

Course: TH 267 Scene Technology
Room: McConnell 124

Fall 2004
T.R. 11:00-12:50

Instructor: David Barnett
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Prerequisites:
TH. 166, Or Permission
Of the Instructor.

Text:

Parker, W. Oren; R. Craig Wolf; Scene Design and stage Lighting, 7th, ed..

Topical Outline:

1. Theatre Safety.
2. Theatre Scene Shop Tools and Equipment; Use and Safety.
3. Theatre Construction.
4. Theatre Painting.
5. Theatre Stage Machinery (fly system) Use and Safety.

Course Objectives and Outcomes:

The following objectives apply to this course. Upon completion of this course, the student should be able to:

1. Discuss the Safety procedures appropriate to Theaters in general and our Theatre in particular.
2. Identify, Discuss and follow the safety rules for the tools and machines used in the scene shop.
3. Identify and operate the standard tools and machines used in the Theatre scene shop.
4. Identify the basic hardware used in the theatre and state its proper use.
5. Identify and describe the basic theatrical construction techniques used in the construction of flats, platforms and free form scenery.
6. Build a scenic unit (stage flat, studio flat, or a platform) as requested by the instructor.
7. Identify the types of paints and textures used in the Theatre, and discuss their application techniques in reference to stage scenery.

Assessment:

This Course will be assessed in the following way:

1. On an exam students will identify safety hazards in the theatre. In the class room students will demonstrate how to properly protect themselves and others against these hazards by following proper safety rules and protocol when they use the stage and it's equipment.
2. On an exam students will identify the safety hazards associated with using the tools and equipment in the scene shop. In the classroom they will follow the proper safety rules associated with each of these tools and machines. They will not use the tools and machines with out instructor supervision until they have been trained and have taken and passed the safety exam with a 94% or better.
3. On an exam students will identify each of the standard machines and tools in the Scene shop and describe how to use them safely and properly.
4. On an exam students will identify pieces of theatrical hardware, and identify how each is used.
5. On an exam students will identify several theatrical scenery pieces, label their parts discuss how each is built.
6. Students will be divided into groups and each group will build a scenic unit assigned by the instructor.
7. On an exam, students will identify each individual texture used to make a compound texture, the material each is made with, and how it is applied.

8. Perform five painting and texturing techniques assigned by the instructor.

9. Identify and discuss the difference between pin and rail, and a counterweight fly systems.

10. Perform and describe the safe operation of the counter weight fly systems, including the safe loading and unloading of the systems.

8. Students will create five textures. Four of these will be assigned by the instructor. One texture will be invented by the students themselves.

9. On an exam, given diagrams of both Pin & Rail and Counter Weight Fly Systems, students will label the individual parts of each system. They will also discuss the differences between the two systems and the advantages and disadvantages of each.

10. On an exam, students will describe the step-by-step processes of loading & unloading, and operating the Counter Weight fly system.

Nature of the Course:

This course is 45% lecture, 25% demonstration, and 30% exploration and skills acquisition. My role, as the instructor, is two fold, first, as a facilitator in helping the student to obtain the objectives of the course, second, as the person who assesses your progress toward obtaining those objectives in a timely manner. Your role as the student is to be an active learner and participant in the class.

Course Requirements:

In this course you will be expected to do two projects, a safety exam, a midterm exam, a final exam, five quizzes, and ten hours of lab work in the theatre Arts Department Scene Shop. This ten hours may be done concurrently with your production lab if you are assigned to the scene shop. Late projects, assignments or exams will be marked down by one grade level.

PROJECTS: Each of the projects will be worth 75 pts. I will give you time in class to work on both of the projects. If you do not complete them during the allotted class time I will expect you to complete them outside of class time. The two projects are skills acquisition projects and will need to be done in the scene shop. The scene shop is open every afternoon from 1:30-5:30 M-F. You may finish your projects during this time. **NOTE:** All students are required to help clean up the shop after working on projects. Failure to do so will subtract 25 pts. from your grade on the project.

SAFETY EXAM: This exam will be worth 100 pts. and will cover Fire, Haz-Mat, Personal protection equipment, and safety of scene shop machines and tools. Each student must pass it by 94% or higher to use the machines for the projects. Your score for the first time you take it will be counted in your grade. An extra in class study day is scheduled to help you with the test.

EXAMS: Each exam will include multiple choice, identification, short answer, and will be worth 150 pts. The midterm will cover the first half of the quarter, including some of what was on the safety exam. The final will include everything covered after the midterm. Both will include questions about safety, and the above listed learning objectives.

QUIZZES: There will be five quizzes. Two of them are listed in the syllabus. The other three will be pop quizzes presented at the discretion of the instructors. Each will be worth 10 pts. If you miss a quiz it cannot be made up.

HOMEWORK/SCENE SHOP LAB: There will be little homework outside of class, other than finishing the projects you haven't completed in class. Instead, you will be expected to complete 10 hours of time working in the theatre scene shop during this quarter. These 10 hours may be done concurrently with your production lab hours if you are assigned to the scene shop for your production lab this quarter. This is an opportunity for you to directly apply what you are learning in class to the real working situation. Each hour you complete up to 10 will be worth 10 points for a total of 100 points.

Resources, References, and supplies:

MATERIALS: students will need to supply their own books, notebook, pens and pencils. The department will supply the materials needed for both of the projects.

On lab days I will expect you to wear clothing appropriate to working in the scene shop. Be warned! Some of the materials we work with will destroy nice clothing if you get them on your clothes. The scene shop and the university are not responsible in any way for clothing that is destroyed while working in the scene shop.

ALTERNATE RESOURCES:

Carter, Paul; *Backstage Handbook*; Broadway Press, New York, 1988

Rossol, Monono; *The Artist's Complete Health And Safety Guide*; Allworth Press, New York, 1994.

Raoul, Bill; *Stock Scenery Construction Handbook*; Broadway Press, Shelter Island, NY, 1994

Grading;

Lab hours:	100 pts.	
Quizzes	50 pts.	
First Project	75 pts.	A.....651-700 pts. (93-100%)
Second Project	75 pts.	B.....581-650 pts. (83-92%)
Safety Exam	100 pts	C.....511--580 pts. (73-82%)
Midterm Exam	150 pts.	D.....441-510 pts. (63-72%)
Final Exam	<u>150 pts.</u>	F.....0-440 pts. (62% or Below)
	700 pts.	

Attendance Policy:

Attendance in class is mandatory. Only 1 unexcused absence is allowed without penalty. Each additional absence will reduce your grade by 10 points. A tardy longer than ten minutes will count as an absence. If an absence is required for participation in a production or other commitment, arrangements must be cleared through the instructor in advance for it to count as a legitimate excuse. Absences do not exempt you from any assignments, quizzes or exams.

Student Disability Statement:

If you have a disability that may prevent you from meeting course requirements, contact CWU Disability Support Services immediately, develop an Accommodation Plan: then, meet with the instructor to work out arrangements of the Accommodation Plan. Course requirements will not be waived but reasonable accommodations will be developed to help you meet the requirements. You are expected to work with the instructor and the CWU Disability Support Specialist to develop and implement a reasonable Accommodation Plan.

Theatre Arts Mission Statements and Teaching Philosophies**Mission Statements:**

- University Mission; “Docendo Discimus” (By Teaching We Learn)

Department Mission The Department of Theatre Arts is an ensemble of artists, scholars, educators, and practitioners located in the heart of the Pacific Northwest who:

- prepare students for advanced study and professional careers in theatre;
- promote creativity and excellence in a diverse educational environment;
- cultivate, educate, challenge and enrich audiences; and
- train and prepare students from diverse backgrounds to link art and life through experiential learning; in order to nurture skilled, thoughtful, and courageous citizens who will promote a peaceful and tolerant global community

Center for Teaching and Learning Theme; “facilitators of learning in a diverse world”

Teaching Philosophy:

The Theatre Arts Department supports and practices constructivism as a teaching philosophy. Indeed, it may be argued that it has used this philosophy in almost all of the diverse areas within the discipline since the art of theatre was created by human beings. Teachers of Theatre Arts practice tenets from the three forms of constructivism exhaustively covered in the Conceptual Framework: Developmental, Social, and Sociocultural. As a result. We apply the views commonly and generally held by constructivist teachers:

- Learning opportunities are best when accompanied by high levels of active engagement with tasks that characterize them.
- Formal knowledge is valued and made available to the learner, but the learner is encouraged to reflect on it and be skeptical about it, rather than simply accept it.
- Multiple examples and a variety of representations of content enable learners to derive meaning.
- Critical thinking, reflection, and problem solving are prized and encouraged.
- Interaction and conversation with others in the learning environment can improve the learner’s ability to state her case, can widen perspective, and can motivate learning.
- Multiple and authentic measures of assessment provide richer insight into the learner’s construction of knowledge.
- Verbal explanations can and should be supplemented by experiential learning.

It should be noted that each teacher applies these precepts in diverse ways, according to their particular area within the discipline.

TH 267 Scene Tech is a CORE REQUIREMENT for Teaching Secondary or Grades k-12 Theatre Arts Majors
Artifacts: Building and Painting Projects, Safety Exam

WA-
COMP.DR.K1.4 >Understands design tools in theatre: costume, set, lights,
props, makeup, and sound.

WA-
COMP.DR.S1.4 >Identifies and applies the elements, processes and tools
within designing and craft.

WA-
COMP.DR.K2.1 >Understands the principles of design and technical
production.

WA-
COMP.DR.K2.5 >Understands appropriate safety procedures and relevant
legal requirements in a theatrical setting.