

Julie Ray
Statement of Achievements
Promotion Review

Coming to UGA's Department of Theatre and Film Studies with 11 years of teaching experience at the University level and 5 years as area head, I have a strong, proven background in teaching. The new challenge for me was to mold my teaching strengths to this particular department and the undergraduate and graduate level students within. My professional design career has also been one filled with variety, as I've had a wide breadth of professional design experience in theatre, film and television, museum and retail environments, event design, and others. This combination of teaching and professional experience has lead to many notable accomplishments and contributions to UGA's Department of Theatre and Film Studies.

My professional work designing scenery for film and television is a major contribution to the department. Production work in Georgia is now the third largest industry in the state, and my experience has started, and will continue, to educate our students on how to enter this exciting and growing field.

Since arriving at UGA, I've had many high-end and high profile professional design opportunities for camera. In the last three years I've designed the following projects:

National Level Projects:

| | | |
|---|--------------------------------|-----------|
| Set Designer | "Mindhunter" | 2016 |
| Netflix Original Television Series | | |
| Set Designer | "Neighbors 2" | 2015 |
| Universal Pictures Feature Film | | |
| Designer/Art Director | Park Place Studios | 2014 |
| San Antonio College Broadcast Studio Design | | |
| Production Designer | NFL Pittsburgh Steelers Studio | 2014/2016 |
| Production Designer | "Donatella" TV Pilot | 2013 |
| Produced by LEG Corp. and Steeltown Entertainment | | |

The one aspect I enjoy the most is sharing my professional process with the students as it happens. To connect my professional work with my teaching, I've created a new course "Design for Film and Television" (#3700). This class is currently enrolled at 55 students, many of which from other schools on campus with similar interests. I've also incorporated the details of this industry into my graduate level design courses. For example, my graduate students had the opportunity to spend 4+ hours on the set of "Neighbors 2" talking with the Art Director and Production Designer, touring the sound stage/scenery, and meeting other key personnel. I feel it is important in this day and age to train design students in similar fields to theatre, so that at graduation they have a wide variety of career options to explore.

Last year, I was invited to design *Christmas Canteen* for the Aurora Theatre in

Lawrenceville, GA. This experience has already fostered opportunities for our graduate design students. Through my working with this theatre, our students are now being offered supporting roles (props master) and design opportunities on their second stage space. I look forward to growing and building upon this new partnership.

On a departmental level, my scenic designs for *Spring Awakening*, *Much Ado About Nothing*, and *You Can't Take it With You* have all been well received. It's been exciting to witness how my design work creates a positive energy within the student body, especially those students working in the scene shop. They're feeling invested and excited about their hard work, contributions, and the final results. I've also had the opportunity to design for the School of Music, have my students design for the School of Education, and am currently creating a dialogue with the Grady School of Journalism about film production courses.

Another accomplishment is starting a student chapter of USITT (United States Institute for Theatre Technology). This national organization services all areas and practitioners of entertainment design and technology through dialogue, research, and learning. My goal for this student chapter is to help build and strengthen the design/tech area of the department; to help support the performance student groups in their efforts, and to build better relations/collaborations with undergraduates and graduate students in the design/tech areas.

My own involvement with USITT has included two published teaching projects in the 2016 "Scene Design Compendium". My design work has been exhibited in the 2015 "Cover the Walls" exhibition, and through ongoing participation in this conference I attend professional level seminars, recruit graduate students, and mentor our students who are often attending for the first time.

I look forward to continuing all of these efforts in the years to come at UGA.