STAGECRAFT

TIMES & LOCATION:  Mondays in the Design Lab RM# 309: 11:00AM - 11:50AM
                     Wednesday/Friday In the Scene Shop: 11:00AM - 12:50PM
                     SHOP HOURS 1:00PM - 5:30PM
                     NOTE: The SFA Scene Shop is located on North Street. To access the shop you must use the entrance located on Hayter Street.

Instructor:  Ben Kramer (He/Him/His)
            Office: GFA 229
            Email: KramerB@sfasu.edu

Office Hours:  MONDAYS 12:00PM-4:00PM

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 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 construction 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 construction 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.

BFA:  Students will demonstrate a firm understanding of most aspects of the scene shop and the functionality of a number of the spaces we working regularly. Beyond the shop tools theses students will understand the process of how designs are taken and turned into a real design.

Student Learning Outcomes:

OVERALL:  Projects will be assessed on adherence to the directions. 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 forte. Just like others will struggle with painting we all have different strengths.

1.) Students will be introduced to the functions and typical uses of a variety of tools commonly used in scenic construction.

2.) Students will learn how to use and interpret scale plans and drawings

3.) Students will learn typical processes and industry practices of how basics scenic elements operate.

4.) Students will gain knowledge of how fly systems operate and safe practices.

5.) Students will become more comfortable and familiar with the safely using both large and small power tools.
SHOP HOURS:
- REGARDLESS OF YOUR MAJOR IF YOU ARE IN THIS CLASS YOU OWE SHOP HOURS.
- Each Student is responsible for logging 15 hours outside of class working in the scene shop. These hours are outside of weekly class hours.
- Students are welcome, but not required attend load-in’s and strikes to gain hours.
- All hours will be documented and approved by an approved supervisor.
- ALL SHOP HOURS MUST BE SCHEDULED by emailing Greg Condon (Staff Technical Director) Gregory.Condon@sfasu.edu and myself, Benjamin.Kramer@sfasu.edu
- Unless given special permission class project cannot be worked on during required shop hours.
- For every 10 hours worked beyond the required 15 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 drastic loss of points given for class participation.
- Failure to complete any Lab hours will cause you to fail the course.

SHOP WORK DAYS
- Shop work days are class periods where you will be working just as you would to earn you required shop hours. These hours are part of the class schedule and will not be counted toward your 15 hours needed for the class.

SHOP ATTIRE:
- Comfortable Clothes to move and work in.
- Nothing loose that could get caught in a tool
- 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.

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 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 MATERIALS:
- Materials:
  - An Architects scale ruler. (DO NOT BUY AN ENGINEERS SCALE RULER)

SUGGESTED TEXT:
The Backstage Handbook: An Illustrated Almanac of Technical Information
Publisher : Broadway Press; 3rd edition (January 1, 1994)
ISBN-10 : 0911747397
COURSE TOPICS:
- Safety & Basic hand-tools & uses.
- Common handheld power tools & uses
- Large/stationary tools & uses
- Common hardware.
- Typical Theatre Structure & Terminology.
- How to read scale drawings.
- How to read ground plan.
- Types of construction drawings
- Dimensional lumber & cut-lists (Construction Math)
- Scenic painting - Color theory & recipes
- Scenic painting - Demo “Scumble & Spatter”
- Scenic painting - Demo “Woodgraining & Brick”
- Scenic painting - Demo “Stone & Marble”
- Scenic painting - Demo Scaling up imagery
- Scenic painting - Realism study.
- Prop-lists & Organization
- Prop creation

Final Exam: This will be a comprehensive exam that may or may not draw on your knowledge for all or some of the areas discussed during the semester. This is just so we know some of that terminology stuck.

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.
- You are only allowed to play video content regarding scale model techniques. Watching a “streamer” play a video game or letting other social media platforms roll through videos is not acceptable. Basically, if the video you’re watching isn’t about scale model building you don’t need to see it during class time. Post your photos to social media on your own time.
- No one should spend a majority of a work day in class watching videos. One or two short demonstrations is fine.
- 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.

- You are adults. You or someone you care about is spending money for you to be here. Don’t waste money.
- I will not be actively taking attendance. HOWEVER, assignments and directions will only be explained during class. So if for example, you miss the lecture/demonstration on drafting you will be responsible to figure that out on your own using a friends notes or the internet. Both of which may or may not be accurate.
- Absences exceeding the program policies (Maximum of 5 absences for Tuesdays/Thursday courses and 7 for Monday, Wednesday, Friday courses) will result in failure fo the course as mandated by SFA.
- At my discretion I will randomly have days where I will give those present up to 20 points of credit just for showing up. These days will not be announced or scheduled in any way.
- If you are not attending class to the point where I notice your absence I will email you and dock you participation grade.
- The ONLY reason I will re-demystify an assignment is if you provide me with a doctors note or email in advance and with enough notice as to why you will be missing an important lecture/demonstration.

**Course Evaluations:** At the end of the semester you are encouraged but not required to fill out a course evaluation. You are not required to complete the evaluation and they are completely anonymous.

**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 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 other designers works will not be tolerated.

**Mental Health**
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
1/19 — Introduction & Syllabus overview (Design Lab)

Week #2
1/22 — Shop Tour Shop Safety First-Aid (Scene Shop)
1/24 — Tools demo/ Safety (Scene Shop)
1/26 — Shop work day. (Scene Shop)

Week #3
1/29 — Hand tools - First aid & Safety (Design Lab)
1/31 — Shop work Day. (Scene Shop)
2/2 — QUIZ Hand Tools/First Aid (20PTS) (Design Lab)

Week #4
2/5 — Common handheld power tools & uses (Design Lab)
2/7 — Shop work Day. (Scene Shop)
2/9 — QUIZ Common handheld power tools & uses (20PTS) (Design Lab)

Week #5
2/12 — Large/Stationary Shop tools (Design Lab)
2/14 — Shop Work Day. (Design Lab)
2/16 — QUIZ Large/Stationary Tools (Design Lab)

Week #6
2/19 — Common Hardware (Design Lab)
2/21 — Shop work Day. (Scene Shop)
2/23 — QUIZ Common Hardware (Design Lab)

Week #7
2/26   — Theatre Structure & Terminology (FLEX)
2/28   — Shop work Day. (Scene Shop)
3/1    — **QUIZ** Theatre Structure & Terminology (Design Lab)

**Week #8**

3/4    — How to use/read a scale ruler (Design Lab)
3/6    — Shop work Day. (Scene Shop)
3/8    — **QUIZ** How to use/read a scale ruler (Design Lab)

**Week #9**

3/11   — SPRING BREAK
3/13   — SPRING BREAK
3/15   — SPRING BREAK

**Week #10**

3/18   — Reading Scale drawings & interpreting ground plans. (Design Lab)
3/20   — Scenic painting prep day (Scene Shop) wear shop appropriate paint clothes. (Scene Shop)
3/22   — Scenic painting Demo - Scumble and Spatter. (Scene Shop)

**Week #11**

3/25   — Types of Construction Drawings (Design Lab)
3/27   — Scenic painting Demo - Woodgrain & Brick. (Scene Shop)
3/29   — Scenic Painting Demo - Stone & Marble (Scene Shop)

**Week #12**

4/1    — Dimensional lumber & Construction Math (Design Lab)
4/3    — Scenic painting Demo - Stone & Marble. (Scene Shop)
4/5    — Work Day (Scene Shop)

**Week #12**

4/8    — Color Theory (Design Lab)
4/10   — Scenic Painting Final Project Explanation/Demo (Scene Shop)
4/12   — Scenic Painting Project Work Day (Scene Shop)

**Week #13**

4/15   — Props lists & Organization / Final project introduction. (Design Lab)
4/17   — Project Work Day (Scene Shop)
4/19   — **Props lists DUE** /Project Work Day (Scene Shop)

**Week #14**

4/22   — Project Check-in/Work Day (Scene Shop)
4/24   — Project Work Day (Scene Shop)
4/26   — Project Work Day (Scene Shop)

**Week #15**

4/29   — Project Work Day (Scene Shop)
5/1    — Project Work Day (Scene Shop)
5/3    — SHOP CLEANING/Project Work Day (Scene Shop)

**FINALS.**
5/8 — Final Exam 10:30am -12:30pm - Room 309 (Design Lab)
5/10 — ALL PROJECTS DUE IN THE SCENE SHOP BY NOON.