FUNDAMENTALS OF MODERN THEATRE PRACTICE
THEATRE 255
Class Rooms: Pearson Hall and Studio Design Lab
Fall 2010
MWF 1:10-2:00
Credits: 4 (3 class, 1 studio)
Office 2228 Pearson
Rob Sunderman (rsunder@iastate.edu)
Phone: Office 294-4482
Fisher Theater 294-8478
Cell 515-689-2245

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 300 points for the semester.
Each class missed is -6.66 points. Please get to class on time! Being late is disruptive and rude to your fellow students that have gotten there on time.
Prearranged absences will be taken on a case by case basis.
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.
W. Oren Parker, R. Craig Wolf & Dick Block
9th Edition
Wadsworth Cengage Learning
Stage Fright
Health & Safety In The Theatre
Monona Rossol
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:
Sunday after the final performance of “Orpheus Descending”
Sunday after the final performance of “The Arabian Nights”
Sunday after the final performance of “You’re a Good Man, Charlie Brown”

STUDIOS: 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
Additional studio hours will be announced in class
Scenic Studio hours are:
1:00-5:00 M-F