**THTR 112: Introduction to Technical Theatre:**
discussion of sustainable practices in theatre production areas of scenery, lighting, costumes and properties. Scenic flat project utilizing scrap lumber, fabric and paint is produced as practical assignment.

Introduction to Technical Theatre

Larsen

THTR 112 (4 Credits) larsenrl@scranton.edu

Fall 2007 McDade CLP 103

T/R 10:00-11-15 AM Phone: 941-6327

McDade CLP 108/Royal Theatre Office Hrs: M/W 1:30-

2:30, T/R 1-3

**Required Text:** *Backstage Handbook* (3rd Edition) by Paul Carter

**Course Description:** This is a lecture/laboratory course with major emphasis on the practical application of theatre technology. The classroom activity will be composed of an investigation of the theory and practice of technical theatre production. The semester will include a study of production, the stage and its equipment, tools and materials, scenic production techniques, scene painting, and stage properties.

**Goals/Requirements/Expectations:** Since hands-on experience is an important part of understanding the material covered in class, you will be assigned specific duties directly relating to the theatre production areas. These duties may include working in areas of set construction, scene painting, properties construction, lighting, costume construction and sound. I encourage you to take full advantage of your time in the shop by asking questions, observing those around you and applying the material covered in class in a practical situation. A slave labor work force is not the purpose of the lab portion of this course. Your contributions to the department’s productions are invaluable and hopefully, by the end of the semester, your knowledge and appreciation of the workings of the backstage areas will be greatly increased. You are expected to put in **FORTY** (40) hours of lab time in one of the aforementioned areas over the course of the semester. You may achieve this in many ways. You can come into the scene shop and build and paint, you can be on a running crew, you can hang and focus lights, you can sew costumes—it can be done!!! These lab hours should be considered
homework and make up ¼ of your final grade. They are not negotiable!!! A logbook will be established in the scene shop. Enter your name, time you came in, production area in which you worked, and the time you left, in the book. Try to give yourself at least 1 ½ hours for your lab slots as it takes time to get set up with tools, find things and put things away. Have the logbook signed by the instructor or other designated person. Without the signature, I can’t verify your hours!!! You should have completed half of your lab hours (20) by mid-point of the semester. The only exception to this is your placement on a running crew for the production. Your mid-term grade will be a reflection of your accumulated lab hours to that point. Do not wait until the final week of the semester to begin your lab hours. The point of this class is for you to learn by doing, and while I am not beneath giving you a pile of screws to sort into various sizes on the last week of class, this is a non-productive option. (It is also somewhat risky, due to unpredictable circumstances.)

******In Addition to lab hours, attendance at strike (9/30, 11/11, and 12/9/2007—approximately 3:30-7PM) is MANDATORY!!!***** Attendance will be taken following strike to ensure compliance in this facet of your responsibility.

Grades:  

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Lab</td>
<td>25%</td>
</tr>
<tr>
<td>Attendance/Participation</td>
<td>15%</td>
</tr>
<tr>
<td>Reaction Papers (3)</td>
<td>10%</td>
</tr>
<tr>
<td>Scenery Construction/Painting Project</td>
<td>25%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>25%</td>
</tr>
</tbody>
</table>

Attendance: Each student will be allowed three absences without penalty. Each additional absence will affect your final grade. Students are responsible for material covered in class, whether in attendance or not.

Final Note: Please be on time and prepared for class. Wear comfortable clothes that you don’t mind getting a little dirty (paint/sawdust). No open-toed shoes in the shop!!! Keep in mind, this is supposed to be a learning environment and can be quite fun. Have an open mind and it will be!

Other relevant phone numbers:

- Scene Shop/Prudence Skinner 941-4180
- Costume Shop 941-6146
- Players Council Office 941-6358