INTRO TO STAGECRAFT

LOCATION: Design Lab GFNA 307- Scene Shop as indicated or stated in class.

TIMES:
Section 1: Monday: 11:00AM - 11:50AM  Wednesday/Friday: 11:00AM - 12:50PM
Section 2: Monday 2:00PM - 2:50PM  Wednesday/Friday: 2:00PM - 3:50PM

Instructor: Ben Kramer (He/Him/His) [Ben, Mr. Kramer or Mr. K]
Office: GFNA 229
Email: Benjamin.Kramer@sfasu.edu

Office Hours: Tuesdays 12:00PM-2:00PM

Email Communications: Unless issues are extremely time sensitive I will do my best to respond to all student emails during the next business day.

Objective: The course is meant to provide a brief functional overview of the technical aspects of theatre and provide a basic level of familiarity with tools and hardware one may encounter while working in a professional setting. It is also meant to broaden the viewpoints of other artists who are primarily performers.

Program Learning Outcomes:

BA: Students will gain a clearer understanding of the capabilities of the theatre spaces they are working in. Learn safety procedures and practices to keep themselves and those working around them safe. All students will gain some general knowledge in theatrical construction methods and the use of basic power tools.

BA-TC: Students will gain a clearer understanding of the capabilities of the theatre spaces they are working in. Learn safety procedures and practices to keep themselves and those working around them safe. All students will gain some general knowledge in theatrical construction methods and the use of basic power tools. Education students will also be expected to gain familiarity enough with some tools to do basic maintenance and training on these tools as well as grasp the engineering basics enough to safely generate safe ways to build.

BFA: Students will demonstrate a firm understanding of most aspects of the scene shop and the functionality of a number of the spaces where we work regularly. Beyond the shop tools these students will understand the importance of process documentation, time management and gain some of the skills needed to run safe scene shop or build basic scenery, and props an also paint them using common theatre practices.

Student Learning Outcomes:

OVERALL: Projects will be assessed on adherence to the directions and proof of understanding the concepts discussed. Your final grade on each project will NOT be solely based on the finished quality. I understand that carpentry is not going to be everyone’s forte. Just like others will struggle with painting we all have different strengths.

Students will gain...
1.) ...knowledge on a broad array of topics related to working on stage and in the scene shops.
2.) ...an understanding of the very basics of drafting.
3.) ...the ability to read and build from scale drawings.
4.) ...hands-on experience using tools to build and paint scenery
5.) ...an understanding of various common scenic painting methods.
6.) ...the ability to research and create quality props from scratch.
SHOP HOURS:
- REGARDLESS OF MAJOR IF YOU ARE IN THIS CLASS YOU OWE SHOP HOURS.
- Each Student is responsible for logging 30 hours working in the scene shop
- Should you choose to attend both strikes you will be given your four hours automatically even if the strike lasts an hour
- All hours will be documented and approved by a production faculty member.
- ALL SHOP HOURS MUST BE SCHEDULED. Showing up randomly will not be allowed.
- Unless given special permission class projects cannot be worked on during your required shop hours. You should be helping build, paint, or prop the next production or striking the previous one.
- For every ten hours worked beyond the required 30 hours 5 extra credit points can be earned.
- No double dipping your hours. If you are working hours for multiple reasons (practicum, Lab hours, work-study) all hours should be tracked and counted for only one reason at a time in the correct binder. If one is caught doing this they will lose the hours and their work study position.
- Failure to complete Lab hours will result in lowering your overall grade one full letter.
- Failure to work any lab hours will result in failure of the course.

SHOP ATTIRE:
- Comfortable Clothes to move and work in. Heels, sandals, dresses, skirts, & swim wear are not appropriate shop/load-in attire.
- Most standard glasses are not impact rated. Unless you can prove it, eye protection is required even if you wear glasses.
- Nothing loose that could get caught in a tool
- Jewelry is not allowed for the most part, as it usually creates a safety hazard. Nothing can be worn on the wrists or hands.
  - Studs are permitted.
  - Silicone bands can be worn in place of a ring as they will tear without injuring the hand.
  - If you have recent piercings that you aren’t supposed to removed before so-many-days, do not come to the shop that day.
- If hair can be tied up/back it should be.
- Try not to stink.
- CLOSED TOED SHOES.
  - Showing up in bad shoes will prohibit you from entering the shop. You will be sent home.
- All shop rules also apply to working in theater spaces not only in the shops.

PERSONAL PROTECTIVE EQUIPMENT
- For the most part SFA will provide required PPE.
  - You may want your own hard-hat and gloves if you are a sweaty person or simply working elsewhere frequently.
  - From the moment you enter the shop you should have safety glasses and ear plugs on your person.
  - From the moment you walk on stage you should have a hard hat on unless no one is working overhead
  - Continuously not wearing protective equipment will effect your final grade in the class.
  - If you aren’t comfortable with a tool at all... say so.
  - Misuse of tools for unapproved activities such as shooting anything will cause you to be banned from the shop and thus fail the course.
REQUIRED TEXT:

The Backstage Handbook: An Illustrated Almanac of Technical Information
Publisher: Broadway Press; 3rd edition (January 1, 1994)
Language: English
Imitation Leather: 310 pages.
ISBN-10: 0911747397

COURSE CONTENT:
Quiz #1) Hand tools - First aid & Safety - identify tools, given a described task indicate the best tools to use for that task. first aid & safety will be true or false.
Quiz #2) Power tools & uses -will also include stationary tools
Quiz #3) Hardware & Knots - identify items displayed and demonstrate knots
Project #1) Drafting - choose one the the three main spaces in the theatre and dance building. Draft the space by hand in scale. Also create a construction plate for a 2’ X 4’ hard faced flat.
Project #2) Cut-list to construction- using your drafting, create a cut-list for your flat. Then use that list to build the flat.
Project #3) Scenic painting - painted and practical textures
Project #4) Scenic painting - image enlargement. Post card sized to 2’4” sized painted on flat
Project #5) Stage properties - read a play and create a props list.
Project #6) Stage properties - Choose or invent an elaborate looking cocktail. Create a prop version this drink using gel wax and dyes along with other garnishes to make the drink along with an exciting presentation with drink name/ingredients (real & prop)
Project #7) Stage properties - build an approved prop from a play, film, or tv show. This project will be the centerpiece of the final expo. Project requirements will be distributed as we approach this project.
Final Expo) Display your paint texture samples, image enlargement, the process and results of your props projects with particular emphasis on the process final built prop. The only project that will be graded for this is your final prop project.
Final Exam) This will be a comprehensive exam that will draw on your knowledge for all or some of the areas discussed during the beginning of the semester. Questions will be in variety of formats ranging from demonstrations to visual identification, true or false, matching, multiple choice or simply fill in the blank.

TECHNOLOGY IN THE CLASSROOM:
* During any classroom discussions or demonstrations laptops and tablets should remain off.
* Phones can be used to record demonstrated techniques or to photograph your work. In all cases phones should remain silenced and kept in a safe place unless being used as noted previously.
* If some circumstance arises that you must make or receive a phone call during class I ask that you step outside the room handle that business as quickly as possible.
* On classroom work days you may bring headphones/earbuds to listen music while you work. If I can hear the music on your headphones/earbuds while standing next to you it’s too loud. Music must not be so loud that I cannot get your attention while speaking at a normal volume.
* Please Take photos of your work and process. However, post your photos to social media on your own time.
* Abuse of these rules will result in a class wide ban. So don’t ruin it for everyone.
Attendance policy:

**NOTE:** When you hear theatre people say, “15 minutes early is on time. On time is late” it really does hold true throughout both the production and performance side of the industry. Punctuality is key. I understand that you have other obligations as a student and human trying to survive college. I will never hold it against you for showing up at five to an event scheduled to being at five. The important thing is that you should never keep people waiting.

- Attendance is required to all classes unless notice of an acceptable reason for excusal is given.
- Attending work days with out projects to work on will count as an absence.
- More than 3 unexcused absences will drop your final grade by an entire letter grade.
- Arriving late to class will count against your participation points.
- One point will be subtracted for every minute past the beginning of class time that you are late.
- If you exhaust all your participation points with lateness further arrivals will be treated as absences.
  - This means if you are late enough to exhaust all your participation points and they continue to the point of depleting your unexcused absences your grade will drop 2 FULL LETTER GRADES. One because of the number of absences you’ve accumulated and the second because that is the result of losing all of the participation points.
- If you have legitimate reasons for arriving late please see me. When kept in the loop I can be very reasonable.
- Five or more unexcused absences may be grounds to be dropped from the course.

**Course Evaluations:** You will be asked to log your online course evaluation at the end of the semester. Non-completion of this evaluation will not effect your grade but it one fo the best ways I have of getting feed back to improve my course. Instructions and further information will be given nearer to that time.

**Diversity and Inclusion Statement:** This class may engage in material covering a diverse range of race, color, religion, national origin, sex, age, marital status, familial status, sexual orientation, and disability. While I encourage you to formulate and express your thoughts and opinions throughout the semester, discriminatory remarks will not be tolerated and may constitute disruptive behavior under the student code of conduct.

**Respect:** This is an art form. Each and every person will have different things they excel at. There will be days where we openly discuss the work you and your fellow students have created. Hurtful and disrespectful remarks during class discussions of others works will not be tolerated. Not everyone is cut out to be a carpenter.

**Mental Health**

**Working in theatre shops:** While we all have issues in our personal lives I ask that you leave personal issues at the door. Shows have to get built and drama doesn’t make that happen. Nor do we want drama while adults have powerful tools in their hands. If something is troubling you so much that you cannot work around a specific person/people talk to me so I can get you in touch with campus resources.

If some major traumatic event has happened (death or serious hospitalization of immediate family members, death of roommate, major diagnosis, home break-in or assault of some kind) that may be mentally distracting, talk with me privately so we can agree on a plan so you can have time to deal with the events and still complete the course requirements.
University mental health resources:
SFASU values students’ mental health and the role it plays in academic and overall student success. SFA provides a variety of resources to support student’s mental health and wellness. Many of these resources are free, and all of them are confidential.

On-campus Resources:
SFASU Counseling Services • www.sfasu.edu/counselingservices
Health and Wellness Hub (corner of E. College and Raguet) • 936-468-2401
SFASU Human Services Counseling Clinic • www.sfasu.edu/humanservices/139.asp
Human Services Room 202 • 936-468-1041

Crisis Resources:
Burke 24-hour crisis line 1(800) 392-8343
Suicide Prevention Lifeline 1(800) 273-TALK (8255)
Crisis Text Line: Text HELLO to 741-741

Withheld Grades Semester Grades Policy (A-54)
Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future terms the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

Students with Disabilities
To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/.
COURSE CALENDAR:

Week #1
8/28 — Introduction & Syllabus review (Design Lab)
8/30 — Shop Tour Shop Safety First-Aid (Scene Shop)
9/1 — Hand tools - BH pages 1-8, 12-13, 22-24, 25-30(Design Lab)

Week #2
9/4 — QUIZ #1 Hand tools - First aid & Safety (Design Lab) 30 pts
9/6 — Power tools BH pages 32-41.(Design Lab)
9/8 — Power tools training in shop (Scene Shop)

Week #3
9/11 — QUIZ #2 Power tools & uses (Design Lab) 30 pts
9/13 — Hardware Identification - BH pages 49-63, 73-77 (Design Lab)
9/15 — Knots - Trucker’s Hitch (89) Bowline (90) Clove Hitch (93) That Line Hitch (93) (Design Lab)

Week #4
9/18 — Quiz #3 Hardware & Knots (Design Lab) 30 pts
9/20 — Rigging (flex)
9/22 — Soft goods (flex)

Week #5
9/25 — Drafting basics (INTRO DRAFTING PROJECT)
9/27 — WORK DAY - DRAFTING PROJECT (Design Lab)
9/29 — Major scenic elements - WORK DAY - DRAFTING PROJECT (Design Lab)

Week #6
10/2 — DRAFTING PROJECT DUE - Cut-lists (design lab) 100 pts
10/4 — Cut-lists Due - FLAT BUILDING (Scene Shop)
10/6 — WORK DAY - FLAT BUILDING (Scene Shop)

Week #7
10/9 — Finish Flats, intro to scenic art (Scene Shop)
10/11 — Scenic art 101- color wheel & recipes/ brush cleaning (Scene Shop)
10/13 — Scenic art 101- prep flats for paint (Scene Shop)

Week #8
10/16 — Scenic art 101- Demo: scumble & wood grain (Scene Shop)
10/18 — Scenic art 101- Demo: Cobblestone & Bricks (Scene Shop)
10/20 — Scenic art 101- Demo: Marble & Elmers Crackle (Scene Shop)

Week #9
10/23 — Scenic art 101- Demo: Physical textures (Scene Shop)
10/25 — Scenic art 101- Demo lettering (Scene Shop)
10/27 — Scenic art 101- Work day (Scene Shop)

Week #10
10/30 — Work Day (Scene Shop)
11/1 — Work Day (Scene Shop)
11/3 — Work Day (Scene Shop)

Week #11
11/6 — **SCENIC PAINTING SAMPLES DUE** & Paint area clean up (Scene Shop) **100 pts**
11/8 — Props project intro & research day. (Design Lab)
11/10 — **Props list due.** Select and get approval of cocktail prop drink **50 pts**

Week #12
11/13 — Work Day (Scene Shop)
11/15 — Work Day (Scene Shop)
11/17 — **Prop drinks due.** Choose final prop. (Design lab) **50 pts**

Week #13

**THANKSGIVING**

Week #14
11/27 — Work Day (Scene Shop)
11/29 — Work Day (Scene Shop)
12/1 — Work Day (Scene Shop)

Week #15
12/4 — Work Day Semester/Clean up (Scene Shop)
12/6 — Review Day for final 16/8 (Design Lab)
12/8 — **Paper Final** (Design Lab) **100 pts**

Week #16

**FINALS.**

— **Final Props Project Due.** Final project showcase (TBD) Time: TBD **100 pts**

**Participation = 100 pts**

**Total = 690 pts**