

Scene Design (BFA)

This program is offered by the Leigh Gerding College of Fine Arts/Conservatory of Theatre Arts and is only available at the St. Louis home campus.

Program Description

It is our mission to train our future colleagues to become visionaries, creators and leaders in the next generation of American professional theatre.

Learning Outcomes

At the end of their training in scene design, students will be able to:

- Analyze the script/characters and develop an advanced, coherent visual concept that takes into account style, period and creative research for theatrical use.
- Research and analyze any period of history with attention to historical context, period style and representative details.
- Create a coherent, conceptual world of the play through scene design with attention to the specific style needs of opera, musical, theatre for young audiences and other performance styles.
- Illustrate scene designs through perspective drawing and color rendering.
- Create quality scaled scene design models.
- Choose/suggest set construction materials for execution of designs, based on understanding of construction material features.
- Work with the director, other designers and the actors in a collaborative production process.
- Conduct shop visits to answer/solve emerging questions.
- Guide the shops through the production process, with attention to set construction, scenic painting, prop, budget and time management.

Special Requirements

Only courses completed with a grade of C- or above will count toward fulfilling the specific requirements of the major.

Auditions/interviews are required for all students planning to major in theatre at Webster University. Auditions/interviews are held each year during the spring semester for entrance into the following fall session. Both on-campus and off-campus audition sites are available to prospective theatre students. No video auditions are accepted.

Degree Requirements

For information on the general requirements for a degree, see Baccalaureate Degree Requirements under the Academic Policies and Information section of this catalog.

- 99 required credit hours
- Applicable University Global Citizenship Program hours, with accommodations for theatre BFAs
- Electives

Global Citizenship Program for Theatre BFAs

- GLBC 1200 Global Cornerstone Seminar
- 3 credit hours from courses designated 'Roots of Cultures' (THEA 2030, THEA 2040, THEA 2050 or MUTH 1030 can fulfill GCP and major requirements simultaneously)
- 3 credit hours from courses designated 'Social Systems & Human Behavior' or 'Global Understanding'

- 3 credit hours from courses designated 'Physical & Natural World' or 'Quantitative Literacy' (SCIN 1410 can fulfill GCP and major requirements simultaneously)
- KEYS 4XXX Global Keystone Seminar

NOTE: Except where specified otherwise, the above courses must not also satisfy major requirements. GCP skills requirements are fulfilled through Conservatory instruction. 'Arts Appreciation' is satisfied in meeting the requirements for the major.

Required Courses

- CONS 1010, CONS 1020, CONS 2010, CONS 2020, CONS 3010, CONS 3020, CONS 4010, CONS 4020 (*the Conservatory sequence or its equivalent*) (72 hours)
- ART 1110 Introduction to Drawing (3 hours)
- ART 1120 Principles of Drawing (3 hours)
- ART 1130 Figure Drawing for Theatre Majors (6 hours)
- DESN 1210 Design Concepts (3 hours)
- DESN 1220 Design: 3-D (3 hours)
- THEA 2030 History of Theatre: Greeks to Elizabethan (3 hours)
- THEA 2040 History of Theatre: Restoration to 1915 (3 hours)
- THEA 2050 History of Theatre: 1915 to Present (3 hours)