

Practicum Training Fall 2016:

Everyone should come into the practicum sequence with some fundamental knowledge of theatre in general, and the space they are working in in particular.

There are additional skills that will benefit the student's knowledge, the running of our shows and the program in general. These skills should be developed over time and should augment the student's experiences in other areas.

For 101 the student will be responsible for demonstrating knowledge of the fundamentals, and two of the basic skills

For 201 the student will be responsible for demonstrating knowledge of two additional basic skills

For 301 the student will be responsible for demonstrating knowledge of one additional basic skill.

By completion of the practicum sequence the student will have practical knowledge of the fundamentals and at least 5 areas of technical theatre.

The Basic Skills

Scenery

Fly system

Orchestra Lift

Lighting

Costumes

Props

Follow spots

Sound

Wigs/Makeup

Fundamentals:

Supervision

Report to area head or Stage Manager.

Time Commitment

You are expected to be in attendance, on time from FRT (Crew View) through Strike

At the times set by the SM

Attire

Long sleeve black shirt and pants, closed toe shoes.

Demeanor

The crew should be attentive to the show, behaving professionally and courteously to other crew members, actors, designers and the audience.

When doing scene shifts in front of the audience, move deliberately but unhurriedly to perform the task.

Electronics

Cell phones and other electronics are not permitted backstage. Stage Managers will collect devices from people who are unable to self-regulate.

Stage Directions:

You are expected to know the basic stage directions.

Intercom

Our intercom is a two channel Clear-Com system. Six pin connectors are located around the theatre(s) for connecting to the intercom system. You will need a 6 pin cable, belt-pack and headset from the storage cage DSR. The instructions for the intercom system are located on the SM console.

Running lights

There are several options for running lights backstage. In several areas there are permanently mounted track lights that can be plugged into outlets nearby. There are clip lights in the metal cabinet by the cage DSR. Extension cords are stored in the cage, power strips are stored in the Gel Room. There are cable cradles above the stage doors for keeping the doorways clear of cables. Depending on the show the upstage electrics can be used as running lights.

Spike/Gaff/Board labeling tape

All sorts of tape can be found in the doors of the cage DSR. Additionally there are usually multiple spools of tape hanging from the flyrail. Glow tape is stored in the SM console.

Spiking things

Spiking a scenic element should be done on the stage floor, on the US corners. Spiking a lineset should be a piece of tape around the purchase line immediately above the rope lock. Always label the pinrail with the colors of In/Out spike marks, typically right in front of the rope lock.