

THE 1106 & 1107 - Stagecraft & Lab Sinclair Community College

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Office Hours: as below or by appointment

- Monday/Wednesday: 3.00-5.00
- Tuesday/Thursday: 1.00-3.00

Theatre Department Website
<http://www.sinclair.edu/academics/lcs/departments/the/>

Course Description

A study of techniques for building and handling theatrical scenery. Covers tools, materials, and hardware used, along with standard safety practices and the artistic and practical considerations of scenery construction.

Objectives

- Identify and explain the techniques, tools, materials and hardware used for building theatrical scenery and properties
- Demonstrate knowledge and use of standard safety practices in building and handling theatrical scenery
- Build scenery for a theatrical production
- Practice the basic techniques of scene painting

Textbook and Supplies Required

- *Theatre Production Guide* by John Holloway
- *Ile* by Eugene O'Neill (public domain script available via Angel)

Lab Supplies**

12' Tape Measure, Pencil, ANSI-rated Safety Glasses, and Ear Protection with Noise Reduction Rating of 25 decibels or more, 12" ruler

**Always have tape measure, pencil, safety glasses, and ear protection for lab

Graded Material:

Midterm	10%
Cut List	15%
Shop Drawing	15%
Final Comp. Exam	15%
Production Review	10%
Lab Performance/Growth	10%
Lab Build/Paint Flat	10%
Final Project	20%

Grading Scale:

A	92-100
B	82-91
C	72-81
D	62-71
F	<62

Incompletes

Except in extenuating circumstances, Incompletes will not be granted in this course. Failure to complete the assigned work or attendance problems do not constitute grounds for an incomplete.

Attendance

The absentee policy allows two (2) absences per Semester. Once the absences have been used, further non-attendance, for whatever reason, will result in the final grade being lowered for each additional absence. If you are absent, it is your responsibility to inquire about any missed material. The instructor will not contact you to discuss missed information or assignments; you need to take the responsibility to contact the instructor.

Courtesy

- All classes will begin at their specified time. Arriving late for more than five (5) classes will be considered equal to one absence. Please commit yourself to your attendance.
- Respect others' viewpoints and individual differences.
- Please set cell phones to silent during class times.
- Keep ALL graded assignments and handouts so you can track your own grades.

Class Participation

Since this is a presentation and discussion-based course, a great deal of the learning in this course takes place during classroom discussions. Participation is more than simply showing up for class. You are expected to be prepared for discussions, to offer thoughtful comments, ask questions, listen actively to others, and contribute positively to our classroom community. Always bring textbook and the appropriate script to class and be prepared to take notes.

Late Assignments Policy

- Being absent is not an excuse for missing an assignment; you must submit the assignment on the due date, in advance, or make prior arrangements with the instructor to turn it in at an alternate time.
- Late assignments must be turned in by next class period: late assignments will receive a lower grade and any assignments not turned in by the next class period will receive a failing grade.
- Assignments that are to be presented may NOT be turned in late; they must be presented on the due date or risk failure of the assignment
- Computer/printer failure will not be considered an acceptable excuse for failure to turn in assignments. Be protective of your work on the computer, save it and print it as you create each draft so that all your work will not be lost.
- If you have printer problems, turn it in to the instructor electronically.
- If you have an electronic presentation (Power Point, etc..) save it in several formats and e-mail it to yourself and the instructor to ensure you have it on the presentation day.

Prior Notification

In order to receive possible consideration for an excused missed due date or a missed quiz you must notify the instructor prior to the class period when the project is due or when a quiz is to be taken. Prior notification is the only way to be considered eligible for a make-up quiz or excused missed due date. The student is responsible for making arrangements before the next class period to take the quiz or turn in the assignment.

Extra Credit

It is possible to receive extra credit for working on the current semester's production. The extra credit can be obtained in the areas of scenery or lighting. Hours for other course work (THE 1190s, THE 2290s, etc...) or hours for which you are being paid cannot be applied to extra credit. You must schedule these hours prior to working them. Please see instructor if you are interested.

Course Schedule

All Lectures meet in Room 2226
All Labs meet in Room 10-002 (Scene Shop) unless otherwise noted
Schedule subject to modification based upon course needs

Week #1 (01/07)

Lecture: Surprise!

Lab: **No lab, KCACTF Theatre Conference**

Week #2 (01/14)

Lecture: Lumber and Building Materials

Lab: Tour and Safety Video/Test

Preparation: Read Chapter 15 (Lumber)

Week #3 (01/21)

Lecture: **No lecture, MLK, Jr. Day**

Lab: Shop Tools (Hand Tools)

Preparation: Read Chapter 16 (Hand Tools)

Week #4 (01/28)

Lecture: Tools

Lab: Shop Tools (Power Tools)

Preparation: Read Chapter 17 (Saws and Woodworking)

Week #5 (02/04)

Lecture: Hardware

Lab: Build Prop Car

Preparation: Read Chapter 14 (Hardware)

Week #6 (02/11)

Lecture: Cut Lists

Lab: Build Flat

Week #7 (02/18)

Lecture: Building the Theatrical Flat

Lab: Paint Flat I

Preparation: Read Chapter 18 (Constructing Flats)

Week #8 (02/25)

Lecture: Midterm

Lab: Paint Flat II

Cut List Project Due

Week #9 (03/04) **Spring Break**

Week #10 (03/11)

Lab: CAD (meet in Light Lab)

Lecture: Shop Drawing

Week #11 (03/18)

Lecture: Soft Goods

Lab: Production work on *Godspell* (meet in Blair Hall Theatre)

Preparation: Read Chapter 5 (Soft Goods)

Week #12 (03/25)

Lecture: Ground Plans

Lab: Lights (Meet in Light Lab)

Preparation: Read Chapter 9 (Hanging Lights)

Shop Drawing Project Due

Week #13 (04/01)

Lecture: *I/e*

Lab: Knots (Meet in Blair Hall Theatre)

Preparation: Read Chapter 4 (Knots)

Preparation: Read *I/e* and complete assignment

Week #14 (04/08)

Lecture: Rigging Hardware & Counterweight Systems

Lab: Rigging Hardware & Counterweight Systems (Meet in Blair Hall Theatre)

Preparation: Read Chapter 3 (Rigging)

Week #15 (04/15)

Lecture: Set Design

Lab: Discuss Set Design ideas (Meet in Light Lab)

Production Review Due

Week #16 (04/22)

Lecture: Basic Audio

Lab: Sound Set-up (Meet in Blair Hall Theatre)

Preparation: Read Chapter 11 (Sound)

Week #17 (04/29): Evaluations Week

Final Exam

Final Project Due

Dress Code for Lab

- Wear hard-soled shoes (no sandals or flesh exposing footwear)
- Tie down loose clothing
- Tie back long hair
- No loose jewelry (avoid wearing rings)
- Bring your own safety glasses and ear protection and wear them whenever operating a power tool

This dress code must be followed for all construction labs. You will be turned away and receive an absent for that lab if you show up in clothing that is not appropriate.