

Basic Stagecraft 241

Kade Mendelowitz

Theatre 241, 4 Credits, Mondays & Wednesdays

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Course Description:

An introductory course in the ever-expanding worlds of scenic technology. Exploring the development of the technician's craft and the current practices involved in the production of the scenic environment. Students will be offered both a classroom and actual production experience.

Course Objectives:

- Students will be exposed to all areas of scenic technology currently in use at the University of Alaska of Fairbanks, as well as receiving an understanding of technologies available in other theatre environments.
- Through project work and lecture / demonstrations, the student will be introduced to the safe operation of tools currently in use in the UAF scene shop.
- By completing project assignments, the student will begin to develop a technical resume and portfolio.

Required Text:

None!

Suggested Text:

- Scene Design and Stage Lighting Sixth Edition (old editions are acceptable - though the pages will not follow reading assignments.) by W. Oren Parker and R. Craig Wolf (older editions will be by Parker and Smith). Price: I'm not sure, but expensive (sorry - but you will get what you pay for).
- Backstage Handbook by Paul Carter Price: \$12.95
- *Entertainment Design Magazine*

Required Materials:

- Drafting pencils or leads and holder in 6H, 2H and H. Some students may need HB in addition. **Technical (.05) pencils are NOT ACCEPTABLE!**
- Architect's scale rule
- Eraser (Plastic-type is recommended)
- Erasing Shield
- 45 and 30/60 degree triangles (one at least 8-10" long) or one adjustable triangle (expensive).
- Drafting tape (or weak masking tape).
- Drafting Vellum 18"X24" sheets as needed.
- *Advised:* Ames lettering guide
- *May be needed:* T-Square (at least 24" - 36" recommended).

These supplies are somewhat expensive. They are available at the UAF book-store, Michaels, JoAnns, Alaska Digital Printing (formerly McCauley's Reprographics).

Digital component:

You will be expected (aka. requirement) to have a UAF e-mail account with **Blackboard** access. Even if you do not use this address as your primary e-mail account, you should set it as a forward to the address of your choosing.

Viewing Productions and Production Work:

Students are expected to see and be prepared to discuss this semester's Mainstage productions (unless they are on a conflicting running crew). To aid in show viewing, students will be allowed one complimentary ticket through the box office - and are invited to the final dress rehearsal before opening of each show.

As a class requirement, each student is required to spend, and document, 3 hours a week (39 hours total for the semester) in the shop outside of class time working on University production projects. It is suggested that the student plan to spend a minimum of two hours in the shop at any given time. You may take 1 running crew position on one of the Mainstage shows (worth 39 hours - a running crew schedule is available for you to look at).

Students are also encouraged to explore the wide range of theatrical experiences available in the area.

Grading:

This course will be graded including +/- values. Numerical values for +/- grades can be found on page 77 of the 2007-2008 UAF catalog.

Drafting project I	lettering	5%
Drafting project II	introduction	5%
Drafting project III	groundplan	10%
Drafting project IV	elevation	10%
Painting Project		10%
Participation		20%
Shop-Time (on productions)		20%
Final Project		20%



Class attendance and participation is expected. After two unexcused absences, your grade will be affected. Proper attire for labs and shop time is suggested for the safety of both the student and their wardrobe.

Scheduling:

Because this class is somewhat related to the production schedule for each specific show and semester, the scheduling of readings, projects, etc. will be assigned through the class - and is subject to change. Fridays are canceled in order to give you more time to work outside of class on projects, etc.

Safety:

Attached to the scene shop door is a copy of the scene shop rules. Please make yourself aware of them - and follow them. Above all, Do not do anything you are not comfortable with (using a specific tool, saw, etc.) Be aware of others. Report all accidents (no matter how minor) to a supervisor A.S.A.P.