FUNDAMENTALS OF MODERN THEATRE PRACTICE (Intro to Theatre Production)
THEATRE 255
Class Rooms: 0338 Studio Design Carver Hall and Fisher Theater
Spring 2020
4 Credits
MWF 9:00-9:50
Rob Sunderman (rsunder@iastate.edu)
Office: 0314 Carver Hall
Phone: Office 294-4482 Cell: 515-689-2245
Office Hours: MWF 10:00-10:50
TTH 11:00-11:50 or by apt.

Studio Lab/Scene Shop Supervisor: Natalie Hining nhining@iastate.edu Fisher Theater 294-8478
Costume Shop Supervisor: Doris Nash djnash@iastate.edu Fisher Theater 294-8863
Lighting Designer: Will Coeur wcoeur@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 on line lectures, group projects, research, labs, and practical experience. Various challenges and solutions encompassing all aspects of design & 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 design lighting & instruments
The students will acquire the basic skills and knowledge to understand the collaborative nature of production through group projects

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.”

There is a total of 315 points (7pts per class) 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 up to 20 minutes you will receive half the point for attending class that day. 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
Personal 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.

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 2 Strikes
100 pts 3 ISU Theatre Productions Critiques
100 pts Ushering 3 Productions
700 pts Costume, Scenic Painting & Scenic Design Projects
650 pts 3 Group/Presentations
100 pts Sewing Project
200 pts Group Final
2580pts Total (NOTE: This total will may change due to unknown production needs)

<table>
<thead>
<tr>
<th>Grade Scale</th>
<th>Point Scale</th>
</tr>
</thead>
<tbody>
<tr>
<td>100-93</td>
<td>A</td>
</tr>
<tr>
<td>92-90</td>
<td>A-</td>
</tr>
<tr>
<td>89-87</td>
<td>B+</td>
</tr>
<tr>
<td>86-83</td>
<td>B</td>
</tr>
<tr>
<td>82-80</td>
<td>B-</td>
</tr>
<tr>
<td>79-77</td>
<td>C+</td>
</tr>
<tr>
<td>76-73</td>
<td>C</td>
</tr>
<tr>
<td>72-70</td>
<td>C-</td>
</tr>
<tr>
<td>69-67</td>
<td>D+</td>
</tr>
<tr>
<td>66-63</td>
<td>D</td>
</tr>
<tr>
<td>62-60</td>
<td>D-</td>
</tr>
<tr>
<td>59-0</td>
<td>F</td>
</tr>
</tbody>
</table>

Late assignments will not be accepted!
**STRIKE CALLS:** The following strike calls will be worth **50pts each.** You will have to sign up for 2 strikes at the first class. You need to pick 2 times from 3 productions (**100pts**). The exact strike call times will be announced by Natalie Hining during lab the week before a strike. Strikes are on Sundays.

- **Sunday** “Wolves”
- **Sunday** “9 to 5”
- **Sunday** “Of the Deep”

**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. (**total 100pts**). Submit on Canvas.

**USHERING:** All students will have to usher for 1 night per the 3 production. (**100pts**)

**STUDIO SHOP HOURS DURING THE WEEK:**

<table>
<thead>
<tr>
<th>Costume Shop hours are:</th>
<th>Scenic Shop hours are:</th>
</tr>
</thead>
<tbody>
<tr>
<td>9:00-12:00 &amp; 1:00-5:00 M-F</td>
<td>1:00-5:00 M-F</td>
</tr>
</tbody>
</table>

**NOTE:** Additional Lab hours maybe added and will be announced in class before they occur.

**SCHEDULE:**

**DATES, CHAPTERS and SUBJECT (LOCATION)(PRESENTER)**

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>13 Jan</td>
<td>Class intro</td>
<td>ASSIGN: ISU Safety Courses</td>
<td></td>
<td>20 Jan</td>
<td>HOLIDAY NO CLASS</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Design Lab Rm 0314 Carver)</td>
<td>(Rob &amp; Natalie)</td>
<td></td>
<td>DUE: Safety Courses</td>
<td></td>
</tr>
<tr>
<td>15 Jan</td>
<td></td>
<td>Work on Safety Video in class</td>
<td></td>
<td>22 Jan</td>
<td>NO CLASS (KCACT Festival)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Design Lab Rm 0314 Carver)</td>
<td>(Rob &amp; Natalie)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>ASSIGN: GROUP PROJECT: chap. 7&amp;8 in textbook, Tools/Equip PPT &amp; Flats/Platforms PPT</td>
<td>24 Jan</td>
<td>NO CLASS (KCACT Festival)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>17 Jan</td>
<td></td>
<td>Work on Safety Video in class</td>
<td></td>
<td>27 Jan</td>
<td>Tool &amp; Equip. presentation</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Design Lab Rm 0314 Carver)</td>
<td>(Natalie)</td>
<td></td>
<td>(Fisher Theatre) (Natalie)</td>
<td></td>
</tr>
<tr>
<td>20 Jan</td>
<td></td>
<td>HOLIDAY NO CLASS</td>
<td></td>
<td>29 Jan</td>
<td>DUE: PPT on Tools, Equip, Flats &amp; Platforms and Chap. 7&amp;8 in textbook</td>
<td></td>
</tr>
<tr>
<td>22 Jan</td>
<td></td>
<td>NO CLASS (KCACT Festival)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>24 Jan</td>
<td></td>
<td>NO CLASS (KCACT Festival)</td>
<td></td>
<td>29 Jan</td>
<td>Tool &amp; Equip. presentation</td>
<td></td>
</tr>
<tr>
<td>27 Jan</td>
<td></td>
<td>Tool &amp; Equip. presentation</td>
<td></td>
<td></td>
<td>(Fisher Theatre) (Natalie)</td>
<td></td>
</tr>
<tr>
<td>31 Jan</td>
<td></td>
<td>Flat &amp; Platform Construction</td>
<td></td>
<td>30 Jan</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>work in class (Design Lab Carver) (Rob)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 Feb</td>
<td></td>
<td>Flat &amp; Platform Construction</td>
<td></td>
<td>5 Feb</td>
<td>Work in class Group Project Tools, Equip, Flats &amp; Platforms (Design Lab Carver) (Rob)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>work in class (Design Lab Carver) (Rob)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 Feb</td>
<td></td>
<td>DUE: Flats/Platforms model</td>
<td></td>
<td>7 Feb</td>
<td>Work in class Group Project Tools, Equip, Flats &amp; Platforms (Design Lab Carver) (Rob)</td>
<td></td>
</tr>
</tbody>
</table>
10 Feb. Mon.
- **DUE: GROUP PRESENTATION: Tools, Equip, Flats & Platforms (250pts)** (Lab Carver) (Rob)
- **DUE: REPORT PAPER: Tools, Equip, Flats & Platforms on canvas** (Design Lab) (Rob)
12 Feb. Wed.
- Lighting (Design Lab Carver) (Will)
14 Feb. Fri.
- Lighting (Design Lab Carver) (Will)
17 Feb. Mon.
- Lighting (Design Lab Carver) (Will)
- **ASSIGN: Chap. 10 in textbook; Handling Scenery & Softgoods PPT**
19 Feb. Wed.
- Present Fly System and Rigging (Fisher) (Natalie & Rob)
- **ASSIGN: GROUP PROJECT: Fly System, Rigging & Handling Scenery**
- **DUE: Chap. 10 in textbook; Handling Scenery & Softgoods PPT**
21 Feb. Fri.
- Work in class Soft Goods/Handling Scenery group project (Design Lab) (Rob)
24 Feb. Mon.
- Tour of Cy Stephens Auditorium ((Cy Stephens dock door) (CY Staff & Rob)
26 Feb. Wed.
- **DUE: GROUP PRESENTATION: Lighting & Fly/Rigging/Softgoods (200pts)**
- **DUE: REPORT PAPER: Lighting & Fly/Rigging/Softgoods on canvas** (Design Lab) (Rob)
28 Feb. Fri.
- **ASSIGN: Chap. 1, 2, 4&5 in textbook; Organization & Theatre Space PPTS**
- **ASSIGN: Group Research Paper Theatre Space & Organization**
- Work in class on Theatre Space & Organization Research Paper (Design Lab) (Rob)
2 Mar. Mon.
- Sewing Project (Design Studio Carver) (Kelly)
- **DUE: “Wolves” Critique in canvas**
- **DUE: Chap. 1, 2, 4 & 5 in textbook; Organization & Theatre Space PPTS**
4 Mar. Wed.
- Sewing Project (Design Studio Carver) (Kelly)
6 Mar. Fri.
- Sewing Project (Design Studio Carver) (Kelly)
- “Wolves” **Strike** (Time to be announced later) (Fisher Theatre) (Natalie)
9 Mar. Mon.
- Work in class on Theatre Space & Organization Research Paper (Design Lab) (Rob)
11 Mar. Wed.
- Work in class on Theatre Space & Organization Research Paper (Design Lab) (Rob)
13 Mar. Fri.
- **PRESENT: Group Arch. Theatre Space/Organization Research Paper (200pts)**
- **DUE: Group Arch. Theatre Space/Organization Research Paper on Canvas**
- **DUE: Sewing Project (100pts)**
- **DUE: “Wolves” Critique submit on canvas**
- (Design Lab) (Rob)
16 Mar. Mon.
- **SPRING BREAK NO CLASS**
18 Mar. Wed.
- **SPRING BREAK NO CLASS**
20 Mar. Fri.
- **SPRING BREAK NO CLASS**
23 Mar. Mon.
- **ASSIGN: Chap 9 in textbook**
- Scenic Painting: (dress for painting) (Fisher Theatre) (Rob)
  • Scenic Painting: (dress for painting) (Fisher Theatre) (Rob)
27 Mar. Fri.
  • Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
  • **DUE: Texture painting (100pts)** (Fisher Theatre) (Rob)
30 Mar. Mon.
  • Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
1 April Wed.
  • Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
3 April Fri.
  • Scenic Painting (dress for painting) (Fisher Theatre) (Rob)
  • **DUE: Final painting project (200pts)**
6 April Mon.
  • **ASSIGN: Ground plan, sketch & dimensions of room model project**
  • Show examples scenic design process
  • Work on Drafting GP class (Design Lab Carver) (Rob)
8 April Wed.
  • Work on Drafting GP class (Design Lab Carver) (Rob)
10 April Fri.
  • **DUE: Drafting GP**
  • Work in class on wall elevations (Design Lab Carver) (Rob)
  • “9 to 5” **Strike (Time to be announced later)** (Fisher Theatre) (Natalie)
13 April Mon.
  • Work in class on wall elevations (Design Lab) (Rob)
15 April Wed.
  • **DUE: GP & Wall Elevations at the beginning of class (100pts)**
  • Work on model box of the room (Design Lab) (Rob)
17 April Fri.
  • Work on GP room & work on walls elevations in class (Design Lab) (Rob)
  • **ASSIGN: Scenic Model project and story**
  • **DUE: “9 to 5” Critique submit on canvas**
20 April Mon.
  • **DUE: Model Box of room (100pts)**
  • **DUE: Story or play idea**
  • I will be going around and approving you story or play
  • Work in class on scenic design model (Design Lab) (Rob)
22 April Wed.
  • **DUE: 1-page synopsis of your story or play**
  • **DUE: 5-visual abstracted images that convey the feeling of your story**
  • Work in class on scenic design model (Design Lab) (Rob)
24 April Fri.
  • Work in class on your scenic design model
  • **ASSIGN: Character research project** (Design Lab) (Rob)
27 April Mon.
  • **PRESENT: Scenic model and synopsis/design concept statement (submit concept on canvas) (200pts)** (Design Lab) (Rob)
29 April Wed.
  • Work in class Costume Research Project (Design Lab) (Rob)
1 May. Fri.
  • **DUE: Costume Research Project (100pts)** (Design Lab) (Rob)
3 May Sun. 12:00
  • “Of the Deep” **Strike** (Fisher Theatre) (Natalie)
4 May Mon.

- **DUE:** “Of the Deep“ Critique
- **FINAL:** 4:30-6:30am (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.