

UNIVERSITY OF FLORIDA: School of Theatre + Dance

TPA2202C: *Stagecraft*

Syllabus – Fall 2025

CLASS:

Tuesday/Thursday, period 4, 10:40 AM – 11:30 AM, C-219 (2nd floor design studio of Nadine McGuire Pavilion)

LAB:

Friday, periods 3-5, 9:35 AM – 12:35 PM, G-017 (scene shop of Nadine McGuire Pavilion)

FINAL:

Finals: Interpretation Project build complete/presentations during lab, Friday, November 21.

Exam: Thursday, December 11 @ 10:00 AM - 12:00 PM

INSTRUCTOR:

Rob Leach rleach@ufl.edu 352-273-0542

STUDENT HOURS:

Monday/Wednesday, 9:00-10:00 AM, Nadine McGuire Pavilion, room G-016.

DESCRIPTION:

This course introduces technical theatre production, primarily scenic, through classroom discussions and research and physical projects. Students will learn materials, techniques, and tools basic to the construction of scenery and will explore associated trades and specialized equipment of the entertainment industry.

COURSE GOALS:

- Interpret scenic and construction terminology accurately
- Demonstrate knowledge of and improve skills with construction tools
- Prioritize construction techniques
- Design, plan, and present projects

REQUIRED MATERIALS:

TOOLS:

Pen or pencil

16' (minimum length) steel tape measure

Safety glasses, impact rated to ANSI Z87.1 standard, and stamped accordingly. If the glasses don't have this rating on them (i.e. only have it on the package), please don't buy that pair. Please bring all tools to every lab and class.

IN-PERSON ATTIRE:

Work clothes: pants (such as jeans or khakis), sleeved shirt, and closed-toe/closed-heel shoes; long hair must be tied back; personal accessories must be removed (i.e., dangling necklaces, wallet chains, watches...). You will be asked to leave and marked absent if you do not have proper attire. Do not wear ear buds/headphones in the scene shop.

SCHEDULE:

Assignment narratives will be posted on Canvas; assignments/projects are due at the start of the class/labs associated with their due date unless otherwise determined. Readings are due next to the date to which they are assigned. I post announcements on Canvas regularly, and projects and content are released throughout the semester; please check Canvas regularly to make sure you are not getting behind on your projects. Lab time will be dedicated to specific projects, but students might need to invest more time outside of the lab for their projects; please note weekly posted shop times.

Semester week	day	date	class #	Activity	assignments
1	Thursday	Aug 21	1	Introduction, Canvas, syllabus	
	Friday	Aug 22	lab 1	shop tour, PPE, power tools	
2	Tuesday	Aug 26	2	measurement and scale	BH: shop math 205-216
	Thursday	Aug 28	3	lumber	BH: lumber 120-130 (*122!!!)
	Friday	Aug 29	lab 2	shop tools continued	required materials due
3	Tuesday	Sep 2	4	lumber	Nominal Versus Actual (files)
	Thursday	Sep 4	5	the cut list	flat drawing (files)
	Friday	Sep 5	lab 3	shop tools + hardware project	BH: tools 1-13
4	Tuesday	Sep 9	6	lumber + building materials	apple box cut list due
	Thursday	Sep 11	7	drawings	triscuit reading
	Friday	Sep 12	lab 4	apple box	
5	Tuesday	Sep 16	8	platforms	
	Thursday	Sep 18	9	stairs	BH: stairs 235-238
	Friday	Sep 19	lab 5	stair walk + apple box	hardware project due
				<i>Harvest</i> opens tonight--congratulations cast and crew	
6	Tuesday	Sep 23	10	flats	flat cut list due
	Thursday	Sep 25	11	flats	
	Friday	Sep 26	lab 6	<i>Harvest</i> on-set discussion, flat start	
7	Tuesday	Sep 30	12	Hardware: simple machines	BH: hardware 49-63
	Thursday	Oct 2	13	general hardware continued	BH: hardware 64-83
	Friday	Oct 3	lab 7	flat project	apple box due
8	Tuesday	Oct 7	14	soft goods	BH: soft goods 280-285
	Thursday	Oct 9	15	soft goods	Foldy McFolderton from Foldsville
	Friday	Oct 10	lab 8	flat/work time	
9	Tuesday	Oct 14	16	draw/build project	
	Wednesday	Oct 15		<i>Rent</i> opens tonight--congratulations cast and crew!	
	Thursday	Oct 16	17	draw/build project	
	Friday	Oct 17	no lab	Homecoming	
10	Tuesday	Oct 21	18	paint	BH: architecture plus 239-263
	Thursday	Oct 23	19	paint demo in scene shop	BH: paint 25-29, 134-138
	Friday	Oct 24	lab 9	<i>Rent</i> on set discussion	flat due
				Cover flat/paint demo	
				<i>Spotlight</i> event tonight	

Semester week	day	date	class #	Activity	assignments
11	Tuesday	Oct 28	20	[hurricane cancellation recovery date]	
	Thursday	Oct 30	21	honey in the what?	
	Friday	Oct 31	lab 10	Cover flat/paint project	what is muslin?
12	Tuesday	Nov 4	22	rigging basics	BH rigging: 100-107, 263-267
	Thursday	Nov 6	23	counterweight rigging in Constans	
	Friday	Nov 7	lab 11	paint/interpretation	
				<i>The Thanksgiving Play</i> opens tonight--congratulations cast and crew!	
13	Tuesday	Nov 11	-	Holiday--Veterans day	
	Thursday	Nov 13	24	catwalks and knots	knots readme (files)
	Friday	Nov 14	lab 12	interpretation	paint project due
14	Tuesday	Nov 18	25	lighdiomation	pending anticipatory class discussions
	Thursday	Nov 20	26	fire awareness	
				<i>Agbedidi</i> opens tonight--congratulations cast and crew!	
	Friday	Nov 21	lab 13	interpretation presentations	physical interpretation due
15	Tuesday	Nov 25		fall break	
	Thursday	Nov 27		fall break	
	Friday	Nov 28		fall break	
16	Tuesday	Dec 2	27	mother truckin' logistics--meet at loading dock: close-toe/heel shoes	All supporting interpretation projects due prior to class--please refer to Canvas
	Thursday	Dec 4		Reading day	
	Friday	Dec 5		Reading day	
17	Thursday	Dec 11		Final Exam: 12/11/2025 @ 10:00AM-12:00PM	

check Canvas for updates, additional deadlines for Interpretation, and announcements

EVALUATION:

Students will be evaluated through attendance, participation and professional attitude, successful completion of research and construction projects, execution and presentation of a final project, with quizzes and practicals. Every semester I teach this class I introduce new projects and alter assignments from other semesters; we will follow the syllabus as a guide, but pending discussion, participation, and production needs, assignments and associated points could change. Grades will be calculated by tallying earned points; I anticipate *approximately* 1800 possible points. The following is a **guide** to point distribution, but will not be completely accurate until the end of the semester to reflect actual quizzes and completed projects. Unexcused absences will result in a minimum of a loss of points; lack of participation in class and lab sessions will likewise reduce attendance points. All projects include a category of professionalism.

Quizzes & practicals	TBA		Paint project	100
Scale project	25		Knots	TBA
Hardware project	50		Draw/build	100
Apple box cut list	20		Interpretation	475
Apple box construction	80		Class attendance	270 (10/class)
Flat cut list	25		Lab attendance	390 (30/lab)
Flat build	100		Final exam	200 (approximated)

The final course grade is based on the following percentages (your total points divided by total possible points)

A	94-100%	B-	80-83%	D+	67-69%
A-	90-93%	C+	77-79%	D	64-66%
B+	87-89%	C	74-76%	D-	60-63%
B	84-86%	C-	70-73%	E	0-59%

ATTENDANCE POLICY:

Theatre is a collaborative environment that demands continual support. Your successful completion of this course is based on discussion and participation in class and lab sessions. Attendance is vital. One (1) unexcused absence from class will be permitted without penalty. Two (2) late arrivals and/or early departures = (1) absence. Three unexcused absences is cause for removal from the class. Where appropriate excused absences require documentation. You are responsible for the content an absence skips.

STUDENTS WITH DISABILITIES:

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center. [Get Started with the DRC - DISABILITY RESOURCE CENTER](#) . It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

UF GRADING POLICIES:

Earned grades will align with UF policies; information can be found at [Grades and Grading Policies < University of Florida](#)

PROFESSIONAL CONDUCT:

Please take care of yourself mentally and physically. Accept responsibility for your successes and failures. Earn your grade. Adhere to university policies. Respect your peers, facilities, and the staff and faculty of the school. Submit work that shows your pride in the process and your product.

ACADEMIC DISHONESTY:

The Honor Code specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. You may refresh your familiarity of the honor code here: [Conduct Code Process | SCCR](#)

ELECTRONICS and VIDEO:

While personal electronics can be useful for class purposes, using devices to contact others should only be done for emergencies; calls and texts/messaging should be initiated/answered outside of class/lab.

Ai:

This can be a great tool. Don't use it in lieu of thinking. Please do not submit work that a computer did and pass it off as your own. Stuck? The university has great Ai resources. Use them. Just acknowledge when you do, and don't be dependent on second-hand thinking.

COURSE EVALUATION:

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online. Students can complete evaluations in three ways:

1. The email they receive from GatorEvals,
2. Their Canvas course menu under GatorEvals, or
3. The central portal at <https://my-ufl.bluer.com/>

Guidance on how to provide constructive feedback is available at [Students - Faculty Evaluations - University of Florida](#). Students will be notified when the evaluation period opens. Summaries of course evaluation results are available to students at <https://gatorevals.ua.ufl.edu/public-results/>.

SUMMARY:

Please enjoy this class, be willing to try something new, offer your opinions, and support each other. Ask questions. Respect our spaces, our equipment and materials, and each other. We will cover a lot of material, and if you don't live up to your expectations on one project, there is always a different project that might be more agreeable to you.