San Diego State University

MFA in
Design and Technology
in the School of Theatre,
Television, and Film

SDSU | San Diego State
University

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SDSU | Theatre, Television, and Film

The Master of Fine Arts Program in Design and Technology in the School of Theatre, Television, and Film at San Diego State University accepts students who are serious about achieving the level of artistry and skill necessary to become practicing professionals. Developing skills that support collaboration is one of the cornerstones of our program; students learn how to share their ideas with others in a supportive environment. A balance of theoretical coursework, studio work, and production is achieved through the curriculum as well as close consultation with faculty advisors.

Direct exposure to the diverse and richly active theatre, television/film, and entertainment world in Southern California is a vital part of our program. Students work with theatre and TV/Film professionals both within and outside the academic environment as well as with our faculty who continue to design at the regional, national, and international levels. Fellowship and other opportunities are available with our community partners - The Old Globe, Cygnet Theatre, and MOXIE Theatre. Our program provides the essential education, technical training, and creative experience necessary for professional design and technology-based careers or college-level teaching.

The MFA program at San Diego State University is a three-year degree program with emphases in scenic design, costume design and technology, lighting design, projection/integrated media design, and technical direction. MFA students are allowed to design as much as their individual capabilities permit, as well as participate in an intensive internship – often working as an assistant to a professional designer or in a television or film studio. The three years our students spend with us should be among the most rewarding and fulfilling of their lives.

The School of Theatre, Television, and Film is committed to creating a learning environment which advances racial and social justice, anti-racism, and cultural diversity. San Diego State is located on the land of the Kumeyaay.

WELCOME TO THE DESIGN AND TECHNOLOGY PROGRAM AT SAN DIEGO STATE UNIVERSITY!

SCENIC DESIGN & TECHNOLOGY

The Scenic Design and Technology program includes class offerings in design and technology, theatrical production design opportunities, film production design opportunities, and training in cutting-edge and industry-standard skills and software. Our program focuses on both the art and the implementation of the scene design/production design process in theatre, television and film. Emphasis is placed on developing skills that enable our students to find success in the professional world working as designers for theatre and opera, production designers and art directors for film and television, scenic artists, and design associates/assistants. Throughout the program, students have the opportunity to collaborate with their fellow design colleagues, work with professional directors in design studio classes, and produce fully realized scenic designs for department productions. Students may also design for film projects and have the opportunity to work with other graduate students in the film department.

Current Curriculum: Some of the classes taken by our scenic design and technology students cover these topics: Advanced Scenic Design, Model Building, 3D Printing and 3D Scanning, Digital Painting, Traditional Rendering, Period Dress and Décor, Hand Drafting, Vectorworks, AutoCAD, Unreal Engine, Scene Painting, Photoshop, The Business of Theatre, TV and Film, SketchUp, Advanced Media Design, and more.

THIS PAGE - *Anna and the Tropics*, Scenic Design by: Victoria Vitola.
ON RIGHT - top to bottom, left to right: *The Drowsy Chaperone*, Scenic Design by: Brian Redfern, Photo by: Caroline Andrew and Brian Redfern. *James and the Giant Peach*, Scenic Design by: Victoria Vitola. Professor Charles Murdock Lucas and graduate students Jenni Baldwin and Adam Parrocha (right to left) examine. model piece. *She Loves Me*, Scenic Design by: Scott Boynton.

EMPHASIS IS PLACED ON DEVELOPING SKILLS THAT ENABLE OUR STUDENTS TO FIND SUCCESS IN THE PROFESSIONAL WORLD

PROJECTION & INTEGRATED MEDIA DESIGN

The Projection and Integrated Media Design program offers classes in advanced projection design, theatrical production design opportunities, film design opportunities, and training in cutting edge and industry-standard skills and software. Our program focuses on both the art and the implementation of the media design/production design process in theatre, television and film.

Classes include: Advanced Projection Design, Media Servers and Software, Live Video, Animated Digital Media, Digital Puppetry, Photoshop, AfterEffects, and Digital Painting.

THIS PAGE - top to bottom: *Company*, Projection Design by: Emily Small
Photo by: Winston G. Limauge. *Trifles*, Projection Design by: Sarah Schwartz,
Photo by: Christina J. Martin. *Dog Sees God*, Projection Design by: Adam Parrocha.
ON RIGHT - top to bottom, left to right: Student readies themselves for a closeup.
Alien Coma, Production Design by: Sarah Mouyal. *Alien Coma*, Production Design by:
Sarah Mouyal. A student film shoot in progress in Studio C.

PRODUCTION DESIGN

The Production Design for Television and Film program has been recognized as one of the Top 10 Production Design Schools in the world, according to *The Hollywood Reporter.* Our students study specializations such as art direction and production design, as well as develop skills in advanced software and technology used within the industry.

Classes include: Art Direction and Production Design, SketchUp and Vectorworks, Post-production work, Digital effects, Virtual scenery design, and hands-on scenery work for advanced student productions (single and multi-camera).

COSTUME DESIGN & TECHNOLOGY

The Costume Design and Technology program includes classes and practical assignments in design and technology. In addition, developing skills that support collaboration is central to our program where students learn how to share their ideas with others in a supportive environment.

Through production assignments, students work with theatre and TV/Film professionals, both within and outside the academic environment.

Current Curriculum: Some of the classes taken by our costume design and tech students are: Advanced Costume Design for Theatre and Related Fields, Costume Design for Television and Film, Traditional and Digital Rendering, Costume Technology, Costume Crafts, Fabric Study and Modification, Puppetry, Mask Making, Period Dress and Décor, History of Menswear and Tailoring, Make-up, Wig Construction and Period Styling, The Business of Theatre, TV and Film, Portfolio Development, and more.

RESEARCH OPPORTUNITIES: ON SITE HISTORICAL COSTUME COLLECTION OF GARMENTS AND EPHEMERA BACK TO 1830'S, DESIGN RESEARCH LIBRARY, STUDY COLLECTION OF 20TH CENTURY COUTURE AND BRIDGE GROUP FASHIONS

THIS PAGE - *Love's Labor's Lost*, Costume Design by: Katie Paulsen, Photo by: Ken Jacques.
On right - top to bottom: *Pal Joey*, Costume Design by: Emily N. Smith. *She Loves Me*, Costume Design by: Brooke Nicole Kesler, Photo by: Ken Jacques. *The Boyfriend*, Costume Design by: Sonia Elizabeth Lerner.

COSTUME PUPPETRY

Puppetry is a stand-out part of our costume program. Our students study advanced puppet construction techniques, puppet manipulation and historical puppet mechanics, as well as fabricate puppets of all kinds using a wide range of approaches.

THIS PAGE - top to bottom: Costume technology projects. Half-scale draping projects.
On right - top to bottom, left to right: *Alice: Curiouser and Curiouser*. Puppet Design by: Nao Kobayashi. *James and the Giant Peach*, Costume and Puppet Design by: Brooke Nicole Kesler, Photo by: Ken Jacques. *Alice: Curiouser and Curiouser,* Costume Design by: Emily N. Smith, Photo by: Conor Mulligan. *Lying with Badgers*, Costume and Puppet Design by: Faith A. James, Photo by: Ken Jacques.

COSTUME TECHNOLOGY

Our Costume Technology area focuses on the professional skills required for the field. Our students study diverse topics such as fabric painting and dyeing, fabric modification, armor, draping, millinery, jewelry, and advanced craft construction techniques.
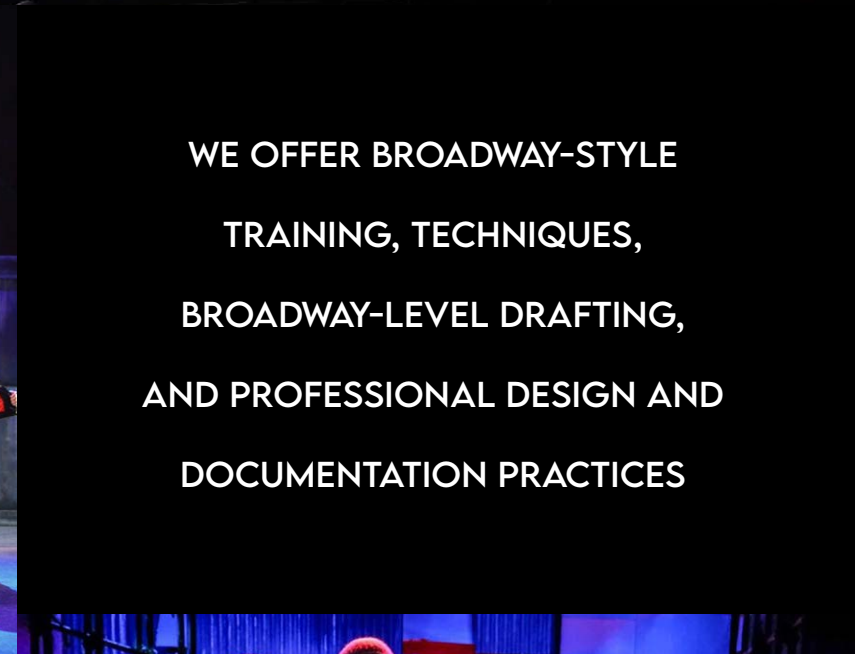
LIGHTING DESIGN & TECHNOLOGY

The Lighting Design and Technology program at San Diego State University in the School of Theatre, Television, and Film includes class offerings in advanced lighting design techniques, cutting-edge technology, professional documentation, and leading industry-standard software. Our program focuses on both the art and the implementation of the lighting design process. Emphasis is placed on developing skills that enable our students to find success in the professional world working as designers, associates/assistants, programmers, and technicians. Our program is known for producing alumni well-versed in Broadway-level drafting and paperwork, standards, and practices. Additionally, our program explores lighting design and practices in related fields such as television and film lighting, architectural lighting, corporate industrials, concert lighting, themed entertainment lighting, and others. Finally, our students work with cutting-edge technology to stay up-to-date in our ever-changing technological field.

Current Curriculum: Some of the classes taken by our lighting design and technology students are: Advanced Lighting Design, Lighting Technology, Design for Film and Television, Advanced Lighting Topics, Related Fields in Lighting, Digital Communication for Lighting Design (Vectorworks, Lightwright, Augment3d and other previsualization software, programming techniques, advanced assisting/associate techniques), AutoCAD, Sketchup, Photoshop, Period Dress and Décor, The Business of Theatre, Television, and Film, Portfolio Development, and more.

THIS PAGE - *Enchanted April*, Lighting Design by: Caroline Andrew.

On right - top to bottom: *Les Miserables* in concert, Lighting by: Chad Shelton. *The Full Monty*, Lighting Design by: Christina J. Martin, Photo by: Ken Jacques.
Anon(ymous), Lighting Design by: Chloe Oliana M. Clark, Photo by: Ken Jacques.

WE OFFER BROADWAY-STYLE TRAINING, TECHNIQUES, BROADWAY-LEVEL DRAFTING, AND PROFESSIONAL DESIGN AND DOCUMENTATION PRACTICES
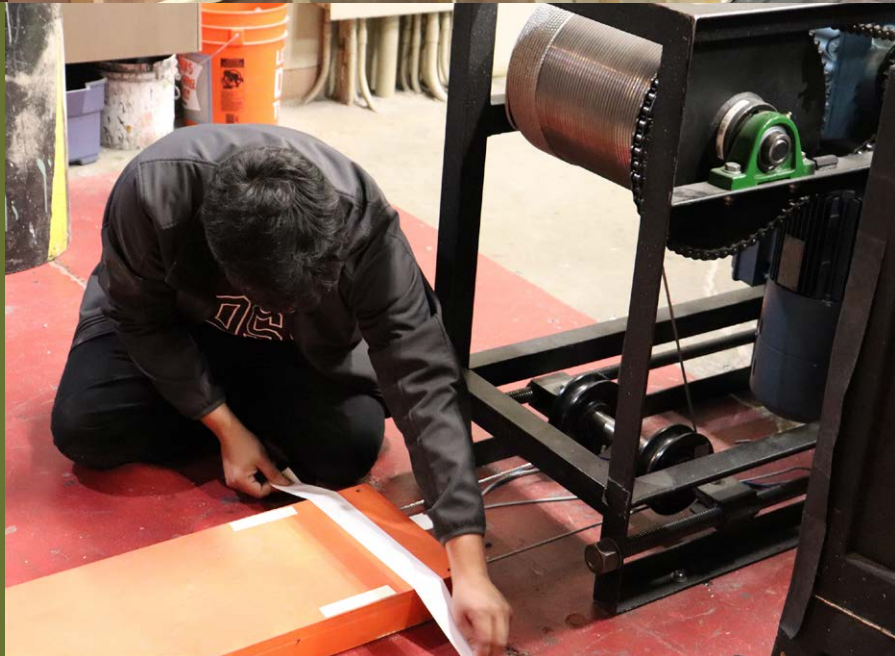
OUR PROGRAM EXPLORES LIGHTING DESIGN FOR THEATRE, TELEVISION/FILM, THEMED ENTERTAINMENT, CONCERTS, ARCHITECTURAL LIGHTING, CORPORATE INDUSTRIALS, AND MORE!

TECHNICAL DIRECTION

STUDENTS HAVE AMPLE OPPORTUNITY TO FULLY MANAGE THE SCENIC PRODUCTION FOR SHOWS RANGING IN SCALE FROM INTIMATE STUDIO PRODUCTIONS TO FULL-SCALE, MULTI-SET MUSICALS

The Technical Direction program includes class offerings in technology and management, theatrical production opportunities, event management opportunities, and training in industry-standard skills and software. The first year focuses on building an understanding of the core concepts of technical management. We break down the production process and provide students with the project management skills necessary to be successful in their careers at SDSU and beyond. Year two further explores these concepts while developing a greater understanding of the systems that make theatre happen. The final year is spent developing mastery through professional internships and independent research in a particular area of interest.

Beginning in year one, and throughout their course of study, technical direction students have ample opportunity to fully manage the scenic production for shows ranging in scale from intimate studio productions to full-scale, multi-set musicals. Other technical direction opportunities include coordinating our 250-person concert musicals and School of Music and Dance operas. Students may also work on film projects and have the opportunity to work with other graduate students in the film department.

Current Curriculum: Some of the classes taken by our technical direction students include: Technical Direction (Project and Personnel Management, Budgeting), Advanced Theatre Technologies (Automation, Rigging), Collaborative Studies (Static & Dynamic Loads, Structural Design, Mechanical & Machine Design, Fluid Power Systems, Special Effects), Theatrical Engineering, Metalwork, Welding (gas, arc, MIG, TIG), CNC programming, Woodworking, AutoCAD, Vectorworks, Hand Drafting, 3D Printing and 3D scanning, Lighting and Sound Technology, Period Dress and Décor, Scene Painting, Photoshop, The Business of Theatre, TV and Film, and more.
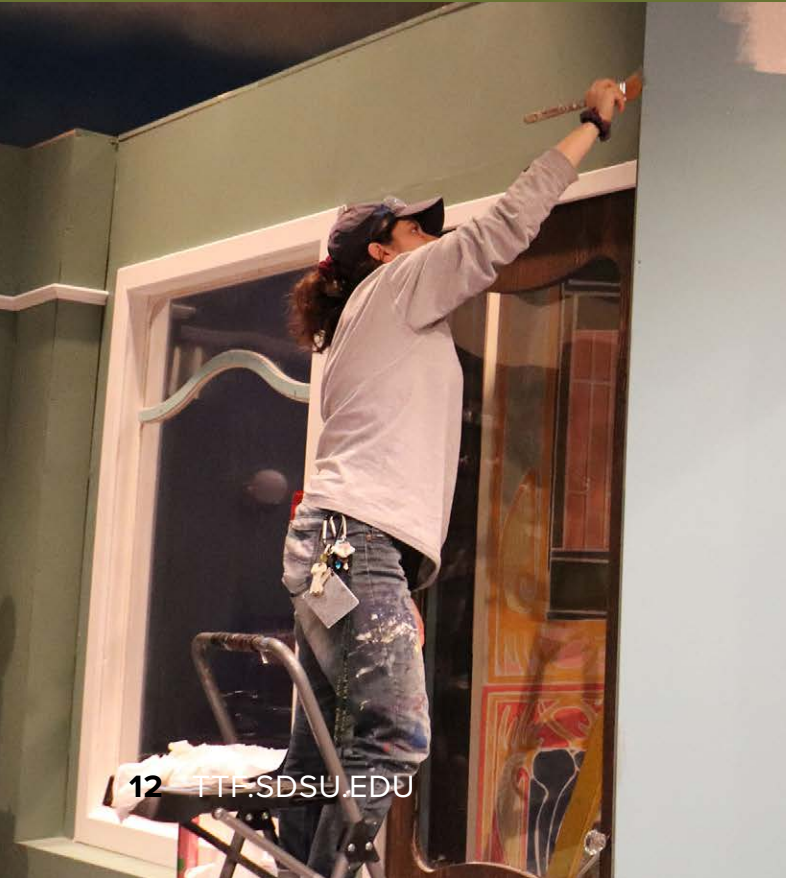
THIS PAGE - Andrew Young (staff member) builds structure.

On left - top to bottom, left to right: Technical Direction student Jessica Gilliard works on technical issue. Scenic groundrow construction technique for *Enchanted April*. Student finishing automation project. Scenery in process: Brian McVicker (Technical Director), Quinn Schuster, and Kat Guzzetta (right to left).

MAINSTAGE THEATRE RENDERING BY HGA.

FACILITIES AND EQUIPMENT

The School has well-equipped workshops for scene and costume construction, rehearsal rooms, and two mainstage theatres, which feature state-of-the-art lighting, sound, and video equipment. The scene shop includes carpentry equipment, a metal/welding shop, a full-scale automated paint frame, and a props area. The costume shop holds a wig and makeup room, a full costume pull-stock, and dye room as well as houses SDSU's exclusive Theatrical Research Library containing a plethora of valuable research material and rare, out-of-print books. Other facilities include: a Mac lab complete with up-to-date software such as Vectorworks Designer, Lightwright, Augment3d, ETC Nomad, Adobe Creative Suite, and more; a Mobile Scenic and Projection Design PC Lab (software includes DATATON's Watchout Media Server Software, Adobe AfterEffects, Adobe Premiere, Adobe Photoshop, and more); a 3D Printing and Fabrication Lab; a Light Lab stocked with conventional, LED, and moving light fixtures as well as a state-of-the-art lighting console; and two television and film studios that support both single and multi-camera production which produce dozens of short films every year.

The Mainstage Theatre (formerly the Don Powell Theatre) is a proscenium-type venue which seats 350 patrons. The Mainstage Theatre completed a $44 million renovation and re-opened in Fall 2023. The lighting system is a 365 dimmer-per-circuit system with a cutting-edge lighting console for traditional, LED, and moving light control, including a remote followspot system. The stage is fully trapped and is adjacent to a full-stage wagon house. The rigging system is a combination of five electric winch lighting batons and 32 counter-weighted line sets.

The Prebys Stage is a 150-seat, flexible 60′ x 60′ blackbox space, which opened in Fall 2023 as a part of the newly revitalized Performing Arts District. This theatre has a fully operational tension grid and all-LED lighting capabilities with fully flexible seating. Attached to the exterior of the Prebys Stage is a smaller open-air venue for performances under the stars.

The Scenic Studios are located next to the Mainstage Theatre. They consist of separate wood and metal-working shops which utilize state-of-the-art equipment. The paint area houses a full-stage (20′ x 50′) electrically-operated paint frame and an adjacent spray booth.

The Costume and Make-up Facilities share the lower level of the building along with a design and construction research library. There is a large costume studio equipped with industrial machinery and specialty machines such as a patcher and walking foot machine. The studio has ample room for two draper teams and extra work tables. The wig and make up studio contains wig making and styling stations and a wig dryer. There is a crafts studio and a ventilated dye room with commercial dye equipment. The costume department houses the Alicia Annas Historical Collection - a historical costume collection with over 2,000 garments from 1840's to 1950's (with the oldest garment from the 1700's) and a Contemporary Study Collection featuring garments from the 1960's to the present, including many examples of work by designers such as Chanel and Givenchy.

The Light Lab contains a variety of equipment – from the classic Fresnel to moving lights and LEDs. The lab is designed for versatility and complete flexibility for student experimentation and self-learning as well as a rep plot for quick mockups and cueing projects. Graduate lighting students have full access to the light lab for class projects, mock-ups, experimentation, color testing, and free-flowing idea development. The lab is controlled by a state-of-the-art lighting console and has its own dedicated ladders, gel and gobo stock, a white cyc, black scrim, or a full traveling black, as well as a small sound system and haze machine.

PREBYS STAGE RENDERING BY HGA.

TELEVISION AND FILM STUDIOS

Studio A has two full-time support engineers. The studio is outfitted with a Master Control area, three studio pedestal-mounted studio cameras, an automated lighting console, Mole-Richardson lighting, an audio control suite with digital audio console, state-of-the-art digital switcher, chroma-key wall, and CG.

Studio C stands as a "shell" equipped with 300 amps of electrical power and a scene dock with a variety of flats used to create sets. Advanced and graduate student filmmakers use Studio C to build free-standing sets for single-camera style shoots.

STUDIO A (Top)
STUDIO C (Right)

FACULTY AND STAFF

FACULTY

Denitsa Bliznakova - Head of Costume Design and Technology

Ralph Funicello - Don Powell Chair in Scene Design

Brooke Kesler - Lecturer, Costume Design and Technology

Charles Murdock Lucas - Head of Scenic Design, Projection Design and Integrated Media

Jessica McGaugh - Narrative Film Production

Anne E. McMills - Head of Lighting Design and Technology

Brian McVicker - Technical Director

David Morong - Design for Television and Film

Peter Nordyke - Lighting and Sound Technology, Sound Design

Greg Penetrante - Post Production

Mary Posatko - Documentary Film Production

Tim Powell - Television Production

Loren Schreiber - Professor Emeritus, Technical Direction

Jay Sheehan - Head of Stage Management

David Max Steinberg - Narrative Film Production

Rich Underwood - Cinematography

R. Craig Wolf - Professor Emeritus, Lighting Design

STAFF

Kristen Flores - Scenic Charge Artist, Prop Master

Peter Herman - Wig Making, Make-up, Costume Construction

Noah Lange - Scene Shop Supervisor

Kat Makarushka - Lighting, Sound, Projection Shop Supervisor

Teri McConnell Tavares - Costume Shop Manager

Andrew Young - Scene Shop Foreman

Click or scan for more information

CURRICULUM

The program of study for each student in the MFA for Design and Technology program is tailored based on their interests and career goals. Our curriculum teaches through a variety of related experiences, integrated to reinforce concepts and skills in different ways. Our goal is to provide the student with an array of opportunities and to allow each student to create portfolio-quality work. Our classes fall into four categories:

DESIGN CLASSES:

Collaborative Studies: The designers' main studio class is called "Collaborative Studies" and is taken by all of the design and technology students in the program. Faculty and professional guest directors collaborate with our designers on plays, musicals, operas, newly devised work, and themed entertainment projects.

Design II Classes: Each area of design has a design II class, such as Scene Design II, Costume Design II, Lighting Design II, Projection Design, and Sound Design for Theatre. These classes explore an in-depth study of the students' chosen area of design.

Advanced Design Courses: These courses explore specialized topics within the students' chosen design areas. Examples include: Costume Design for TV and Film, Costume Topics, Advanced Topics in Lighting Design, Related Fields in Lighting, Art Direction, and Production Design.

TV and Film Production: All design and technology students take TV and Film Production to learn the inner workings of independent filmmaking. In this class, the students participate in the creation of several student films.

Practicum in Theatre Arts: Students produce a fully-realized design on the mainstage season or for the student film festivals.

TECHNICAL AND SKILLS CLASSES:

Theatre Rendering: All designers take Theatre Rendering to improve their skills both in rendering and in seeing and revealing form. The goals of this course include developing the habit of creating renderings on demand, developing a working process of research, inspirations, and skills, exploring a variety of rendering media to create dimension and artistic intent, and creating projects for a professional portfolio.

Skills Classes by Area: Each area of Design and Technology has an abundance of skills classes that the students take to advance in their chosen field. Examples include:

Scenic Design: Scene Painting, Photoshop, Model Making, Hand-drafting, 3D Printing, Vectorworks, Sketchup

Costume Design and Technology: Patterning, Draping, Fabric Dyeing and Painting, Crafts, Fabric Modification, Theatrical Makeup, Wig Making

Lighting Design: Digital Communication for Lighting Design (Vectorworks, Lightwright, Augment3d, Programming Techniques, Assisting), Lighting and Sound Technology, Cinematography

Technical Direction: Technical Direction, Advanced Stage Technologies, AutoCAD, Rigging, Welding and Metalwork

Projection Design: Advanced Media Design - Digital Media Creation, Advanced Media Design - Digital Rendering.

Portfolio Development and the Business of Theatre, TV and Film: Preparation for theatrical designers and technicians entering the workforce. Interview techniques, professional-style resumes, portfolios, websites, and other self-marketing materials.

Theatre Practicum Skills: Students work on individual projects in conjunction with departmental shows. These projects are designed to improve skills and portfolios.

HISTORY/RESEARCH CLASSES:

Period Dress and Décor: This is a visual survey of the relationships and cultural significance of the dress, architecture, and decorative arts from selected periods considered significant in the history of dramatic literature. It is a two-semester course.

This course is aimed primarily at the Theatre and TV/Film design students; it relates all of the decorative elements – dress, architecture, and interior decor (includes lighting) into an integrated environment. This parallels the process of designing a period play or film and visually bringing it to life onstage. It demands that the design possess a synthesizing grasp of the relationships among people, their clothes, their visual environment, and their daily lives.

Seminar in Contemporary Designers: Research-based. Topics: major scenic, costume, and lighting designers working in contemporary theatre, film, and television.

ACADEMIC CLASSES:

These classes study theory, writing, and literature. Examples include: Design Aesthetics of Theatre, TV, and Film, Theories of Theatre Seminar, and Writing for Theatre.

Special Study: Students can develop their own classes with faculty guidance. These classes often are concepts, skills, or research that the student wants to explore further.

TOP - Class presentation for guest director Singer-songwriter Jason Mraz

SOUTHERN CALIFORNIA EMPLOYMENT OPPORTUNITIES

San Diego is a vibrant theatre town with two world-renowned LORT regional theatres, many additional high-level professional theatres, and lots of intimate theatres – many of which like to employ our students! The San Diego theatre scene is known for the creation of exciting new work, Broadway try-outs, and companies and festivals that specialize in lifting previously unsung voices, such as the Diversionary Theatre - "the country's third-oldest LGBTQIA+ theatre", the MOXIE Theatre whose "mission is to create more diverse and honest images of women+ in our culture", the Lipinski Family San Diego Jewish Arts Festival, the Black Voices Play Reading Series, the Latinx New Play Festival, and many others.

San Diego State University is located only 2 hours away from Los Angeles. Attending SDSU is a great way to create southern California contacts if you plan on moving to Los Angeles. Many of our students design in L.A. or intern there, and our classes schedule field trips to backstage experiences throughout southern California such as Disneyland/Disney's California Adventure,

SeaWorld San Diego, the Old Globe, the San Diego Civic Theatre, and Knott's Berry Farm. In addition, guest speakers from Los Angeles and San Diego are often invited to speak in our classes. Past guest speakers have included important Los Angeles tv/film and theatrical designers, and designers from SeaWorld and Disney Imagineering, among many others.

If New York is your dream, our students have exposure to many Broadway designers. Southern California is proud to be the home of some of the most important regional theatres in the country, including The Old Globe, La Jolla Playhouse, South Coast Repertory, and The Center Theatre Group. The majority of the productions at these theatres are designed by Broadway Greats who welcome our students to sit behind them in tech or offer assisting opportunities, which can begin excellent New York connections. In addition, some of our students choose to pursue internships in New York. Many of our faculty and staff have worked on Broadway and provide wonderful resources if your heart craves the Great White Way.

LA Theatres
Ahmanson Theatre
Mark Taper Forum
The Kirk Douglas Theatre
Hollywood Pantages Theatre
Geffen Playhouse
Walt Disney Concert Hall

Film and Television Production Studios
CBS Television City (Los Angeles)
CBS Radford Studio Center (Studio City)
Fox Studios Culver City
NBC Studios Burbank
Paramount Pictures
Sony Pictures Studios
Walt Disney Studios
Warner Bros.
Universal Studios
Manhattan Beach Studios
Raleigh Studios
Santa Clarita Studios
Los Angeles Center Studios
Cartoon Network
Nickelodeon

Themed Entertainment
Disneyland
Disney California Adventure
Knott's Berry Farm
SeaWorld San Diego
LEGOLAND California
Sesame Place San Diego
Universal Studios Hollywood
Six Flags Magic Mountain
San Diego Zoo and Safari Park

Visual & Practical Effects Companies
The Jim Henson Company
Legacy Effects
Garner Holt Productions

120 miles to Los Angeles

LOS ANGELES
Hollywood

SAN DIEGO

San Diego Theatres
Lamb's Players
Coronado Playhouse
Moonlight Stage Productions
North Coast Repertory Theatre
Cygnet Theatre
MOXIE Theatre
The Old Globe
San Diego Junior Theatre
La Jolla Playhouse
Diversionary Theatre
New Village Arts
San Diego Musical Theatre
South Coast Repertory
Balboa Theatre
San Diego Civic Theatre
The Rady Shell at Jacobs Park
San Diego Symphony
San Diego Ballet
San Diego Opera
Spreckles Theatre
Viejas Arena (SDSU's campus)
Cal Coast Credit Union Amphitheater (SDSU's campus)
On Stage Playhouse
Malashock Dance Company

CARLSBAD — New Village Arts
COSTA MESA — South Coast Repertory
VISTA — Moonlight Stage Productions
North Coast Repertory Theatre
La Jolla Playhouse
MAP NOT TO SCALE
UNIVERSITY CITY
LA JOLLA
San Diego Musical Theatre
TIERRASANTA
CLAIREMONT
SAN CARLOS
SERRA MESA
PACIFIC BEACH
LINDA VISTA
Diversionary Theatre
SDSU CAMPUS — Viejas Arena, Cal Coast Credit Union Amphitheater
NORMAL HEIGHTS
Cygnet Theatre
OLD TOWN
UNIVERSITY HEIGHTS
MOXIE Theatre
EAST SAN DIEGO
Malashock Dance Company
SAN DIEGO
The Old Globe
San Diego Junior Theatre
CITY HEIGHTS
San Diego Ballet
POINT LOMA
DOWN TOWN
LOGAN HEIGHTS
Coronado Playhouse
On Stage Playhouse
CORONADO

How Close from SDSU?
10 miles ➜ Beaches
10 miles ➜ Downtown
50 miles ➜ Mountains
75 miles ➜ Deserts
95 miles ➜ Disneyland
120 miles ➜ Los Angeles

DOWNTOWN SAN DIEGO
1. Balboa Theatre
2. San Diego Civic Theatre
3. San Diego Symphony
4. San Diego Opera
5. Spreckles Theatre
6. The Rady Shell

EVENTS, RESUME BUILDING, AND FINANCIAL INCENTIVES

EVENTS AND OPPORTUNITIES

SDSU Design and Technology Showcase-This annual event allows our students to showcase their work for industry professionals. It is a time for our students to polish and display their portfolios, often resulting in professional design opportunities.

Design Showcase West - SDSU is one of the participating schools in the national design showcase, held at UCLA in Los Angeles every spring.

Fellowships - A fellowship program with the Cygnet Theatre and the MOXIE Theatre in San Diego provides opportunities for our students to work as designers and/or assistants to local and national designers during the theatre's mainstage season.

Internships- Students are required to participate in an intensive internship, often working as an assistant to a professional designer or in a television or film studio. Companies that have offered internships to our students in the past include: The Old Globe, Barbizon Lighting in NYC, Walt Disney Imagineering, Santa Fe Opera, the Los Angeles Opera, and PCPA among many others.

Formal Relationship with The Old Globe - SDSU's formal relationship with The Old Globe (a LORT regional theatre in San Diego) makes it possible for students to interview for various staff and over-hire positions during their graduate studies. It also allows access to the Broadway designers hired by the Globe and may provide assisting opportunities!

ALUMNI AND RESUME BUILDING

Our program provides a well-rounded education that touches upon the many aspects of entertainment design. We encourage our students to work professionally while in school to build experience and professional contacts. Our long list of impressive and influential alumni working in widely diverse areas of the entertainment industry include: film, television, education, themed entertainment, consulting, corporate industrials, and theatre. Some of the companies that have employed our graduates are: Walt Disney Imagineering and Disney Theme Parks, LAIKA Digital, SeaWorld, The Old Globe, Visual Terrain, Nautilus, La Jolla Playhouse, Cygnet Theatre, San Diego Opera, North Coast Repertory Theatre, Diversionary Theatre, San Diego Rep, the Hemsley Lighting Programs, Norwegian Cruise Line, and various Independent Films and Video. Some of the television productions our designers have gone onto include *Mad Men*, *Glee*, *Orange is the New Black*, *Let's Make a Deal*, MTV Video Music Awards, *Girl Meets World*, *Hollywood Game Night*, The Academy Awards, and the Golden Globes Awards, among many others.

FINANCIAL INCENTIVES

Graduate Assistantships and/or Teaching Assistantships are available every semester for students in all disciplines. Competitive out-of-state tuition waivers are also available, as well as numerous awards of merit and university scholarships.

Graduate Assistantships (GAs) - Many MFA students are awarded Graduate Assistantships requiring typically 100 to 200 hours per semester in the technical shops, for special projects, or as classroom assistants.

Teaching Opportunities (TAs) - Our students have the opportunity to teach introductory design and technology classes and T.A. on more advanced classes in which they may be interested. T.A.s are listed as instructors-on-record, which is a strong building block for the students' teaching CVs.

San Diego State is consistently ranked in the top 15 on the list of 50 Best Value Colleges and Universities in California and in the top 50 of Forbes' ranking of the 300 Best Value Colleges and Universities in the United States.

CONTACT US

If you have questions or would like more information, please contact:

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Additional information is available at
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