

This summer, I have been offered a design position at the Walla Walla Summer Theatre as a co-scene designer for *Disney's Beauty and the Beast* alongside Kirk A. Domer. This is a wonderful opportunity because it allows me to manage the drafting, construction, and scenic load-in plan, working with many various theatrical designers. This work is typically made by local professionals for pre-professional training purposes.

My experience managing a scenic studio/shop at MSU, collaborating with other graduate students, and under faculty supervision have prepared me well for this role. As the lead designer in residence, I will oversee a crew of undergraduate students and local hobbyists, ensuring all materials are prepared, managing inventory, and leading the carpenters and scenic painters. While these tasks are significant, I am confident in my ability to handle them independently, thanks to the mentorship I have received at MSU.

The most exciting aspect of this opportunity is collaborating with a diverse range of theatrical and fine/traditional artists. This unique environment will allow me to expand my professional network and learn from these seasoned professionals. I will observe their work processes, adopt their successful methods, and further enhance my skills. Additionally, I will have the invaluable guidance of MSU Associate Professor of Musical Theatre Brad Willcuts as the director/choreographer. The use of Disney-approved premade video projects integrated with the scene design will introduce me to a new collaborative process, making me a more versatile and marketable designer in the future.

Accepting this position is a significant step in my design and student journey and a practical decision. Its financial support will help offset the substantial expenses of working in a regional summer theatre on the west coast. This will allow me to dedicate more time and attention to completing my final creative activity assignment at MSU, incorporating the knowledge and skills I have acquired over the past three years.