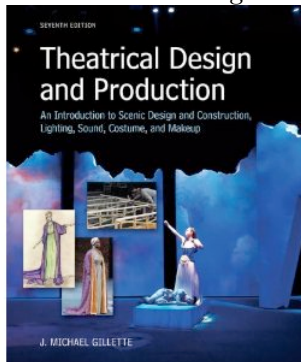


TRE 436: STAGECRAFT TECHNIQUES

Spring 2015 T TH—12:30-2:10 Salomon Theatre

Instructor: Brian Redfern MFA, MTS
Office Hours: Before or after class by appointment.
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Text: *Theatrical Design and Production* by J. Michael Gillette, 7th edition



OVERVIEW:

This is a one-quad course designed to introduce you to the study of stagecraft practices and technical production including, but not limited to, scenic design and construction, prop making and scenic art.

Through lecture, discussion, lab work, as well as individual projects and presentations, students will immerse themselves in the world of scenic production in order to acquire the basic skill set needed to develop into competent stage technicians.

All students are expected to meet the standards for this course as set by the instructor. However, students with documented learning disabilities who need accommodations should discuss options with the Academic Support Center (ASC) during the first two weeks of the course. The ASC will contact professors with suggestions related to classroom strategies and necessary accommodations. Approved documentation must be on file in the ASC prior to the beginning of the semester.

STUDENT LEARNING OUTCOMES:

By the end of this course, students will be able to...

1. Identify the tools, materials, and techniques necessary to successfully build scenery for both stage and studio productions.
2. Demonstrate competence in theatre and workshop safety while operating common power tools and stage equipment.
3. Execute the construction of basic stock scenic elements common to most theatrical and film productions.
4. Apply fundamental scenic painting techniques to props and scenery.
5. Interpret construction drawings as well as generate original ground plans, demonstrating understanding of basic drafting conventions.
6. Recognize the “elements of design” as they pertain to the stage and screen.
7. Accumulate both literal and inspirational research for synthesis in production design.
8. Thoroughly develop a theoretical stage/film design through script analysis, visual research, and basic hand drafting skills.

EXPECTATIONS FOR STUDENT WORK:

All work is to be completed to the best of the student's abilities prior to the due date and submitted on time. **No late work will be accepted** with the exception of circumstances beyond the student's control, i.e. sudden illness or bereavement. If you know you will not be in class, it is your responsibility to inform me as soon as possible so that you may turn in your work prior to the missed class session. If absent without prior arrangement on the day of a quiz, exam, or presentation, the student will not be able to make up the missed assignment. All written work completed outside of class must be typed and double-spaced. Please bring appropriate note-taking material everyday as well as your textbook.

ACADEMIC HONESTY:

Students should demonstrate academic honesty by doing original work and by giving appropriate credit to the ideas of others. As stated in the university catalog, "Academic dishonesty is the act of presenting information, ideas, and/or concepts as one's own when in reality they are the results of another person's creativity and effort. Such acts include plagiarism, copying of class assignments, and copying or other fraudulent behavior on examinations. A faculty member who believes a situation involving academic dishonesty has been detected may assign a failing grade for a) that particular assignment or examination, and/or b) the course." See [Academic Policies](#) in the undergraduate student catalog.

ASSESSMENT AND GRADING:

Grades will be given based on the following scale:

A	94-100%	C	73-76.99%
A-	90-93.99%	C-	70-72.99%
B+	87-89.99%	D+	67-69.99%
B	83-86.99%	D	63-66.99%
B-	80-82.99%	D-	60-62.99%
C+	77-79.99%	F	59.9% and below

Final grades will be weighted as follows:

Exams	20%
Final Design Project	15%
In-Class Projects	20%
Research Presentation	15%
Class/Lab Participation	25%
Attendance	5%

Any unsubstantiated request for a grade change will result in the student's actual percentage being lowered by one letter grade. Your grade will be calculated according to the scores you earn on your assignments only. Do not ask for a change unless you feel there has been an error in scoring or in grade entry. **Students may check their current grade at any time on Canvas under the "my grades" category.** I will enter grades in a reasonable time frame to keep you up to date. I do NOT round final grades up.

COURSE PROCEDURES AND REQUIREMENTS:

Each class session will begin on time; we have very little time in this course and must be very conscientious in our use of it. The structure for this course will be divided during most class sessions between lecture/discussion and practical lab application time.

- 1) **Exams:** There will be two formal examinations, a midterm and final, making up 20% of the course grade. The exams consist primarily of multiple choice and short essay questions. Exam questions will be developed from assigned reading, in-class handouts as well as lecture and discussion. Taking notes is essential. Missed exams cannot be made up unless prior arrangements were made.
- 2) **Final Design Project:** Your final project in this class will consist of the development of an original scenic design for a play to either be set on a theatrical stage, a soundstage, or a television studio. More details will be provided in the coming weeks.
- 3) **In-Class Projects:** Lab time will be split between in-class construction, prop, and painting projects as well as work on Salomon Theatre's winter and spring productions of *Dr. Faustus*, and *Godspell*. In-class projects are designed to teach the basics in construction technique, prop making, and scenic painting. Points will be granted upon completion of in-class projects.
- 4) **Research Presentation:** Each student will choose an area of stagecraft or design to explore in greater detail and lead a 10-15 minute class presentation. Topics for your research project will be submitted at the beginning of the third week of classes. Content and formatting specifics will be discussed in class.
- 5) **Class/Lab participation:** The nature of this course is to be as hands-on as possible. Simply put, you will learn by doing. Therefore, it is imperative that you participate in all class/lab activities. You will be awarded 5 points each day for full participation, 3 points for partial participation, and zero points for absences or no participation. The importance of participation to the learning process is weighted accordingly in the make up of your final grade, as this is the category holding the most value. If a student misses class due to circumstances beyond his or her control, working the equivalent amount of time in stagecraft activities on Salomon Theatre productions can make up lab participation points.
- 6) **Attendance Policy:** Students are expected to attend every class. Participation points will be given every session for attendance: 3 points for each full class, 2 points if tardy and zero points if absent. Any student missing **THREE** classes will be dropped from the course. Please be on time and plan on staying until the end. Students arriving late or leaving early **THREE** times will earn the equivalent of one absence. Once again, a student missing class for a legitimate reason should inform me as soon as possible prior to the absence. Absent students are still responsible for knowing all material covered in class. Attendance makes up 5% of the final grade.

Daily Schedule

(Subject to Change based upon Salomon Production Schedule)

Date	Week	In Class	Required Reading for this day	Due
1/15 TH	1	Introduction to the course Overview of syllabus Tour of theatre “Theatre and Shop Safety”		
1/20 T	2	“The Stage and its Equipment” LAB: Tool Safety Training	Chapter 4	
1/22 TH	2	LAB: Tool Safety Training	Chapter 10	
1/27 T	3	“The Construction Department” LAB: Stock Scenery	Chapter 11	Topic for research presentation chosen
1/29 TH	3	Construction Techniques LAB: Stock Scenery		
2/3 T	4	Mechanical Drawing & Ground Plans LAB: Surveying	Chapter 7	
2/5 TH	4	Review Ground Plans “The Props Department” LAB: Prop Making		Salomon Theatre Ground Plan
2/10 T	5	Midterm LAB: Prop Making	Chapter 13	Script for Final Design Chosen
2/12 TH	5	Research Presentations LAB: Prop Making		Research Presentation
2/17 T	6	“Approaches to Scenic Design” LAB: The Elements of Design	Chapters 2 & 5	
2/19 TH	6	“The Paint Department” LAB: Scenic Painting	Chapter 12	
2/24 T	7	Discussion of Design Analysis and Visual Research LAB: Scenic Painting	Chapter 9	Design Analysis and Visual Research
2/26 TH	7	Review Ground Plans LAB: Scenic Painting		Final Design Ground Plan
3/3 T	8	Final Design Presentations Final Exam		Revised Scenic Design Bring a #2 Pencil Exam is Scantron