

CVHS Introduction to Live Event Production & Design

Syllabus

Mr. Daniel Gilstrap

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Black Box Theatre - Room G121

- I. **Overview:** This class will provide students with the basic understanding of theater equipment and technology. Students will learn the fundamental theory and technical skills to navigate, operate and manipulate power, lighting, sound, video & rigging equipment for the purposes of designing for live events.
- II. **Internet Learning:** As instruction time is at a premium, and I feel should be spent on practical activities and hands on learning, all students are required to add this class to their Google account. I use these tools for communication, class postings of assignments, quizzes and other information and materials.
Classroom Code: 5l5yj9
- III. **Grading:** Attendance: 20%, Participation: 20%, Assignments: 35%, Event Support: 10%, Exams: 15%. Please be in class dressed appropriately and ready to work every Monday and Tuesday at 2:30pm.
 - A. You must sign in at the call board at the beginning of class every day or you will be marked absent, will not get attendance credit and will not get participation credit for the day. If you have a school related conflict that will not allow you to attend class, please notify me via email before class starts, sign in and check the 'Rehearsal' check box, thus forfeiting participation credit.
 - B. Assignments must be made up, and may only be made up for full credit if I am given prior notice via email of an extra-curricular conflict or you have an excused absence. Assignments made up for any other reason will be 90% of their original value if turned in the week it was due and 80% if turned in the week after. No credit will be given if turned in more than two weeks late.
 - C. Each quarter you are required to work on the technical crew for at least one production. You may work an event to make up for participation credit in lieu of event support credit for up to two events. You must also attend at least one show from any CVHS Performing Arts Department performance as an audience member.
- IV. **Expectations:** Please wear closed-toed shoes, shorts or pants. No skirts, dresses, kilts or revealing clothing. No food or gum. No cell phone use during class, unless explicitly allowed. You will get 1 warning. After this, you will lose participation credit and your phone for that class as well as the next.
- V. **Materials Required:** pair of light duty work gloves for hot surfaces, one 6" max adjustable wrench, 16GB max USB flash drive, a small flashlight (not your phone).
 - A. On opening night of our large productions you are expected to wear formal dress in **all black**. This means either a long sleeved button-down collar shirt with tie, slacks (no jeans), dress socks & dress shoes OR a full length dress with leggings/tights and flats. Opening night formality is required, but be prepared to work in what you wear.
- VI. **Materials Suggested:** While these items are voluntary and you will not require them every day, it is helpful that you supply for yourself a pair of high quality headphones, Backstage Handbook by Paul Carter.
- VII. **Field Trips:** In order to earn the ability to attend a field trip, you must ...
 - A. Have your parent(s)/guardian(s) provide a signed permission slip authorizing you
 - B. Have a 'C' or better in each of your classes
 - C. Have all of your teachers allow your absence & make up all missed classwork on your own time
 - D. Have your parent(s)/guardian(s) attend the Performing Arts Department Parent Meeting on August 29th at 7pm.

Unit 1: Theatre Orientation - 1 Week -Call Board & Call Sheets -Theatre Types -Theatre Areas & Stage Directions -Production Hierarchy -Working Safely -Knots	Unit 2: Working in a Production Setting - 3 Weeks -Script Anatomy -Event Organizational Paperwork & Renderings -Cable Care & Management (Over/Under)
Unit 3: “What’s That?” Production Equipment Overview - 4 Weeks -Identifying Cabling & Connectors -Audio Gear Naming & Purpose -Basic Audio Equipment Signal Flow -Lighting Gear Naming & Purpose -Basic Lighting Equipment Signal Flow -Soldering & Cable Fabrication, Testing & Repair	Unit 4: “How Does This Work?” Introduction to Audio - 4 Weeks -Transducers -Sound Theory -Mic vs. Line Level -Mic Types & Polar Patterns -Frequency Response -Mic Selection & Placement -Console Navigation & Sound Check -Equalization, Compression & Gating -Amplifier/Speaker Relationship & Pairing -Amplifier Classes
Unit 5: “How Does This Work?” Introduction to Lighting - 4 Weeks -AC vs. DC -DMX -Fixture Types -Color Spectrum -Gels & Selection -Additive vs. Subtractive -Hanging, Focusing & Addressing -Basic Console Navigation & Programming	Unit 6: Lighting & Sound Designing for a Live Event - 5 Weeks -Analyze Scripts for Technical Requirements -Explore Lighting & Sound as Supporting Roles To Tell A Story
Unit 7: Executing Designs for a Live Event - 5 Weeks -Implement Design Concepts -Class Collaboration of Event Designs -Design for Scheduled Concerts	Unit 8: Executing Designs for a Theatre Production - 6 Weeks -Culmination of All Lessons to Create an Individual Design of a 1-Act Play -Operate technical aspect for 1-Act Play