (3) + 350(3) △ □ THEA 530 A/B Period Dress and Decor □ THEA 442 A or B Practicum in Theatre (3) △ Production (Scenery or Costumes) (2) \triangle □ THEA 449 Portfolio Preparation and Exit □ THEA 446A or B Practicum in Interview (1) \triangle Performance (Running Crew) (2) △ \Box THEA 447 Lighting Design I (3) \triangle **ELECTIVESSix units (6) selected from:** \Box THEA 335 Stage Management Theory(3) \triangle THEA 550 Art Direction for Television and Film (3) \triangle \Box THEA 490 Theatre Internship (1-3) \triangle □ THEA 551 Production Design for \Box THEA 540 Scene Design II (3) \triangle Television and Film (3) \triangle \Box THEA 547 Lighting Design II (3) \triangle □ THEA 558 Costume Design for □ THEAe 548 Sound Design for the Television and Film (3) \triangle Theatre (3) \triangle □ THEA 559 Digital Design for Film and \Box THEA 552 Costume Design II (3) \triangle Stage (3) \triangle □ THEA 561 Projection Design and Integrated Media (3) \triangle

AND four units (4) selected from:

This checklist does not address your General Education requirements. This major does not require a minor.



- □ THEA 349 Theatrical Makeup (2) △
- \Box THEA 490 Internships (1) \triangle
- \Box THEA 539 Theatre Rendering (2) \triangle
- □ THEA 542 Studio Skills for Theatre: Model Making (2) \triangle
- □ THEA 544 Advanced Stage Technologies (2) \triangle
- □ THEA 545 Mechanical Drawing for the Theatre (2) \triangle
- □ THEA 546 Computer Systems for the Theatre (2) \triangle
- □ THEA 549 Lighting and Sound Technology(2) \triangle

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- □ THEA 550 Software for Theatre Design (2) △
- \Box THEA 551 Advance Media Design (2) \triangle
- □ THEA 554A Costume Design Technology I (2) \triangle
- □ THEA 554B Costume Design Technology II (2) \triangle
- □ THEA 556 Digital Communication for Lighting Design (2) \triangle
- □ THEA 557 3D Fabrication for Entertainment Design (2) \triangle
- \Box THEA 564 Costume Topics (1-3) \triangle
- + Meets major and General Education requirements, see University Catalog
- △ Course has prerequisites, see <u>University Catalog</u>

For major advising, or to declare Design and Technology as a major, please contact the Theatre Advising Team:

Chad Nicholas Reyes (year-round) Major Advisor cnreyes@sdsu.edu

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