

COURSE DESCRIPTION:

Theatre production is said to be a collaborative art. This class will instruct students on the art and craft in producing a fully realized theatrical production. Students will engage in a wide variety of hands on projects to illustrate class topics and discussions. They will also participate in the creation and staging of HPU Department of Theatre productions which run throughout the semester. Topics include design theory, paint and color theory, scenery construction and technical design, electrics and lighting, and costumes and makeup.

STUDENT LEARNING OBJECTIVES:

By the end of the semester students should be able to:

- Demonstrate an increased sensitivity to performing and visual artistic representations of the Human experience
- Comprehensive and nuanced understanding of the meaning of the work and can discern principles
- Display analytical Skills in regards to the qualities and historical context of the work
- Demonstrate oral communication skills through presentation
- Use Multi-media recourses and skills to present work
- Express informed personal responses to Artistic creations
- Name and use theatrical terminology and technology
- Describe how a scene shop and theatre operates, including the tools and equipment used in the scene shop, lighting shop, sound shop and costume shop and onstage.
- Read a technical drawing and build what it describes within the acceptable standards (+/- $\frac{1}{4}$ "').
- Classify and employ rigging knots, rigging equipment, and other elements of moving or flying scenery.
- Repeat building tasks to develop a craftsman's approach to set and lighting construction and installation

TEXTS & MATERIALS:**REQUIRED TEXTS:**

- *Stagecraft Fundamentals* 2nd edition by Rita Kogler Carver

ISBN: 879-0-240-82051-4

REQUIRED MATERIALS:

These materials are required for every class period. Most of these materials can be found at your hardware/box store:

- | | |
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| • Safety Glasses (These do not have to be expensive ones) | • Sandwich size zip lock bag for Dust Mask storage |
| • Pencil(s) | • A way to take notes in class. You may want something that is easy to take notes on the go during lab days. |

GRADING:**Grading Breakdown:**

Class Participation	15% of Final Grade	Paint Project	10% of Final Grade
Lab Assignment	20% of Final Grade	Sound Project	4% of Final Grade
Production Response	10% of Final Grade	Light Patch Test	8% of Final Grade
Color Project	2% of Final Grade	Safety Quiz	8% of Final Grade
Drafting Project	5% of Final Grade	Rigging test	8% of Final Grade
Building Project	10% of Final Grade		

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LAB ASSIGNMENT: (20% of final grade)

You will work a total of 20 hours in both the set and light shops or will be on running crew for one production during the semester. The lab portion is intended to give a better understanding of the production process, cultivate your oral communications skills and ability to express artistic creation as well as develop important research skills, collaborate with others, use various theatrical technologies and utilize multi-media representation of your creative work. Your lab portion will be graded upon completion of all hours and responsibilities assigned.

There are two ways you can complete the lab hours: Shop or Running Crew.

Shop Hours: you will work a total of 20 lab hours in the scene and light shops. Six (6) lab hours will be in the scene shop and six (6) hours must be done in the light shop. The remaining eight (8) hours can be completed in with scenery or lights and will be determined according to schedules and shop needs. Shop Availability will be determined after the semester begins and is subject to change. Weekly hours will be scheduled with various shops prior to the third week of classes.

GRADE BREAKDOWN FOR SHOP LAB HOURS:

Work 20 hours: A/100%	Work 17-19.9 hours: B/85%	Work 16-16.9 hours: B-/80%
Work 13-15.9 hours: C/75%	Work 13-13.9 hours: C-/70%	Work 12-13.9 hours: D/65%
Work 10-11.9 hours: F/55%	Work less than 10 hours: F/0%	

Running Crew: If you do not have a regular time each week that you can work in the shops, you may want to consider running crew instead. Running crew responsibilities would be primarily at night though there are a few weekend, daytime duties during the run.

GRADES FOR RUNNING CREW LAB HOURS:

Attendance will be taken every day during the running crew. Absences and tardies will not be tolerated. If you are tardy or absent to any call time for rehearsals without prior approval will result in a warning and an 80% for the lab portion. Any following rehearsal absences or tardies will be an automatic 0% for the lab portion. Any unapproved absences or tardies during performance will result in an automatic fail for the lab portion of the course.

Six (6) class periods have been set aside to be used as in class work, lab hours or catch up. This means you should only need to come in for 8 extra hours in order to complete your lab assignment outside of regular class periods if you choose the Shop Hours option. If (and only if) you have completed your shop hours OR if you are on running crew you will be not required to come to any remaining Thursday lab periods but you may use this time for extra credit or to work on class projects.

You will receive 1% extra credit for every one (1) hour you work above the 20 shop hours or your running crew assignment. You can earn up to 10% extra credit doing the extra lab hours.

Updated Dates and Time slots available will be posted on the classroom door each week. "Regular hours" are posted on Blackboard but these are subject to change each week. Please refer to the sign-up sheets in the classroom for the most up-to-date hours available. All hours will be logged by a shop or crew supervisor.

PROJECTS AND ASSIGNMENTS:

READINGS:

You will have readings each week from the text *Stagecraft Fundamentals* as well as handouts posted on Blackboard. Readings are extremely important and will cover things we cannot get to in class. If I find that the class is not keeping up with the readings, pop quizzes will be given during each class period and those grades will factor into your class participation grade. There are also recommended readings on the calendar. These are not required but may help you better comprehend the material.

PRODUCTIONS:

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You are required to see one production this semester and write a response. Please keep your program as a guide for your response and to turn in with your written work as a record of your attendance. Be on time, be courteous and be respectful while seeing the any production. Any disruptions or rude behavior during the show will result in deductions to your production response grade.

You may see another costumed production (another college or theatre in the area) and write a response for extra credit. The extra credit production must be approved by me. See below for details.

WRITTEN WORK:

Production Response/ Attendance- (10% of Final Grade)

You are required to see one production this semester and write a response. Please keep your program as a guide for your response and to turn in with your written work as a record of your attendance. This response will exhibit a comprehension and understanding of the meaning of the plays, principles of the genre, as well qualities and historical context of the work, and express informed personal responses to artistic creations.

Be on time, be courteous and be respectful while seeing the any production. Any disruptions or rude behavior during the show will result in deductions to your production response grade.

I would suggest writing your response (or at least take notes) shortly after seeing the show while it is still fresh in your mind. I am looking for a clear and concise 2-4 page paper, double spaced in 12pt. Garamond font. You will have two opportunities to submit your response.

Please use the following guidelines when completing your production responses.

- A detailed description of the set, costume and lighting design using terms we learned in class.
- A design rationale using terms we learned in class-
 - Why do you think it was designed this way?
- A build rationale using terms we learned in class-
 - If you witnessed/know how it was built: Why do you think the sets and costumes were constructed this way?
 - If you were not there or do not know how it was constructed: What techniques do you think were used in the building process for the sets and costumes?
- Your opinion: Did the design help or hinder the piece and why?
- What moment or visual aspect of the design affected you the greatest and why?

You may see both productions and submit a second response for 5% extra credit You may write up to two (2) extra credit production responses.

PROJECTS:

Color Project- (2% of Final Grade)

- Your color project will be to create a color “wheel” using only primary colors (Red, Blue and Yellow).
- You can use any medium but the colors created must be solid and clean so I would suggest some type of liquid medium like paint.
- Your color “wheel” does not have to be in the shape of a wheel but must include all primary, secondary colors. This will make a total of 6 colors.
- You may tint the colors to make them pop but the main components should only through subtractive mixing.
- You will take three of pictures of your color wheel with red, green and blue light on them. These pictures will be included in with your color wheel but can be turned in on blackboard, via email, or can be printed out and turned in as a hard copy.

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-A Light will be set up for you to take pictures in the classroom on Tues 9/3 during the Lighting Lab and will remain set up until Tues. 9/10. If you are not present on the 9/3 lab day you must switch the gels out yourself and set up the pictures.

-Grading will be based on a purity of the 6 colors (40%) and completion of the project (60%)

-Watercolor paint will be available in the classroom to use but you may not work on projects while other classes are in session.

- As with all projects, hours will be posted each week as to when you can work in the various shops on projects.

Sound Project- (4% of Final Grade)

-Each student will be given an play scenario that implies various sound cues.

- You must design and input into Que Lab (Software program), three (3) sound cues that work for your play with appropriate fade in and fade outs.

1. Preshow song that leads us into the first seen
2. One internal sound effect
3. The music played during bows

-You may edit the sounds through Qlab or use a different program. All sound must be eventually put into a sound running program with fade in and fade outs. If you do use a different program you must be able to play your edited sound cues.

-QLab is available for Mac Computers only and can be downloaded for free. If you do not have access to Mac, let me know and we will work something else

-I would also suggest you have earphones while working on this project either in the classroom or at home so you can concentrate on your sounds.

- We will cover basic editing in Qlab in class but you will probably need to reference the website for support <https://figure53.com/help/>. I would also suggest googling specific questions if you have them as Forums are usually the best resources for trouble shooting.

-During the class period, you will read your scenario to the class and play your sound cues. Your presentation will not exceed 10 min so you may want limit your playing time for some cues. You will also turn in your sound cues as well as a “cue sheet” which will list the three (3) cues with titles and artists for the music.

-You will be given minimal time in class to complete this project so make sure you start early so that you can ask questions before the due date.

Drafting Project- (5% of Final Grade)

-You will do a technical drawing(s) of a set piece given to you by “your set designer”.

-Your drawing will include a back view, title block and notes

-You will use proper drafting and construction techniques

-Your notes will include what materials, hardware, and tools will be used to construct the set piece.

-You will be given minimal time in class to complete this project so make sure you start early so that you can ask questions before the due date.

-Paper will be available in the classroom to use but you may not work on projects while other classes are in session.

-You will be graded on 4 criteria: Completion (20%), Proper drafting technique (30%), Proper construction technique/tools (30%) and neatness (10%)

-As with all projects, hours will be posted each week as to when you can work in the various shops on projects.

Building Project - (10% of Final Grade)

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- You will create a 2'-0" x 2'-0" Hollywood Style flat.
- You will be provided all the materials you need as well as the drafting but you will not be allowed to work on the project if you are not wearing your personal safety glasses.
- You must create a cut list, cut your lumber and assemble your flat
- You will be graded on 3 criteria: Completion (20%), use of proper tools/materials (40%), proper (and Flush) construction (40%)
- You will be given minimal time in class to complete this project so make sure you start early so that you can ask questions before the due date.
- As with all projects, hours will be posted each week as to when you can work in the various shops on projects.

Painting Project- (10% of Final Grade) DUE FINAL EXAM DAY

- You use a scenery painting technique on the flat you made for your building project.
- You will have a choice of paint techniques some of which will count for extra credit due to difficulty. You may choose from

Old/Weathered planked wood (No Extra Credit)
Planked wood flooring (1% Extra Credit)
Rusted/Weathered Metal (No Extra Credit)
Wood inlay Table Top (5% Extra Credit)
Marble table Top (5% Extra Credit)
Brick Wall (1% Extra Credit)

- You will have some paint available to you for mixing as well as access to brushes and containers. You may purchase/bring in additional materials if you wish.
- Books and photos will be available for reference for all techniques.
- You will be given minimal time in class to complete this project so make sure you start early so that you can ask questions before the due date.
- As with all projects, hours will be posted each week as to when you can work in the various shops on projects.

QUIZES AND TESTS:

Safety Quiz- (8% of Final Grade)

- This will be a short in class quiz based on your reading (Ch. 6) that goes over basic safety protocols.

Light Patch/Cue Test- (5% of Final Grade)

- Each student will be given 2 channels to patch and 1 cues to write into the board
 - 1 patch will be a regular incandescent plugged into a dimmer
 - 1 patch will be an LED programed to an address
 - 1 cue will be a simple Lights up set up
 - 1 cue will be a lights up and a follow down
- Each component of the test is worth 25% of the project grade
- There will be a 10 min time limit for you to complete the test so make sure you practice during lab hours and ask questions a head of time
- Each "question" will be written down and you can choose to do one at a time and show me after each, or do everything and then we will test everything at once.

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-The exam will be one at a time and all other students will wait in the lobby while the individual exams are taking place. We will sign up for exam times the class period before. If you are late or a no show for your exam time you will receive an F for the assignment.

Rigging Test- (8% of Final Grade) DUE FINAL EXAM DAY

-This will be a short in class quiz based on your knowledge of basic rigging techniques learned in class and from the reading (Ch. 10).

Reading Pop Quizzes- (Each quiz is equal to 1% of your Class Participation Grade)

If I find that the class is not keeping up with the readings pop quizzes will be given during each class period and they will go into your class participation grade. These quizzes will not be given if you keep up with your reading and participate in active discussion in class that pertain to the reading. Quizzes will be graded as pass/fail with scores above 60% equaling pass and below 60%, fail.

EXTRA CREDIT:

Seeing a production outside of the school or both productions and writing a second design response will count for 5% extra credit. You may do up to two (2) extra credit reviews.

You will receive 2% extra credit for every one (1) hour you work above the 20 required lab hours or in addition to your running crew assignment. You may attend the two (2) "focus days" and two (2) "work Calls" for productions to make up lab hours or, if hours are already met, receive extra credit. Theatre Majors who are receiving production hours on focus days or work calls may not "double-dip".

There will also be other extra credit opportunities that may arise during the semester and you will be told about them in class as they come up.

GRADE PERCENTAGE BREAKDOWN:

95%-100%---A	90%-94.9%----A-	
88%-89.9%----B+	85%-87.9%----B	80%-84.9%----B-
78%-79.9%----C+	75%-77.9%----C	70%-74.9%----C-
60%-64.9%----D-	68%-69.9%----D+	65%-67.9%----D

CLASS PARTICIPATION :

Class Participation (15% of final grade):

This class is based on discussions and learning from your classmates. You must actively participate in discussions and answer questions in order to succeed. If you are not in class you cannot participate so excessive absences will also contribute to your participation grade.

I consider good class participation to be:

- Active listening
- Asking and answering questions
- Participating in class discussions
- Making helpful comments on your classmates' and your own work
- Keeping up with assignments and readings in order to be informed for discussions

If I find that the class is not keeping up with the readings pop quizzes will be given during each class period and they will go into your class participation grade.