FUNDAMENTALS OF MODERN THEATRE PRACTICE
THEATRE 255
Class Rooms: 0338 Studio Design Carver Hall and Fisher Theater
Spring 2019
4 Credits (3 for class & 1 for lab)
MWF 1:10-2:00
Rob Sunderman (rsunder@iastate.edu)
Office: 0314 Carver Hall
Phone: Office 294-4482 Cell: 515-689-2245
Office Hours: MWF 11:00-12:00
TTH 11:00-12:00 or by apt.

Studio Lab/Scene Shop Supervisor: Natalie Hining (nhining@iastate.edu) Fisher Theater 294-8478
Costume Shop Supervisor: Doris Nash (djinash@iastate.edu) Fisher Theater 294-8863
Lighting Designer: Jim Trenberth (jtrenber@iastate.edu) Carver office 294-0192
Costume Designer: Kelly Schaefer (kellyms@iastate.edu) Carver office 294-7627

COURSE DESCRIPTION: The intent of this course is to introduce the student to basic stagecraft, scenic, costume and lighting practices through lectures, labs, and practical experience. Various challenges and solutions encompassing all aspects of technical theatre will be explored and discussed.

LEARNING OUTCOME:
The student will acquire a basic understanding of the craft of theatrical production
The student will acquire the basic skills and knowledge to draft and design sets
The student will acquire the basic skills and knowledge to sew
The student will acquire the basic skills and knowledge to research costumes
The student will acquire the basic skills and knowledge to build scenery
The student will acquire the basic skills and knowledge to paint scenery
The student will acquire the basic skills and knowledge to hang, focus and control lighting

MANDATORY ATTENDANCE:
Iowa State University Attendance Policy reads: “Students are expected to attend class meetings as scheduled. Each instructor sets his or her policy on class attendance, and excuses for absence from class are handled between the student and the instructor.”

You will receive 7 points for each class you attend. If you miss a class you will not receive those points. There is a total of 315 points for attendance during the semester. These are easy points to receive if you attend. You will receive 4 excused absences for illness, family issue or other class needs (you must notify me ahead of the day of class). When you go beyond 4 absences you will receive a notice from me. This policy will be adhered to stringently. If you come to class late and miss half the class you will be counted as absent. YOU NEED TO SIGN YOURSELF IN EACH CLASS NO EXCEPTIONS! DO THIS AT THE BEGINNING OF CLASS!

REQUIRED TEXT - may be purchased at the University Book Store
Scenic Design and Stage Lighting (most recent addition)
W. Oren Parker, R. Craig Wolf & Dick Block
9th Edition
Wadsworth Cengage Learning

REQUIRED EQUIPMENT
16'-0" tape measure (optional) and safety goggles (may be purchased at Lowe’s or Walmart)
STUDIO LAB:
ISU THEATRE PRODUCTIONS: You are required to schedule a three-hour studio lab session each week throughout the semester to work on the construction of ISU Theatre productions. It is the intention that this lab be used as an opportunity to become involved in the technical aspects of theatre and to give you a better understanding of the theatrical process of going from thoughts, concepts, and ideas…to lumber, paint, light and fabric. The hours work out to 45 total hours per semester. Any extra hours you wish to put in will be considered extra credit and will help your final grade. There may also be REQUIRED studio calls that will not count toward your hour total lab hours. Natalie Hining the Scene Shop Supervisor and will be monitoring your hours. Lab hours are worth 315pts for the semester or 7pts per hour of lab.

STUDIO LAB SHOP HOURS: All studio lab sessions will meet in the scenic & costume shops in Fisher Theater. It is recommended that old and grubby clothes be worn on lab days since this is "hands on" experience. Hard toed shoes should be worn. **NO FLIP-FLOPS/SANDALS OR OPEN SHOES ARE ALLOWED!**

Scenic Shop & costume shop lab hours are:
2:00-5:00 (once a week on the day you registered for it)

GRADING:
315 pts Class Attendance
315 pts Lab Attendance
100 pts Strikes
75 pts ISU Theatre Production Critiques
60 pts Ushering 3 time (20 pts) (1 per production)
700 pts Costume, Scenic Painting, Scenic Design and various Projects
475 pts 5-6 Quizzes
100 pts Sewing Project/Quiz
200 pts Final
**2340 pts Total** (NOTE: This total will most likely change some as the semester progresses because of unknown production needs)

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Late assignments will not be accepted!
**STRIKE CALLS:** The following strike calls will be worth **50pts each** for a total of **100pts.** You will have to sign up for 2 strikes at the beginning of the semester. There are 3 shows so you need to pick 2 of the 3. The exact strike call times will be announced by Natalie Hining during lab the week before a strike.

- **Sunday** after the final performance of “Sense and Sensibility”
- **Sunday** after the final performance of “Godspell”
- **Sunday** after the final performance of “?”

**PRODUCTION CRITIQUES:** You are required to attend the above list of ISU Theatre productions and fill out a critique that is due a week after the production. Each production critique is worth **25pts** for a total of **75pts.**

**USHERING:** All students will have to usher for 1 night per production. Ushering is worth **20pts** per ushered show for a total of **60pts** for 3 productions.

**STUDIO SHOP HOURS DURING THE WEEK:**
Costume Shop hours are: Scenic Shop hours are:
9:00-12:00 & 1:00-5:00 M-F 1:00-5:00 M-F

Additional studio hours maybe added and will be announced in class before they occur.

**SCHEDULE:**

**DATES, CHAPTERS and SUBJECT (LOCATION)(PRESENTER)**
14 Jan. Mon. Class intro **ASSIGN:** ISU Safety Courses (Design Lab Rm 0314 Carver) (Rob & Natalie)
16 Jan. Wed. Safety Video (Design Lab Rm 0314 Carver) (Rob & Natalie)
18 Jan. Fri. Safety Video (Design Lab Rm 0314 Carver) (Rob & Natalie)
21 Jan. Mon. **HOLIDAY NO CLASS**
23 Jan. Wed. 8 Flat and Platform Construction **(KCAST)** (Design Lab Rm 0314 Carver) (Rob)
25 Jan. Fri. Chap. 8 Flat and Platform Model Construction **(KCAST)** (Design Lab Rm 0314 Carver) (Rob)
28 Jan. Mon. Chap. 8 Flat construction project; **DUE:** Safety Courses (Fisher Theatre) (Natalie and Rob)
30 Jan. Wed. Chap. 7 Shop, Tool & Equip. presentation (Fisher Theatre) (Natalie)
1 Feb. Fri. Chap 7 Shop, Tool & Equip. presentation (Fisher Theatre) (Natalie)
4 Feb. Mon. **QUIZ:** chap. 7 & 8 Tools, Equip, Flats & Platforms (Design Lab Rm 0314 Carver) (Rob)
6 Feb. Wed. chap. 14-23 Lighting (Fisher Theatre) (Jim)
8 Feb. Fri. chap. 14-23 Lighting (Fisher Theatre) (Jim)
11 Feb. Mon. chap. 14-23 Lighting (Fisher Theatre) (Jim)
13 Feb. Wed. chap. 14-23 Lighting (Fisher Theatre) (Jim)
15 Feb. Fri. chap. 14-23 Lighting (Fisher Theatre) (Jim)
18 Feb. Mon. chap. 10 Fly System, Rigging & Handling Scenery (Fisher Theatre) (Jim, Natalie & Rob)
20 Feb. Wed. chap. 10 Soft Goods/Handling Scenery (Design Lab) (Rob)
22 Feb. Fri. **QUIZ:** chap. 10 & 14-23 Lighting & Fly/Rigging/Softgoods (Design Lab) (Rob)
25 Feb. Mon. **Tour of Cy Stephens Auditorium (Cy Stephens dock door)** (Jim & Rob)
27 Feb. Wed. chap. 1 & 2 Arch. Theatre Space & Form; **ASSIGN:** Research Paper (Design Lab) (Rob)
1 Mar. Fri. Sewing Project (Design Studio Carver) (Kelly)
3 Mar. Sun. **4:00 “Sense & Sensibility” Strike** (Fisher Theatre) (Natalie)
4 Mar. Mon. Sewing Project (Design Studio Carver) (Kelly)
6 Mar. Wed. Sewing Project (Design Studio Carver) (Kelly)
8 Mar. Fri. **QUIZ chap. 1 & 2 Theatre Space; DUE:** “Sense & Sensibility” Critique (Design Lab) (Rob)
11 Mar. Mon. chap 4 & 5 Theatre Organization (Design Lab) (Rob)
13 Mar. Wed. **QUIZ chap. 4 & 5 Thtr Organization; ASSIGN:** Org Research Paper (Design Lab) (Rob)
15 Mar. Fri. **PRESENT:** Arch. Theatre Space Research Paper **DUE:** Sewing Project (Design Lab) (Rob)
18 Mar. Mon. **SPRING BREAK NO CLASS**
20 Mar. Wed. **SPRING BREAK NO CLASS**
22 Mar. Fri. **SPRING BREAK NO CLASS**
25 Mar. Mon. Work in class on Theatre Organization Paper (Design Lab) (Rob)
27 Mar. Wed. chap 9 Scenic Painting: **DUE: Theatre Organization Paper** (dress for painting) (Fisher Theatre) (Rob)
29 Mar. Fri. chap 9 Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
  1 April Mon. chap 9 Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
  3 April Wed. chap 9 Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
  5 April Fri. chap 9 Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
  8 April Mon. **DUE: Final painting project** (Fisher Theatre) (Rob)
10 April Wed. Show examples scenic design process; **ASSIGN: GP of room sketch & dimensions.** (Design Lab) (Rob)
12 April Fri. Work on GP room & work on walls elevations in class (Design Lab) (Rob)
14 April Sun. **4:00 “Godspell” Strike** (Fisher Theatre) (Natalie)
15 April Mon. **DUE: GP & Wall Elevations** at the beginning of class; Work on Model box of the room; Be thinking about what you will be doing for the story or play for your model design (Design Lab) (Rob)
17 April Wed. **DUE: Model Box of room DUE: Story or play idea;** Work in class on design.
I will be going around and approving you story or play (Design Lab) (Rob)
19 April Fri. **DUE: “Godspell” Critique DUE: 1 page synopsis of your story or play DUE: 5 visual abstracted images that convey the feeling of your story**
Work on design model. (Design Lab) (Rob)
22 April Mon. Work in class on design model (Design Lab) (Rob)
24 April Wed. Work in class on design model (Design Lab) (Rob)
26 April Fri. Work in class on your scenic design model. **ASSIGN: Costume research project** (Design Lab) (Rob)
29 April Mon. **PRESENT: Scenic model and synopsis/design concept statement** (Design Lab) (Rob)
  1 April Wed. Work in class Costume Research Project (Design Lab) (Rob)
  3 April Fri. **DUE: Costume Research Project** (Design Lab) (Rob)
  5 April Sun. **4:00 “Iowa Odyssey” Strike** (Fisher Theatre) (Natalie)
  8 May Wed. **DUE: “Iowa Odyssey” Critique; FINAL 2:15-4:15** (Design Lab) (Rob)

**CARVER DESIGN STUDIO & DESIGN LAB ACCESS & POLICIES:**
You will be given a pass code for both the Design Lab and Design Studio 0338 at the beginning of the class. These rooms are for you to use as a place to meet for class and to work on your design projects as long as the building is open. Please respect the studio and lab by keeping it clean and please respect your fellow student’s property. The Design Studio is **ONLY** for students enrolled in theatre classes to work on assignments. There is **NO** rehearsing in the Design Studio unless approved by the design faculty. **NO** overnight sleeping is allowed in the Design Studio or Lab. Students may **NOT** move the design tables. **ABSOLUTELY NO FOOD OR DRINKS WILL BE ALLOWED IN THE DESIGN LAB.** Students **MUST** throw away all food wrappers and clean tables of all food and cup used in the Design Studio. If this becomes a problem food and drinks will be prohibited in the Design Classroom as well! Abuse of these rooms will result in keeping the rooms locked during the evenings.

**NOTE:**
Students with documented disabilities that may require special accommodations to participate fully in the course need to speak with the instructor within the first two weeks of the course so that appropriate arrangements can be made.