Theatre 360 Stagecraft Syllabus
Spring 2019
Tuesday and Thursday 9:30-11:00
0338 Design Lab Carver Hall, Fisher Theatre Scene Shop and Costume Shop

**Instructor:**
Robert Sunderman  Phone 515-689-2245 or Office 515-294-4482
E-mail rsunder@iastate.edu

**Office:**
0314 Carver Hall  **Hours:** Mon. & Wed. 11:00-12:00, Tues. & Thurs. 1:00-2:30 or by appointment

**Credits:**
4 total (3 for class & 1 for lab)

**Text Required:**
*Scenic Art for the Theatre* 2nd edition by Susan Crabtree & Peter Beudert ISBN 0-240-80187-3 (optional but recommended)

**Optional Text:**
Subscription to Stagecraft Listserv to subscribe: [http://www.theprices.net/lists/stagecraft/](http://www.theprices.net/lists/stagecraft/)

**Course Goals:**
The student will acquire a basic understanding of the craft of drafting by hand and digitally.
The student will acquire the skills and knowledge of advances scenic painting.
The student will acquire the skills and knowledge of basic costume patterning.
The student will acquire the skills and knowledge of basic furniture model construction.
The student will acquire the skills and knowledge of basic 3D printing furniture model construction.
The student will acquire the skills and knowledge of basic welding.
The student will acquire the skills and knowledge of basic found object assemblage.

**Course Description:**
Stagecraft 360 is intended to give advanced students hands on projects and exercises to enhance their theatrical craft skills through class and lab. Emphasis this semester will be placed on CAD and hand drafting principals, flat construction, platform construction, advanced principals of scenic painting, beginning welding, principals of rigging, props (both 3D and hand furniture model construction), costume patterning and lighting technology. Instruction for this class by instructor will be done by discussion, demonstrations, video, field trips and reading assignments. Guests and other program professors will be called in to discuss and demonstrate their related fields of expertise. Grading will be based on exercises, projects, participation, discussion, lab and class attendance. Students will be expected to draft, draw, build models, construct set pieces, construct costumes, sculpt, paint & texturize. Projects will be tied into the scheduled productions as much as possible.

**Schedule:**

**January**
15 Tues.  Intro. **Assign:** Copy Drafting Conventions Project; **Assign:** Final Found Object Costume Project (Carver 0338 Design Lab)
17 Thurs. Work in class line weight, drafting conventions & scale exercise (Carver 0338 Design Lab)
22 Tues.  Work in class Drafting Project (KCACTF) (Carver 0338 Design Lab)
24 Thurs. Work in class Drafting Project (KCACTF) (Design Lab)
29 Tues.  Work in class Drafting Project **Assign:** Construction Drafting Project (Design Lab)
31 Thurs. Work in class Construction Drafting Project **Due:** Copy Conventions Drafting Projects (Design Lab)
February
5 Tues. Work in class Construction Project; **Assign: color painting project** (Design Lab)
7 Thurs. **Due: Construction Drafting; Due: Found Object Costume Project ideas & material ideas**; Work in class on color project; Demo. color techniques and color mixing. (Fisher)
12 Tues. Work in class painting color project (Fisher Theatre Shop)
14 Thurs. **Due: Material check in for found object costume project.** Work in class color project (Fisher)
19 Tues. Work in class color project; **Assign: 2nd Campanile brick painting project** (Fisher theatre Shop)
21 Thurs. **Due: color project;** Demo techniques Campanile Project (Fisher Theatre Shop)
26 Tues. Work in Class on Campanile Project (Fisher Theatre Shop)
28 Thurs. Work in class on Campanile Project (Fisher Theatre Shop)

March
5 Tues. Work on Campanile Project (Fisher Theatre Shop)
7 Thurs. **Due: Campanile Project; 3D Project demo. Assign: 3D Project** (Design Lab) (Natalie & Rob)
12 Tues. Work in class 3D Project Design (Carver Design Lab) (Natalie & Rob)
14 Thurs. Work in class 3D project Design (Carver Design Lab) (Natalie & Rob)
19 Tues. No Class Spring Break (USITT)
21 Thurs. No Class Spring Break (USITT)
26 Tues. **Due: 3D Printing Project; Assign: Discuss Props Projects** (Design Lab) (Natalie & Rob)
28 Thurs. Work in class Props Projects. (Design Lab or Fisher) (Natalie & Rob)

April
2 Tues. Work in class Props Projects (Design Lab or Fisher) (Natalie & Rob)
4 Thurs. Work in class Props Projects (Design Lab or Fisher) (Natalie & Rob)
9 Tues. Work in class Props Project (Design Lab or Fisher) (Rob & Natalie)
11 Thurs. Work in class props project **Due: Props Project** (Design Lab or Fisher) (Rob & Natalie)
16 Tues. Welding or Pattern Making Project (Fisher) (Natalie & Doris)
18 Thurs. Welding or Pattern Making Project (Fisher) (Natalie & Doris)
23 Tues. Work in class Found Object Costume Project: Demo. assemblage techniques (Design Lab)
25 Thurs. Work in class on Found Object Costume Project (Design Lab)
30 Tues. Work in class on Found Object Costume Project (Design Lab)

May
2 Thurs. Work in class on Found Object Costume Project (Design Lab) (Rob)
6 Mon. Final 9:45-11:45 (Carver 0338 Design Lab)  
**Due: Found Object Costume Project**

**Note:** I will keep you informed of schedule changes and class location.

**Class Requirements:**
- Students will be required to schedule a **three-hour lab** session each week throughout the semester to work on production projects in the scene shop and/or costume shop. This is separate from class projects. Hours add up to **45 hours.** Extra hours will go to extra credit. **(You need to set up this time with Natalie!)** Lab hours are worth **315pts for the semester.**

- Studio strike calls will be required after the final performances of the following:  
  *Sense and Sensibility*  
  *Godspell*  
  *Iowa Odyssey*  
  *Strike is worth 100pts (50pts ea.)*

**Note:** Attendance will be taken for strikes. You only need to do **2 strikes** (you need to arrange which ones with Natalie)
**Attendance Implications:**
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.

**Supplies and Equipment:**
Architect’s Triangle Scale Ruler (not metric) *(need the 1st week of classes)*
24”X 36” Drafting Board (Optional)
24 inch T Square or longer (Optional)
Eight inch 45-45-90 degree Triangle *(need the 1st week of classes)*
 Twelve inch 30-60-90 degree Triangle (Optional)
Drafting Compass and Circle Template (Optional)
Drawing Pencils 2H, 3H & 4H *(need the 1st week of classes)*
Eraser *(need the 1st week of classes)*
Drafting Tape *(need the 1st week of classes)*
18”x 24” or larger Clearprint drafting paper or Velum paper (roll or Sheets) *(need the 1st week of classes)*
1.5” angled Purdy lining brush
3D printing extrusion plastic (amount will depend on the project size)

**Lab Supplies:**
16’-0” Tape Measure (optional)
Safety Goggles (optional)
Adjustable Angle (Crescent Wrench) (optional)
Old construction/painting clothes and hard shoes when working in the scene shop

**Grades:**
315 pts Lab Attendance
315 pts Class Attendance
100 pts Strike Calls
1425 pts Class Exercises and Projects
 400 pts Final Project
**2555 Total**

**Note:** This total may change some during the semester due to production schedule changes etc.

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