I. Locator Information:
Instructor: Mr. David Griffie
Course # and Name: THEA 337 01 Scene Technology
Semester Credit Hours: 3
Office Location: Butler Building - 269
Day and Time Class Meets: T/TH 9:30-10:45
Office hours: Posted at office
Total Contact Hours for Class: 45
Office Phone: 672-1275
Email address: dgriffie@uncfsu.edu

FSU Policy on Electronic Mail: Fayetteville State University provides to each student, free of charge, an electronic mail account (username@uncfsu.edu) that is easily accessible via the Internet. The university has established FSU email as the primary mode of correspondence between university officials and enrolled students. Inquiries and requests from students pertaining to academic records, grades, bills, financial aid, and other matters of a confidential nature must be submitted via FSU email. Inquiries or requests from personal email accounts are not assured a response. The university maintains open-use computer laboratories throughout the campus that can be used to access electronic mail.

II. Course Description: For stage and studio. Basic theory and practice of scenery lighting technology for both stage and film/video studio. Lectures and demonstrations are supplemented with practical experience by involvement with the FSU Theatre Company and the Telecommunications Center.

This course introduces the theory and basic construction of stage scenery and properties. Topics include stage carpentry, scene painting, stage electrics, properties, and backstage organization. This course teaches fundamental skills in set construction. Students will get hands on experience helping with productions on the FSU stage. Upon completion, students should be able to pursue vocational and avocational roles in theatre. Upon successful completion of this course, students should be able to demonstrate a basic level of competency in the following areas of theater: Organization, Spaces, Set and Stage Construction, Basic Lighting, and Theatrical Drafting.

III. Disabled Student Services: In accordance with Section 504 of the 1973 Rehabilitation Act and the Americans with Disabilities Act (ACA) of 1990, if you have a disability or think you have a disability to please contact the Center for Personal Development in the Spaulding Building, Room 155 (1st Floor); 910-672-1203.


OTHER REQUIRED MATERIAL:
Architect’s Tri-Beam Scale Ruler
30-60-90 Triangle or 45-45-90 Triangle
Erasing Shield (metal or plastic)
Assorted mechanical pencils (.5mm and .7mm) and White or Mead Erasers
Bow-Compass (for drawing circles and arcs)
Protractor (for measuring angles)
Velum Drafting Paper 11x17
French Curve (Optional)
V. **Student Learning Outcomes:** Upon completion of this course, students will be able to:
1. Recognize the primary types of performance spaces, their characteristics, parts and machinery.
2. Understand the members of the production team and the timeline and development of a production- the realm in which technical theatre exist.
3. Develop a working knowledge of the tools, hardware and materials utilized in scenic construction.
4. Explain the basic principles in electrical and lighting theory.
5. Be able to work independently and in groups on assigned tasks.
6. Understand the functions, construction, and implementation of the scenery and lighting in education and industry, for the stage.
7. Operate the basic tools and materials used in the execution of various types of designs.
8. Produce theatre technical drawings and their standards including execution of sample drawings of these types by hand.
9. Understand the relationship of the designers and the assorted crews that work under them as part of a team effort to create a production which is an artistic expression composed of many separate parts, which succeed in creating a product which is different and greater than the sum of their individual parts.
10. Participate in and observe live stage productions for their use, application, and effectiveness of all technical elements and to gain an increased appreciation of the elements of technical theatre and how they’re integrated into a production.

VI. **Course Requirements and Evaluation Criteria**

The final grading procedure for this course will be as follows:

- **A= 100-92**
- **B= 91-82**
- **C= 81-72**
- **D= 71-62**
- **F= 61 and below**

All assignments will receive a number grade.

**Grading Breakdown:** All grades will be averaged together for your final grade. The grade will be comprised from the following: Exams on text and handouts (Midterm), lab grade, production experience, flat project, scenic painting project, knot/ rigging project, and final project.

**Graded Assignments:**

**Quizzes:** There will be four quizzes throughout the semester that will cover what you have learned in class. This could be in the form of a reflective. Each quiz is worth 125 points. **500 points**

**Production/ Practical Experience:** Every one in the class is required to participate in one of the two shows. Each student will start with 100% for the Production Experience. Ten points will be deducted for every late arrival for call. After the second late arrival, you will fail this portion of the class. If you are absent for any reason other than a death or legitimate sickness you will fail this portion of the class. A note from a doctor will need to accompany your excuse. The stage manager for the production will be submitting an evaluation to the professor rating your attitude, work ethic, and general demeanor. Practical experience is a key ingredient to bettering yourself as it relates to theatre and theatre technology. The only exclusion from this assignment is if you’re involved with both shows in an acting capacity. **200 points**

**Scenic Flat Project:** This project will comprise of building a small flat covered with muslin. It will be graded on accuracy of cuts, squareness in the construction, Proper nailing patterns, proper construction techniques, and overall appearance. The rubric for this assignment will consist of five parts to equal 50 points. It will be multiplied by two to receive your final number grade. **100 points**

**Lighting Project:** This project will be comprised of you hanging, focusing, coloring, and cueing a specific amount of instruments. You will also be lighting an object(s) and creating different looks that are required of the project. **100 points**
**Knot/ Rigging Project:** You will be taught three basic knots that are commonly used in theatre. You must be able to tie each of these knots for me during the test without assistance. You will be given two attempts for each knot. If you cannot tie the knots after two attempts you will fail this portion. You will also be asked to assemble an assigned rigging project. Each part of the project will count 50 points.  

**Production Lab/ Participation**
Each student is expected and required to complete lab production time for the theatre in addition to class time. The required amount of time will be 30 hours. You will be required to complete 2 hours a week for 15 weeks. Once the week has passed, if you have not completed the required hours, you will not be able to make them up. You will be required to sign in and out each time you work in the shop. It is your responsibility to sign in and out. Days not signed in and out will not count for your overall hours. Proper dress is required. **Each student is required to be present for each strike. If you are absent from strike you will lose 50 points from your final grade for this section.** 200 Points

**Midterm Exam:** This will be comprised of the information discussed over the first half of the semester.  

**Final Project**
This project will consist of ground plan and section drawing of an architectural image approved by the professor. A handout describing the project will be handed out at a later date.  

**Total Points**

<table>
<thead>
<tr>
<th>Points Range</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>1800-1620</td>
<td>A</td>
</tr>
<tr>
<td>1619-1440</td>
<td>B</td>
</tr>
<tr>
<td>1439-1260</td>
<td>C</td>
</tr>
<tr>
<td>1259-1080</td>
<td>D</td>
</tr>
<tr>
<td>1079 and Below</td>
<td>F</td>
</tr>
</tbody>
</table>

**Attendance Requirements:** Attendance is mandatory!! It is a vital component of learning. You are expected to attend all classes and be engaged during this time. You will be allowed to miss up to 10% of the classes for the semester. Any absences over 10% will result in automatic failure of the class. This comes from the course catalog for 300 and 400 level classes.  

*Roll will be taken at the beginning of class.  
*Tardiness (after you name is called from the roll) is not acceptable. You will be marked absent until you see the instructor after class to change the absent status to a tardy.  
*Two tardies = an absent.  
*Dressed improperly or dressed unsafely for the functions in the shop on a particular day will be marked absent for the day.  
*You will receive a final grade for your participation in the class (shop hours, projects, etc). Tardiness, not properly dressed, failure to have or wear safety equipment, failure to have or wear tape measure, not have a marking pencil, causing disruption or distractions during class, or found off task will result in a five point deduction for each offense off your final participation grade.  
*The use of a cell phone in class will result in five points being taken from your lab grade. If it becomes habitual you will be referred to the dean of students.

**Student Behavior Expectations:** -The instructor will respect all students and will make every effort to maintain a classroom climate that promotes learning for all students. Students must accept their responsibility for maintaining a positive classroom environment by abiding by the following rules:  
1. Students are expected to arrive to class on time, remain in class until dismissed by the instructor, and refrain from preparing to leave class until it is dismissed.  
2. Student/teacher relationships, as well as relationships among peers, must be respectful at all times.  
3 Students are not permitted to wear headphones or other paraphernalia that may be distracting to the classroom environment.  
4. Students must refrain from any activity that will disrupt the class; this includes turning off cell phones and music devices.  
5. Students are not permitted to use profanity in the classroom.  
6. Students will not pass notes or carry on private conversations while class is being conducted.
For each violation of the rules 5 points will be taken from your Production Lab/Participation experience. The professor reserves the right to revert to the below consequences.

Consequences for Failing to Meet Behavioral Expectations: The first time a student violates one of these rules, the instructor will warn him or her privately, either after class or before the next class. (Faculty members reserve the right to warn students publicly if needed.) The second time a student violates the guidelines, the instructor may deduct as many as twenty points from the student’s next exam grade. If a student violates the guidelines three times, the instructor will report the student to the Dean of Students for disciplinary action according to the FSU Code of Student Conduct. For each time your cell phone rings in class it will be a deduction of 5 points from your participation grade.

Please note: If these evaluation criteria must be revised because of extraordinary circumstances, the instructor will distribute a written amendment to the syllabus.

Academic Support Resources – Information pertinent to this course will be posted on Blackboard for viewing by the students.

VII. Academic Support Resources – Information pertinent to this course will be posted on Blackboard for viewing by the students.

VIII. Course Outline and Assignment Schedule

| Week 1 | Syllabus (Chapter 8 pg. 135-169) |
| Week 2 | Spaces/ Production Team and Organization/ The Stage and its Components/ Stage Rigging (Chapter 1) |
| Week 3 | Tool and Hardware description |
| Week 4 | Tool Qualifying- Quiz 1 Tool Qualification |
| Week 5 | Types of Wood- Flats, Platforms demos /Stairs (Chapter 9)(Chapter 8 pg. 176-196) |
| Week 6 | Flats Continued Finish up Quiz 2 Flats due September 24th |
| Week 7 | Rigging and Knots (Rigging Project Assigned) assignments Dance Concert |
| Week 8 | Review for Midterm and Rigging Test |
| Week 9 | Midterm Exam No Class on the 17th |
| Week 10 | Electrical Theory Chapter 13 |
| Week 11 | Lighting Theory / Lighting Color Theory/ Lighting Instruments (Chapter 14) (Quiz 3) |
| Week 12 | Board Op and Programming (Chapter 17) (Quiz 4) |
| Week 13 | Production week for The Dining Room |
| Week 14 | Theatrical Drafting |
| Week 15 | Work on Final Project No Class on Thursday November 28th |
| Week 16 | Work on Final Project |
| Final Exam | TBA |

IX. Teaching Strategies: Methods will include classroom instruction and practical demonstration. Supplemental handouts will be given to further assist the student on assignments. Students will learn from hands on participation working backstage and in the shop on production related tasks.
X. Bibliography


SCENE SHOP SAFETY: HAZARDS AND SAFE WORKING PRACTICES

GENERAL SAFETY RULES OF THE SHOP

1. Think safety first.
2. Wear eye protection at all times in the shop and stage.
3. You will get dirty and stained, bring work clothes.
4. Remove all jewelry or anything that will dangle from you person.
5. Long hair should be tied back into a short ponytail.
6. Do not wear open shoes, high heeled shoes, low heeled shoes, untied shoes, dresses, skirts, shorts, shirt or blouse that has dangling materials.
7. Wear clothes that will protect you from dust.
8. Do not wear gloves when operating power tools.
9. Remove nail, screws and other hardware from lumber before placing it in the lumber bins.
10. Keep the floor clear of tripping hazards.
11. A clean shop is a safe shop.
12. Know the location of the first aid box and the fire extinguishers.

Failure to follow these rules can result in a reduction of your Lab grade.

POWER TOOLS -- HAZARDS AND SAFE WORKING PRACTICES:

POWER TOOLS INCLUDE LARGE STATIONARY MACHINES AS WELL AS PORTABLE HAND OPERATED POWER TOOLS. THESE TOOLS CAN BE DANGEROUS DUE TO THE ELECTRICALLY DRIVEN BLADES AND CUTTERS. USE CAUTION WHILE USING AND MAKING ADJUSTMENTS TO THESE TOOLS. EVERYONE USING THESE TOOLS MUST HAVE PASSED TOOL QUALIFICATION AND HAVE SIGNED DOCUMENTS ON FILE TO PROVE IT.

GENERAL RULES FOR STATIONARY POWER TOOLS:

1. DO NOT OPERATE MACHINES WITHOUT SAFETY GUARDS IN PLACE AND IN GOOD WORKING ORDER.
2. THINK THROUGH ALL OPERATIONS CAREFULLY BEFORE STARTING THE MACHINE: THINK TWICE, MEASURE TWICE, and CUT ONCE.
3. BEFORE POWER IS TURNED ON, REMOVE ALL TOOLS, WOOD SCRAPES, OR ANY OTHER MATERIALS FROM THE TOOL PLATFORM OR TABLE. VIBRATION OF THE MACHINARY MAY CAUSE LOOSE MATERIAL TO MOVE INTO THE PATH OF THE REVOLVING BLADE.
4. CHECK THE SETUP OF THE MACHINE FOR EACH JOB CAREFULLY BEFORE TURNING ON THE MACHINE.
5. NEVER LEAVE A MACHINE UNATTENDED WHILE IT IS STILL RUNNING OR COASTING.
6. AVOID OVER REACHING. KEEP PROPER FOOTING AND BALANCE AT ALL TIMES.
7. ASK FOR HELP WHEN HANDLING LONG, WIDE OR AWKWARD PIECES. DESIGNATE YOUR JOBS BEFORE STARTING THE OPERATION.
8. MAKE SURE SPECTATORS DO NOT STAND DIRECTLY IN LINE WITH REVOLVING CUTTERS OR STOCK. CONCENTRATE ON WHAT YOU ARE DOING AND NOT ON THE SPECTATOR.
9. DO NOT USE A STICK OR YOUR HANDS TO SLOW DOWN OR STOP COASTING BLADES.