

Syllabus: THEATRE 255

Introduction to Theatrical Production

Spring 2024- Mon/Wed/Fri 11:00am-11:55am

Instructor: Brian C. Seckfort

Room Number: Carver 338

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Office Hours: Tuesday/Thursday 10am-12pm

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Course Goals

- Introduce and apply standard technical theatre techniques for construction.
- Introduce and apply safe working practices for tools and equipment.
- Introduce theatrical design department, scenic, lighting, sound, costumes, and projection.
- Introduce research based soft skills in the theatrical design process.

Course Requirements

- Attendance of all ISU Department of Music and Theatre Mainstage Productions.
- Successful completion of all class exercises and projects.
- Attendance to all class sessions
 - Attendance counts as 10% of your total grade with each absence subtracting from that amount, approximately 0.2% per absence.
 - Daily discussion points will be deducted per absence, approximately 0.1% per absence.
 - If you are absent on a day, you have a presentation due you will be given time during the immediately following class period. If you are absent for this without proper documentation, you will receive a 0%.
- Late work will be accepted up to the point of grade submissions. Assignments due before midterm may be accepted up to the midterm grade submission. Assignments between midterm and semester end will be accepted up to final grade submission. No exception will be made for these parameters and assignments not submitted within their appropriate window will receive a 0%.

Suggested Texts

Scene Design and Stage Lighting, 10th Edition

By W. Oren Parker, R Craig Wolf, and Dick Block

Publisher Wadsworth Cenage Learning

Language: English

ISBN-10: 1285687506

ISBN-13: 978-1285687506

Equipment

Scale Rule

Grading and Major Assignments

Attendance	10%
Engagement	4%
Production Critique	5%
Lab	20%
Strikes	6%
Projects	30%
Quizzes/Arch Paper	5%
Fairy Tale Final	20%

Grading Scale

A	93% - 100%	C	73% - 76%
A-	90% - 92%	C-	70% - 72%
B+	87% - 89%	D+	67% - 69%
B	83% - 86%	D	63% - 66%
B-	80% - 82%	D-	60% - 62%
C+	77% - 79%	F	0% - 59%

Attendance (10%)

As mentioned in the course requirements, Attendance is 10% of your overall grade. However, multiple absences will not result in an automatic academic penalty, through you will lose your daily points. Attendance will be counted until roughly 50% of the class time has expired, at which point you will be counted absent unless you have given me prior notification that you are running late but are on your way. I must receive that notification before class begins.

Engagement (5%)

Engagement is worth 5% of your overall grade. To receive full daily points for engagement you do not necessarily need to contribute to the discussion, but you must obviously be fully engaged in the conversation/lecture. Contributing to the conversation will practically guarantee you full engagement points for the day. While you can arrive slightly late and still receive full Attendance points, you will begin to lose Engagement points from the moment class starts if you are absent, so try to arrive on time. However, late arrival can be counteracted by an engaged contribution to the discussion.

Quizzes/Arch Paper (5%)

Students will be expected to complete several in-class (and occasionally on Canvas) quizzes throughout the semester, as well as a short 2-page paper covering Theatre Architecture. The paper should be MLA format and approximately 2 pages in length discussing the various features of an existing theatre of the students' choice. Theatres can be researched online, and pictures may be included, but the paper should be 2 pages in length without the pictures. This means if you insert a picture in the middle of your paper you must have enough written on a third page to cover the lost space. Students will present their papers and research to the class.

Lab (20%)

Students are expected to work at least 3 hours a week in the Scene Shop as part of the THRE 255 Lab. The Scene Shop operates 2:15pm-5:00pm Monday-Friday. If, for any reason, you cannot attend your full hours one week you must make up those hours either a different day that week or on a future day later in the week. Please coordinate that time with Brian Seckfort prior to showing up to make up the hours.

Strikes (5%)

Students will be required to attend and participate in the strikes of all Main Stage productions for a minimum of two hours. Strikes normally occur following the final performance of a production, typically Sunday afternoon/early evening. While at strike, students will be expected to follow all safety procedures as instructed by the Technical Director or Production Manager. Students are expected to actively participate in the strike fully.

Fairy Tale Final Project (20%)

Students will work on this project together in groups of 3-4. Students will be assigned a classic fairy tale at random. Each student will be assigned a different design area. These assignments can be decided within the group or assigned at random. The goal of this project is to create a fully designed production pitch for the fairy tale. Points will be awarded for creativity, attention to detail and ambition, among other factors. While each individual student can complete this project on their own, additional points will be awarded for obvious collaboration and cohesion within the group's production. This is a fun project if you approach it with an open mind and a creative spirit. Presentations can be in any format the group desires; however, every area must be displayed in some fashion. For example, a student simply talking about their idea for their design is not enough to pass this project. Students must present research materials and some kind of "final" product whether that be an image collage, a rendering, a model, or some other form of demonstrated product. Final projects will be presented during finals week. A rubric will be made available on Canvas prior to the project beginning.

Class Schedule

Week 1 (KCACTF)

		Location	Lab
M 1/15	NO CLASS- Martin Luther King Jr. Day	N/A	No Lab
W 1/17	Syllabus overview. What is Theater discussion post. Assignment: PPE and Safety Presentation (Canvas)	Online	No Lab
F 1/19	Fisher Tour/ Shop Introduction/ Safety Scavenger Hunt	Fisher	No Lab

Week 2

M 1/22	Introduction to Hand Tools	Fisher	Tool Training
W 1/24	Materials, Adhesives, and Fasteners	Carver	Tool Training
F 1/26	Scenic Construction Fundamentals Assignment: Tool and Construction Quiz (Canvas)	Carver	Tool Training

Week 3

M 1/29	Theatre Architecture and Spaces Assignment: Theater Architecture Paper Assigned	Carver	Build a Flat
W 1/31	Conventional Scenery Practices and Systems	Carver	Build a Flat
F 2/2	Soft goods and Rigging	Fisher	Build a Flat

Week 4

M 2/5	Theatre Architecture Presentation Due: Theatre Architecture Paper (Canvas)	Carver	Build Platform
W 2/7	What Does a Job in Theater Mean?	Carver	Build Platform
F 2/9	Scenic Texture Sampler	Carver	Build Platform

Week 5

M 2/12	Scenic Texture Sampler	Fisher	APOL Build
W 2/14	Scenic Texture Sampler	Fisher	APOL Build
F 2/16	Superhero Collage Project Assignment: Paint and Techniques Quiz on Canvas	Fisher	APOL Build

Week 6

M 2/19	Superhero Collage Project	Fisher	APOL Build
W 2/21	Superhero Collage Project	Fisher	APOL Build
F 2/23	Superhero Collage Project Due: Superhero Collage Project	Fisher	APOL Build

Week 7 (Tech for Always Plenty of Light)

M 2/26	Introduction to Design: Elements and Principles	Carver	Rep Build
W 2/28	Design Emotional Exercise	Carver	Rep Build
F 3/1	Research for Theater: Miro exploration	Carver	Rep Build

STRIKE: ALWAYS PLENTY OF LIGHT- SUNDAY MARCH 3RD**Week 8**

M 3/ 4	Introduction to Costume Design	Carver	Rep Build
	Assignment: Costume Design Collage		
W 3/6	Work on Costume Design Project	Carver	Rep Build
F 3/8	Present Costume Design Project (Group A and B)	Carver	Rep Build

Week 9

M 3/11	Spring Break- No Class	N/A	N/A
W 3/13	Spring Break- No Class	N/A	N/A
F 3/15	Spring Break- No Class	N/A	N/A

Week 10

M 3/18	Introduction to Lighting Design	Carver	Rep Build
	Due: Always Plenty of Light Production Critique		
W 3/20	Lighting Design	Carver	Rep Build
F 3/22	Lighting Design	Carver	Rep Build

Week 11

M 3/25	Introduction to Sound Design	Carver	Rep Build
W 3/27	Introduction to Projection Design	Carver	Rep Build
F 3/29	Properties Design and Management	Carver	Rep Build

Week 12

M 4/1	Introduction to Theatrical Drafting	Carver	Rep Build
W 4/3	Vectorworks for Theatrical Drafting	Carver	Rep Build
F 4/5	Vectorworks for Theatrical Drafting	Carver	Rep Build
	Assignment: Orthographic Projection Plate (Canvas)		

Week 13 (Tech for Crucible/ John Proctor)

M 4/8	Introduction to Scenic Design	Carver	Rep Build
	Assignment: Model Box Project		
W 4/10	Work on Model Box Project	Carver	Rep Build
F 4/12	Work on Model Box Project	Carver	Rep Build

Week 14 (Tech for Crucible/ John Proctor)

M 4/15	Work on Model Box Project	Carver	Rep Build
W 4/17	Present Model Box Project	Carver	Rep Build
F 4/19	Stage Management	Carver	Rep Build

Week 15

M 4/22	Introduction to Final Project	Carver	Clean Shop
W 4/24	Work on Fairy Tale Final Project	Carver	Clean Shop
F 4/26	Work on Fairy Tale Final Project	Carver	Clean Shop

Strike: The Crucible and John Proctor is the Villain- Sunday April 28th

Week 16

M 4/29	Work on Fairy Tale Final Project	Carver	Clean Shop
	Due: Crucible/John Proctor Production Critique		
W 5/1	Work on Fairy Tale Final Project	Carver	Clean Shop
F 5/3	Work on Fairy Tale Final Project	Carver	Clean Shop

Final Project Presentation: Thursday May 9th at 7:30am

Carver

Iowa State University Policies

The following policies are universal of all Iowa State University courses and must be abided by at all times.

Academic Dishonesty

The class will follow Iowa State University's policy on academic dishonesty. Anyone suspected of academic dishonesty will be reported to the Dean of Students Office.

Accessibility Statement

Iowa State University is committed to assuring that all educational activities are free from discrimination and harassment based on disability status. Students requesting accommodation for a documented disability are required to work directly with staff in Student Accessibility Services (SAS) to establish eligibility and learn about related processes before accommodation will be identified. After eligibility is established, SAS staff will create and issue a Notification Letter for each course listing approved reasonable accommodations. This document will be made available to the student and instructor either electronically or in hard-copy every semester. Students and instructors are encouraged to review the contents of the Notification Letters as early in the semester as possible to identify a specific, timely plan to deliver/receive the indicated accommodations. Reasonable accommodations are not retroactive in nature and are not intended to be an unfair advantage. Additional information or assistance is available online at www.sas.dso.iastate.edu by contacting SAS staff by email at accessibility@iastate.edu, or by calling 515-294-7220. Student Accessibility Services is a unit in the Dean of Students Office located at 1076 Student Services Building.

Prep Week

This class follows the Iowa State University Prep Week policy as noted in section 10.6.4 of the Faculty Handbook.

Discrimination and Harassment

Iowa State University does not discriminate on the basis of race, color, age, ethnicity, religion, national origin, pregnancy, sexual orientation, gender identity, genetic information, sex, marital status, disability, or status as a U.S. Veteran. Inquiries regarding non-discrimination policies may be directed to the Office of Equal Opportunity, 3410 Beardshear Hall, 515 Morrill Road, Ames, Iowa 50011, Tel. 515-294-7612, Hotline 515-294-1222, email eooffice@iastate.edu.