GRADUATE SCENIC DESIGN AND TECHNOLOGY
BENCHMARKS

The graduate program in Scenic Design and Technology prepares students to be skilled and competitive for positions in the areas of scene design and technology. Students are expected to demonstrate craftsmanship and professionalism in all aspects of their work and art, and bring an attitude of openness, enthusiasm, and commitment to learning and collaboration with fellow students, staff, and faculty. Scene design and technology requires advanced skills in; computer-aided drawing; design; rendering; scenic painting; model-making; projections; fabrication with various materials; and the effective application of technology. In addition to these skills are crucial abilities in critical thinking, problem solving, collaboration, communication, and an extremely strong work ethic. Students are expected to develop in all of the above areas during their residency. When evaluating students’ progress in the program, the faculty looks for consistent and significant growth in the benchmarks listed below. The overriding goal is to achieve a professional level of competence by the end of a three-year residency. Acceptance into the program conveys the faculty’s sense of the students’ potential to accomplish this.

BENCHMARKS

I. Personal design skills

- Extensive knowledge and historical understanding of art, architecture, and design.
- Ability to read, analyze, and understand a wide variety of dramatic texts.
- Ability to watch, listen, and understand a variety of performance events.
- Ability to articulate visually and orally personal responses to events.
- Ability to find and shape a personal artistic vision of a production event.
- Ability to make effective and creative choices that support your vision based on the text, space, research, and your creative responses.
- Ability to create and present a cohesive and effective scenic design presentation, including visual research, sketches, paint samples/renderings, finished scale model, finished drafting, and prop research and designs.
- Excellent project management skills, work ethic, and consistency in meeting milestones and deadlines.

II. Collaborative skills

- Ability to clearly and effectively communicate your vision and concepts to a director, the design team, actors, technicians, and to respond in a positive, creative, and flexible way.
- Ability to respond in a positive, creative, and flexible way, shaping that vision in collaboration with director and design team.
• Ability to listen well, adapt, and take action.
• Ability to be creative, calm, and in control under pressure.
• Ability to lead and/or facilitate in the design process.

III. Technical Skills

• Ability to be a problem-solver.
• Knowledge and competence in using all of the common scene and property shop tools and equipment.
• Fluency in computer-aided drawing programs.
• First hand knowledge of most theatrical equipment, standards, materials, and safe working practices.
• Knowledge and experience in the creation and use of projections.
• Ability to effectively use scenic painting techniques.
• Good hand-eye coordination.
• Ability to fabricate scenery and props, from concept to finish work.
• Ability to understand the technical needs of your own designs and how they might be accomplished.
• Ability to learn, respond, and adapt to new technologies and processes, both in theater and in all of the entertainment and architecture industries.

IV. Presentation

• Develop and maintain an industry standard portfolio and website over the course of residency
• Demonstrate exceptional skills in presenting yourself and your work as an employee and as a collaborator and colleague.