

Theatre 360 Stagecraft Syllabus

Spring 2021

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:** MWF 10:00-10:50 TTH 11:00-11:50 or by appointment

Credits:

4 total (3 for class & 1 for lab)

Optional Text:

Scenic Design and Stage Lighting 9th edition, ISBN 13: 978-0-495-50190-9

Optional Text:

Subscription to Stagecraft Listserv to subscribe: <http://www.theprices.net/lists/stagecraft/>

Scenic Art for the Theatre 2nd edition by Susan Crabtree & Peter Beudert ISBN 0-240-80187-3

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 advanced 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.

Related to ISU's Principles of Community: "Students are responsible for living the tenets established in ISU's Principles of Community: Respect, Purpose, Cooperation, Richness of Diversity, Freedom from discrimination, and the Honest and respectful expression of ideas. Visit ISU's Principles of Community webpage (<http://bit.ly/isuprinciples>)

Regarding name, gender identity and/or gender expression: "Class rosters are provided to the instructor with the student's legal name. I will gladly honor your request to address you by an alternate name or gender pronoun. Please advise me of accordingly early in the semester so that I may make appropriate changes to my records."

COVID-19 INFO: Most of the classes this semester will be meeting in Carver and Fisher Scene Shop. **There will be exception though, so you will have to look at your schedule carefully and pay attention to announcements both in class and through Canvas! Masks, hand sanitizing cleaning tool/work areas will be mandatory with all lab and class times.** It is imperative to follow all the ISU Covid-19 guidelines to create a safe environment for everyone! If there is an outbreak we may have to move some of the class time online via Webex. Let's hope this doesn't happen!

ISU COVID-19 health and safety requirements:

Students are responsible for abiding by the university's **COVID-19 health and safety expectations.** All students attending this class in-person are required to follow university policy regarding health, safety, and face coverings:

- **wear a cloth face covering in all university classrooms, laboratories, studios, and other in-person instructional settings and learning spaces. Cloth face coverings are additionally required to be worn indoors in all university buildings, and outdoors when other people are or may be present where physical distancing of at least 6 feet from others is not possible. Students with a documented health or medical condition that prevents them from wearing a cloth face covering should consult with Student Accessibility Services in the Dean of Students Office.**
- **ensure that the cloth face covering completely covers the nose and mouth and fits snugly against the side of the face.**
- **practice physical distancing to the extent possible.**
- **assist in maintaining a clean and sanitary environment.**
- **not attend class if you are sick or experiencing symptoms of COVID-19.**
- **not attend class if you have been told to self-isolate or quarantine by a health official.**
- **follow the instructor's guidance with respect to these requirements. Failure to comply constitutes disruptive classroom conduct. Faculty and teaching assistants have the authority to deny a non-compliant student entry into a classroom, laboratory, studio, conference room, office, or other learning space.**

These requirements extend outside of scheduled class time, including coursework in laboratories, studios, and other learning spaces, and to field trips. These requirements may be revised by the university at any time during the semester.

Schedule:

January

25 Tues. Intro. **Assign: Copy Drafting Conventions Project; Assign: Final Found Object Costume Project** (Carver 0338 Design Lab)

27 Thurs. Work in class line weight, drafting conventions & scale exercise (Carver 0338 Design Lab)

February

2 Tues. Work on own time Drafting Project (Carver 0338 Design Lab)

4 Thurs. Present and work in class DMMO Props project; **Due: Copy Conventions Drafting Project; Assign: Des Moines Metro Opera Props Project** (Fisher Theatre)

9 Tues. Work in class DMMO Props Project (Fisher Theatre)

11 Thurs. Work in class DMMO Props Project (Fisher Theatre)

16 Tues. Work in class DMMO Props Project (Fisher Theatre)

18 Thurs. Work in class DMMO Props Project; **Due: Found Object Costume Project ideas & material ideas**
Due: DMMO Props Project (Fisher Theatre)

23 Tues. Present color project; Work in class painting color project; **Assign: color painting project** (Fisher Theatre Shop)

25 Thurs. **Due: Material check in for Found Object Costume Project.** Work in class color project (Fisher)

March

- 2 Tues. Work in class color project; **Assign: Scenic Painting Project** (Fisher theatre Shop)
- 4 Thurs. **Due: Color Project**; Demo techniques project (Fisher Theatre Shop)
- 9 Tues. Work in class on scenic painting project (Fisher Theatre Shop)
- 11 Thurs. Work in class on scenic painting (Fisher Theatre Shop)
- 16 Tues. Work on scenic painting project (Fisher Theatre Shop)
- 18 Thurs. **Due: Scenic Painting Project**; 3D Project demo. **Assign: 3D Project** (Design Lab) (Natalie & Rob)
- 23 Tues. Work in class 3D Project Design (Carver Design Lab) (Natalie & Rob)
- 25 Thurs. Work in class 3D project Design (Carver Design Lab) (Natalie & Rob)
- 30 Tues. **Due: 3D Printing Project**; **Assign: Discuss Props Projects** (Design Lab) (Natalie & Rob)

April

- 1 Thurs. Work in class Props Projects (Design Lab or Fisher) (Natalie & Rob)
- 6 Tues. Work in class Props Projects (Design Lab or Fisher) (Natalie & Rob)
- 8 Thurs. Work in class Props Projects (Design Lab or Fisher) (Natalie & Rob)
- 13 Tues. Work in class Props Project (Design Lab or Fisher) (Rob & Natalie)
- 15 Thurs. Work in class props project **Due: Props Project** (Design Lab or Fisher) (Rob & Natalie)
- 20 Tues. Welding or Pattern Making Project (Fisher) (Natalie & Doris)
- 22 Thurs. Welding or Pattern Making Project (Fisher) (Natalie & Doris)
Due: Welding Project
Due: Pattern Making Project
- 27 Tues. Work in class Found Object Costume Project: Demo. assemblage techniques (Design Lab)
- 29 Thurs. Work in class on Found Object Costume Project (Design Lab) (Rob)

May

- 6 Thurs. Final 9:45am – 11:45am (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 **42 hours**. Extra hours will go to extra credit. **(You need to set up this time with Natalie!)** Lab hours are worth **210pts for the semester (each lab is worth 15pts)**. The shop is open for Lab hours 2:00 – 5:00 Mon., Tues., Wed. and Fri.
- 1 Studio strike calls will be required after the final performances of the following:
“Songs for a New World”
Strike is worth 50pts

Note: Attendance will be taken for strikes. Natalie will let you know what time you will need to be there.

Attendance Implications:

You will receive 5 points for each class you attend. If you miss a class you will not receive those points. There is a total of **140 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 have to quarantine due to Covid please let me know. You will be exempt from class attendance during your quarantine.

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:

210 pts Lab Attendance
140 pts Class Attendance
50 pts Strike
900 pts Class Exercises and Projects
400 pts Final Project

1700 Total Note: This total may change some during the semester due to production schedule changes etc.

Free Expression: Iowa State University supports and upholds the First Amendment protection of freedom of speech (<https://bit.ly/isu-freedomspeech>) and the principle of academic freedom (<https://bit.ly/regents-academicfreedom>) in order to foster a learning environment where open inquiry and the vigorous debate of a diversity of ideas are encouraged. Students will not be penalized for the content or viewpoints of their speech as long as student expression in a class context is germane to the subject matter of the class and conveyed in an appropriate manner.

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 accommodations 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 accommodations 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 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 <http://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.