

Stagecraft I

THE1301

Fall 2017

Classroom: Heller Hall 216

Lecture 9:00am – 9:50am MWF

Sec 02: 10:00am – 12:50pm T, Th

Sec 03: 2:00pm – 4:50pm M, W

Sec 05: 2:00pm – 4:50pm T, Th

Sec 06: 2:00pm – 4:50pm W, F

Sec 08: 2:00pm – 4:50pm M, F

Prof. Scott M. Boyle

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Office Hours: 10 – 11:30am T & Th

Practicum Instructor: Sam Shanks: email - sshanks@d.umn.edu

Assistant Technical Director: Sean Dumm – smdumm@d.umn.edu

Electrics Practicum Instructor: Jon Brophy – jbrophy@d.umn.edu

Learning Outcomes:

This course supports the following Student Learning Outcome as identified by the Theatre Department;
Th-05 Effectively cooperate with others in the various collaborative processes of theatre making.

Purpose of the Course:

1. To instruct students in the safe construction, rigging, and painting of scenery.
2. To instruct students to accurately read common theatrical drafting including construction drawings and light plots.
3. To instruct students in the methods used to safely hang, circuit and focus lighting instruments.
4. To introduce students to the terms and methods commonly used in backstage work.

Textbook: *Illustrated Theatre Production Guide* 3 Ed. By John Holloway (suggested)

Other Related References:

The Backstage Handbook, Paul Carter

Scene Painting Projects for Theatre by Stephen Sherwin

Sound and Music for the Theatre by Deena C. Kaye and James LeBrecht

Required Equipment:

16' Steel Tape Measure (minimum 25' preferred), 8" Adjustable Wrench (C-Wrench or Crescent Wrench)
Personal Protection Equipment as desired, Work clothes, Closed toe shoes.

Student Conduct Code:

Appropriate classroom conduct promotes an environment of academic achievement and integrity. Disruptive behavior that substantially or repeatedly interrupts either the instructor's ability to teach, or student learning is prohibited. Students are expected to adhere to Board of Regents Policy: Student Conduct Code: www1.umn.edu/regents/policies/academic/Student_Conduct_Code.pdf.

Electronics Policy:

The only electronic devices allowed are either a personal laptop or a tablet for taking notes. All other devices are to be turned off and stored for the duration of class. If it becomes apparent a student is using a device for things other than taking notes, they will lose the privilege of using the device.

There will be no use of phone, text or IM during lab hours. Just like any class phones should be muted and put away. If possible you should leave them in a secure area while you are working as they are easily damaged during working hours.

Attendance:

Attendance is required and will be taken. An excused absence is defined by the University and you can read more about the policy at www.d.umn.edu/vcaa/ExcusedAbsence.html. Any known absences should be discussed with the instructor immediately. If you are ill, you must notify the instructor BEFORE class otherwise it will be counted as an unexcused absence. More than three unexcused absences will result in the lowering of your overall final grade ½ letter grade per additional absence. Tardiness is also frowned upon. Three tardies (being one – 15 minutes late) will equal one unexcused absence. Arriving to class more than 15 minutes late will result in an unexcused absence.

Lab Attendance:

Needless to say this is also mandatory. You will be part of a crew of people charged with either the construction or installation of scenery, props, lighting or sound for all of the productions this semester. The TD, ATD and Lab supervisors schedule work based on the crew make-up for any given day. Skipping labs puts increased burden on your classmates to pick up the slack in order to get the work done. If you are ill please inform the practicum instructor or myself so we can make the needed adjustments. Besides your standard six hours per week in lab you need to attend two standard work calls – one per production. These are scheduled throughout the semester and **DO NOT COUNT** toward your 84 hours of lab. Once you have fulfilled your two work call requirement, you may work additional calls to make up hours missed.

Strikes:

Strikes are an essential part of the production process. As such, you are also required to attend all strikes. Dates and times of strikes are listed in the course calendar and will be announced during class. If for some reason you miss a strike due to illness or school conflict and have alerted the instructor ahead of time, you will have to make up hours equal to the length of time of the strike. If you skip the strike you will have to make up 3 times the length of time of the strike. If you are more than 15 minutes

late for strike, you will also be assessed a penalty equal to 3 times the length of the absence. Your penalty will be deducted from the current hour total on your log sheet. It will be the student's responsibility to make up the hours by working additional labs or work calls.

Disclaimer:

Projects and Course Calendar may be subject to change at the discretion of the instructor.

Grading:

Final grade will be determined by cumulative score of the following projects or exams:

40% - Lab/Practicum

25% - Class Projects

25% - Quizzes

10% - Practical Final

Grade Breakdown: 100-93; A, 92-90; A-, 89-87; B+, 86-83; B, 82-80; B-, 79-77; C+, 76-73; C, 72-70; C-, 69-67; D+, 66-60; D, 59-0; F.

Exam Description:

There will be regular quizzes worth 10 points each occurring about once a week. These quizzes will be taken during class. Accommodations will be made for students who have documented need for alternative testing environments/methods. Please see the instructor prior to the first quiz.

At the end of the semester students will participate in a practical final which be comprised of the most common tasks performed by backstage technicians. Tasks will be graded in a GO/No-Go fashion based on established criteria which will be furnished to the student. Each task will be supervised and graded by a faculty member. A student will have the opportunity to attempt each task multiple times. If at the end of the last try the student has not performed the task correctly the student will be graded accordingly and will be shown what they did wrong. The final grade will be determined by an averaging of completed tasks.

Projects and Class activities

Work Groups: We will take class time to work on various projects. Some projects can be completed with the entire class present and other cases we will have to break up into smaller groups. The class will be divided up into three work groups which will be announced. If your group is not meeting on a specific day (Group "A" is working and you are in Group "B") then you are excused from class. If your group is meeting then you are required to attend class. If you miss your group day, do not automatically think you can just show up to the next class period. Contact the instructor first to schedule a make-up day.

Wood Project – 25 points: In-class project in which the student demonstrates their ability to safely use the various woodworking tools in the scene shop.

Flat Project – 50 points: Using a construction drawing, the students will create a cut-list, cut the needed material and frame two different styles of flats. Grading will be determined by accuracy and use of standard practices. Class time will be given to work on project, but work outside of class and shop hours may be needed to complete the project.

Wiring Project – 25 points: In-class project which gives the student the opportunity to wire a simple circuit using a given schematic.

Image Analysis Project – 25 points: Class project to create lighting keys based on images found from magazine ads or other sources. Emphasis will be placed on figuring out how the light is being used to illuminate the subject.

Scene Painting Project – 50 points: Students will use various scene painting techniques demonstrated in class to mimic a given example. Emphasis will be placed on following the given techniques, but will allow for student to explore different color combinations.

Rigging Project – 25 points: Using the hardware and techniques learned previously, the students will work in teams to rig a piece of scenery to fly. The project will be graded on proper use and application of hardware and wire rope termination.

Lab Hours

As mentioned earlier, you need to have logged in 84 hours, two work calls and attend all strikes in order to successfully complete this requirement. It should be understood that when the student reports to the shop for their lab hours, they will be on time (if not early), dressed appropriately and ready to work. You should sign in as soon as you get in and report to Sam, Sean or myself. At the end of your shift, you should sign out and immediately have your supervisor initial the entry. THIS IS YOUR RESPONSIBILITY. You will not be allowed to count hours you “forgot to log in” after the fact. Goal hours will be set in five week intervals based on what would be normal attendance. The periodic totals are listed below and will be assessed at the end of the given week. The grade will be figured based on the number of hours logged versus the number of hours available.

Week 5; 27 hours

Week 10; 54 hours

End of Classes; 84 hours

Work Calls: There will be work calls scheduled for each of the productions with others that will potentially be added during tech week. A sign up list will be available on line for you to sign-up. There is limited number of slots available so plan ahead and attend when you sign up. You need to attend one

work call for each production. Much like strike attendance, this is a requirement which does not count toward your overall hours. Once you have attended one work call, any additional work calls you attend may be added to your hour total. Last minute work calls are just that – last minute. Do not allow yourself to get into a situation where you need a tech week work call to make this requirement. Failure to log in a work call on a show will result in the lowering of your grade by a half a letter grade per instant. If you find you cannot attend when originally planned, take your name off the list or let Scott know.

Course Calendar

<u>Date</u>	<u>Topic</u>	<u>Reading/Assignment</u>
8/28	Introduction	<u>Moodle "Power Tools & Safety"</u>
8/30	Group "A" – Tool Safety & Demonstration – Scene Shop	
9/1	Group "B" – Tool Safety & Demonstration – Scene Shop	
9/4	No Class – Labor Day Holiday	
9/6	Group "C" – Tool Safety & Demonstration – Scene Shop	
9/8	Lecture: Counterweight Systems – HH216	<u>ITPG Ch. 4 & 7</u> <u>Tool Safety Quiz</u>
<u>9/9</u>	<u>"Antigone" Work Call: 10:00 am – 1:00 pm & 1:30 – 4:30 pm</u>	
9/11	Lecture: Rigging Hardware and Wire Rope Termination – Scene Shop	
9/13	Activity: Rigging Exercise – MPAC Stage	
9/15	Activity: Knot Tying – MPAC Stage	<u>ITPG Ch. 6</u>
<u>9/16</u>	<u>"Antigone" Focus Call: 10:00 am – 1:00pm & 1:30 – 4:30 pm</u>	
9/18	Activity: Care and Handling Soft Goods – MPAC Stage	<u>ITPG Ch. 5</u>
9/20	Lecture: Scenery – From Page to Stage – HH216	<u>Rigging Quiz</u>
9/22	Lecture: Building Materials – HH216	<u>ITPG Ch. 11</u>
9/25	Group "B" – Wood Block Project – Scene Shop	
9/27	Group "C" – Wood Block Project – Scene Shop	
9/29	Group "A" – Wood Block Project – Scene Shop	
10/2	Lecture: Common Shop Drawings – HH216	<u>ITPG Ch.13</u> <u>Building Material Quiz</u>
10/4	Lecture: Flat Construction & Cut lists – HH216	<u>ITPG Ch.14</u>
10/6	Lecture: Flat Construction Demo – Scene Shop	
<u>10/8</u>	<u>Strike for "Antigone" 1:00 – 5:00 pm; Meet in the Scene Shop</u>	
10/9	Group "C" – Flat Project - Scene Shop	
10/11	Group "A" – Flat Project - Scene Shop	
10/13	Group "B" – Flat Project – Scene Shop	

10/14 "Noises Off" Work Calls: 10:00 am – 1:00pm & 1:30 – 4:30 pm

10/16	Lecture: Use of Lighting in Theatre – HH216	<u>Flat Construction/Drafting Quiz</u>
10/18	Lecture: Electrical Theory – HH216	<u>ITPG Ch. 18</u>
10/20	Activity: Wiring Project – HH216	

10/21 "Noises Off" Focus Calls: 10:00 am – 1:00pm & 1:30 – 4:30 pm

10/23	Lecture: Instrumentation – Dudley Theatre	<u>Electrical Theory Quiz</u>
10/25	Lecture: Reading a Light Plot – HH216	
10/27	No Class – Fall Break	
10/30	Lecture: Lighting Control – HH216	<u>ITPG Ch.20</u>
11/1	Lecture: Troubleshooting techniques – HH216	
11/3	Activity: Image Analysis Project – HH216	
11/6	Lecture: Color theory – Light vs Pigment – HH216	<u>Lighting Quiz</u>
11/8	Lecture: Scene Painting – HH216	
11/10	Lecture: Scene Painting techniques demo – Scene Shop	

11/12 "Noises Off" Strike: 1:00 – 5:00 pm; Meet in the Scene Shop

11/13	Group "A" – Scene Painting Project – Scene Shop	
11/15	Group "B" – Scene Painting Project – Scene Shop	
11/17	Group "C" – Scene Painting Project – Scene Shop	
11/20	Lecture – Sound in the Theatre – HH216	<u>ITPG Ch.23</u> <u>Scene Paint Quiz</u>
11/22	Lecture – The "in's" and "outs" of sound – HH216	
11/26	No Class – Thanksgiving Break	
11/27	Lecture – Sound Systems and Signal Path – MPAC Stage	<u>ITPG Ch.24</u>
11/29	Lecture - Sound System Playback software and editing – HH216	<u>ITPG Ch. 25</u>
12/1	Activity – Hanging a lighting Instrument – Scene Shop	<u>Sound Quiz</u>

12/3 "In a Jazz Way" strike: 5:00 – 8:00pm (tentative); Meet in the Scene Shop

12/4	Final Review
12/6	Final Review
12/8	Final Review

12/15 Tech Olympics Final 08:00 – 09:55am