

COURSE SYLLABUS FOR THEA 1115 & 3115

TECH CREW

Sets – Lights – Props – Sound

Spring 2016 Credit Hours: 1 CREW meets in the UTC Scene Shop Time: 2-5pm M-F

Technical Director: Craig Brossman Office: PAC 154 (936) 294-4422 ctb011@shsu.edu

Assistant TD: Malcolm Nichols Office: UTC 012 (936) 294-1332 mtn008@shsu.edu

Scenic Painter: Charly Topper Office: UTC 012 Lighting Chief: Bryan Ealey Office: PAC 152

Welcome to CREW. This is a **“hands on”** practical lab. CREW “builds” & “runs” the productions for the University Theater Center Season.

Crew Objective: There are many aspects of CREW that we will deal with over the course of this semester. They are, but not limited to: carpentry, theatrical rigging, lighting, sound, scenery, props, scenic painting, special effects, welding, and general theater maintenance. However, beyond the skill or trade you will learn, you will also learn the “real world” side of managing the technical & physical needs for a theatrical production company. By the end of the semester you will be able to look onto the stage from the wings and understand the diligence and physical demands of a production. This diligent, demanding work is crucial to successful citizenship in our craft.

Crew Requirements:

OPTION 1

Build Crew: This option commits you to a **3 hour time slot (2-5pm)**, at least three days a week, for **FOUR** weeks. You **HAVE** to be here the entire 2-5pm.

OPTION 2

Run Crew: A 12-14 **CONSECUTIVE** day commitment, depending on the production. This portion meets in the evenings for tech rehearsals & performances, and also during the day and evenings on weekends. With the special nature of “running” a show, this responsibility has to be reserved for those who are 100% committed to the process. You **CAN NOT** be late, leave early or miss a run crew assignment.

OPTION 3

Swing Crew: This option must be cleared through the instructor. This CREW is for those who have absolutely no other option. This commits you to a **3 hour time slot (2-5pm)**, at least one day a week, for **TWELVE** weeks. You **HAVE** to be here the entire 2-5pm.

STRIKE:

ALL CREW MEMBERS are required to Strike **ALL SHOWS**.

We typically break down the set from 2-5pm, on the Monday following the run of a show. This is not necessarily true for every show. If you miss a Strike, it is an automatic deduction of **10 points** from your overall grade.

STRIKE WILL NOT COUNT AS A BUILD CREW DAY!!!!

Grading:

*Your grade for CREW is based on your quality of participation during CREW. There is a mandatory **minimum** time requirement established to insure some level of participation. Your final grade however, is an accumulation of points reflecting your attendance, punctuality, attitude, initiative, and involvement. **This might mean that you have to come more than just your scheduled days. If you just show up for your scheduled days, it is likely that you will not receive an A or B.** Your skill level does not necessarily reflect your grade. *

*It is possible to earn 1-5 points during any three-hour crew period for all the things listed above. It is also possible to have points subtracted for using your cell phone, tardiness, leaving early, goofing off, or being a general distraction during CREW. *

*****We are here to learn. We learn by “doing”. Acquiring the points necessary for an A or B, involves coming in extra days, taking the initiative, making extra effort, coming early, staying late, and having a positive effect on CREW. You MUST work HARD for your grade! Just “showing up” does NOT earn you an A.*****

Point Scale

| | |
|--------------------|--------------------------------------|
| A = 60 + points | Excellent |
| B = 55 – 59 points | Good |
| C = 50 – 54 points | Average |
| D = 45 – 49 points | Poor |
| F = 0 – 44 points | Failure to meet minimum requirements |

It is your responsibility to set up an **appointment** with me to discuss the status of your points. I encourage you to do so. I will **not** discuss points during CREW.

ALL CREW is required to pass a quiz on a safety lecture, on the first day of CREW. If you miss the lecture and quiz you are required to make it up.

Attendance Policy: Attendance is crucial. Your grade is primarily based on your participation. As per University policy a student shall not be penalized for a single absence from the Build Crew. Any subsequent absence will result in subtracting 5 points from your overall points.

Missing a Run Crew Assignment = One Letter Grade Drop

You **CAN NOT** miss a Run Crew Assignment. Assignment to a Run Crew, with its unique responsibilities to a live show, dictates 100% attendance for 12-15 consecutive days of a show's tech rehearsals and run. All Run Crew members must understand they are volunteering for this commitment and there is no opportunity to make up a live performance.

Failing CREW renders a student ineligible for casting, stage managing, designing, scholarships, and payroll the following semester.

Dress Code: When you work on CREW, you have to expect that you might get dirty. Do not wear good clothing that you might mess up, for you will have to work regardless. Also you **MUST** wear closed toed shoes. **NO** flip-flops, crocs, high heels or other dangerous shoes will be allowed. Safety glasses are provided.

University Approved Rules of Conduct for CREW: All students will be expected to refrain from behavior that disrupts other students from learning the task at hand. You are not allowed to use your cell phone for personal reasons during CREW. Please turn them off and put them away. CREW is also not your lunch time. Please do not bring food in or eat during crew time. Any inappropriate behavior will result in you being asked to leave the class, and/or being reported to the Dean of Students for disciplinary action in accordance with university policy.

Religious Holidays: Absences in observance of a religious holiday are excused as long as the Instructor has been properly notified. Students have until the 15th calendar day after the first day of school to notify the Instructor.

Americans with Disabilities Act: Any student with a disability that affects his/her academic functioning should contact the Services for Students with Disabilities (SSD) Office located in the Lee Drain North Annex building (next to Farrington), telephone 936-294-3512, TDD 936-294-3786 to apply for accommodations. In the event that accommodations are approved by SSD, the student is advised to schedule an appointment with the course instructor in order to present his/her accommodation forms and discuss the arrangements for the accommodations.

Visitors to CREW: Visitors are allowed if they have proper SHSU ID and they do not interrupt CREW.

Important Dates:

| Build Crew | Production/ Run Crew | STRIKE (all tentative) |
|--------------------------|------------------------------------|--|
| B1 = Jan. 14 – Feb. 12 | Cardenio = 2/8 – 2/20 | February 22 nd |
| B2 = Feb. 15 – March 18 | Orlando = 2/29 – 3/4 & 3/13 – 3/19 | March 21 st |
| B3 = March 22 – April 15 | Damn Yankees = 4/11 – 4/23 | April 25 th & 26 th (BOTH DAYS) |