FUNDAMENTALS OF MODERN THEATRE PRACTICE
THEATRE 255
Class Rooms: 2114 Pearson Hall, 0157 Studio Design Pearson and Fisher Theatre
Spring 2013  Rob Sunderman (rsunder@iastate.edu)
MWF 1:10-2:00  Phone: Office 294-4482
Credits: 4 (3 class, 1 studio)
Office 2228 Pearson

Lab/ISU Theatre Scene Shop Supervisor: Derek Hisek
Fisher Theatre 294-8478

COURSE DESCRIPTION: The intent of this course is to introduce the student to basic stagecraft, scenic, costume and lighting practices through lectures, labs, and practical experience. Various challenges and solutions encompassing all aspects of technical theatre will be explored and discussed.

COURSE GOALS:
The student will acquire a basic understanding of the craft of theatrical production.
The student will acquire the skills and knowledge to assemble basic costumes
The student will acquire the skills and knowledge to build basic scenery
The student will acquire the skills and knowledge to hang, focus and control lighting

ATTENDANCE: IS VERY IMPORTANT! Class attendance is worth 315 points for the semester. Each class missed is 7 points. Please get to class on time! Being late is disruptive and rude to the students that are on time.
Prearranged absences will be taken on a case by case basis. YOU WILL NEED A SIGNED DOCTORS LETTER FOR BEING ABSENT DUE TO AN ILLNESS!

Late assignments will not be accepted!

REQUIRED TEXT - may be purchased at College Book Store, University Book Store or Varsitybook.com

Scenic Design and Stage Lighting.  Stage Fright
W. Oren Parker, R. Craig Wolf & Dick Block  Health & Safety In The Theatre
9th Edition  Monona Rossol
Wadsworth Cengage Learning  Allworth Press

REQUIRED EQUIPMENT- may be purchased at Lowe’s or Walmart
16'-0" tape measure safety goggles earplugs pencil

STUDIO:
PRODUCTION PROJECT: You will be required to schedule a three-hour studio session each week throughout the semester to work on production projects. It is the intention that these projects be used as an opportunity to become involved in the technical aspects of theatre and to give the student a better understanding of the theatrical process of going from thoughts, concepts, and ideas, to lumber, paint, and light and fabric. Hours should work out to about 45 hours. Any extra hours you wish to put in will be considered extra credit and will help your final grade. There will also be REQUIRED studio calls that will NOT count toward your hour total lab hours. Derek Hisek is the scene shop supervisor and will be monitoring your hours. Lab hours are worth 315pts for the semester or 7pts per hour of lab.

GRADING:
630 pts Lab and Class Attendance
75 pts Strikes
75 pts ISU Theatre production Critiques
600 pts Costume, Scenic Painting and Scenic Design Projects
600 pts 6-7 Quizzes
250 pts Papers and Misc. Projects
100 pts Bag Sewing Project
200 pts Midterm
400 pts Final
2530 pts Total (NOTE: This total will most likely change as the semester progresses)
STRIKE CALLS: The following strike calls will be worth 25pts each for a total of 150pts. (strike call times will be announced by Derek Hisek during lab the week before a strike)

  Sunday after the final performance of “Three Musketeers”
  Sunday after the final performance of “A Street Car Name Desire”
  Sunday after the final performance of “Fiddler on the Roof”

PRODUCTION CRITIQUES: You are required to attend the above list of ISU Theatre productions and fill out a critique that is due a week after the production. Each production critique is worth 25pts for a total of 75pts.

STUDIO HOURS: All studio sessions will meet in the scene shop. It is recommended that old and grubby clothes be worn on lab days since this is "hands on" experience. Hard toed shoes should be worn.

Costume Studio hours are: 9:00-12:00 & 1:00-5:00 M-F
Scenic Studio hours are: 1:00-5:00 M-F

Additional studio hours will be announced in class

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.