

**Theatre 360 Stagecraft**  
Syllabus  
Spring 2014  
**Tuesday 9:30-10:50 & Thursday 9:30-10:50**  
0157 Pearson Design Studio and Fisher Theatre Scene Shop

**Instructor:**  
Robert Sunderman     PH# 294-4482  
E-mail rsunder@iastate.edu

**Office:**  
2228 Pearson Hall     **Hours:** Mon. & Wed. 11:00-12:00, Tues. & Thurs. 1:00-2:30 or by appointment

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

**Text Required:**  

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

**Course objective:**  
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 non CAD drafting principals, flat construction, platform construction, advanced principals of scenic painting, beginning welding, principals of rigging, props (furniture construction), costume patterning, mask making 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 and class attendance. Students will be expected to draft, draw, build models, construct set pieces, construct costumes, sculpt, paint & texture. Projects will be tied into the scheduled productions as much as possible.

**Class Requirements:**  
- Students will be required to schedule a three-hour studio/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 will add up to about 45 hours. Extra hours will go to extra credit.  
  
  **Lab hours are worth 315pts for the semester.**

- **Studio strike calls** will be required after the final performances of the following:  
  *Amadeus*  
  *Into the Woods*  
  *My Grandparents in the War*  
  
  Strike is worth 75pts for the semester.

**Note:** Attendance will be taken for strikes.
**Attendance Implications:**
There will be 3 excused absences only. Your grade will drop 1/2 a letter grade for each absence thereafter.

**Supplies and Equipment:**
Architect’s Triangle Scale Ruler (not metric)
24”X 36” Drafting Board (Optional)
24 inch T Square or longer
Eight inch 45-45-90 degree Triangle
Twelve inch 30-60-90 degree Triangle
Drafting Compass and Circle Template
Drawing Pencils 2H, 3H & 4H
Eraser
Drafting Tape
18”x 24” or larger Clearprint drafting paper or Velum paper (roll or Sheets)
1.5” angled Purdy lining brush

**Lab Supplies:**
16’-0” Tape Measure
Safety Goggles
Pencil
Adjustable Angle (Crescent Wrench)
Old construction and painting clothes and hard shoes

**Lab Fee:**
There will be a lab fee of $45.00 to cover painting, welding and prop construction supplies.
You will need to make a check made out to ISU Theatre and return into Liese Vanderbroek in the theatre business office Pearson Hall.

**Grades:**
(315 pts) Attendance lab
(75 pts) Strike Calls
(1425 pts) Class Exercises and Projects
(200 points) Final Project
(200 points) Mid Term Quiz/Project

**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.