

UNIVERSITY OF FLORIDA: School of Theatre + Dance

TPA2202C: *Stagecraft*

Syllabus – Spring 2025

CLASS:

Tuesday/Thursday, period 4, 10:40 AM – 11:30 AM, C-218 (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: Project complete/presentations during lab, Friday, April 18.

Exam: Thursday, May 1 @ 12:30 PM - 2:30 PM

INSTRUCTOR:

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

OFFICE 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 clas/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; 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 #	topic	assigned (readings due)	due (quizzes TBA)
1	Monday	Jan 13	1	Introduction, Canvas, syllabus	required materials + Interpretation	
	Wednesday	Jan 15	2	measurement and scale	BH: shop math 205-216	GET BOOK
	Friday	Jan 17	lab 1	shop tour, PPE, power tools	BH: tools 1-13	
	Saturday	Jan 18	Fusion is today, as a reminder to those of you who might be prepping for it.			
2	Monday	Jan 20	Martin Luther King Jr. Day			
	Wednesday	Jan 22	3	lumber	BH: lumber 120-130 (*122!!!)	required materials
	Friday	Jan 24	lab 2	shop tools continued	Triscuit writeup, Interpretation	triscuit drawing
3	Monday	Jan 27	4	lumber	Nominal Versus Actual (files)	
	Wednesday	Jan 29	5	the cut list		
	Friday	Jan 31	lab 3	shop tools + hardware project	apple box cut list	
4	Monday	Feb 3	6	lumber + building materials		apple box cut list
	Wednesday	Feb 5	7	drawings		
	Friday	Feb 7	lab 4	on-set discussion + apple box	apple box	
			<i>Macbeth</i> opens tonight--congratulations cast and crew!			
5	Monday	Feb 10	8	platforms		
	Wednesday	Feb 12	9	stairs	BH: stairs 235-238	
	Friday	Feb 14	lab 5	stair walk + apple box		hardware project
6	Monday	Feb 17	10	flats	BH: flats 276-279	
	Wednesday	Feb 19	11	flats	flat cut list	
			<i>BFA Dance Showcase</i> opens tonight--congratulations cast and crew!			
	Friday	Feb 21	lab 6	apple box		apple box
7	Monday	Feb 24	12	Hardware: simple machines	BH: hardware 49-63	flat cut list
	Wednesday	Feb 26	13	general hardware continued	BH: hardware 64-83	
	Friday	Feb 28	lab 7	flat project		
8			USITT is this week			
	Monday	Mar 3	14	soft goods	BH: soft goods 280-285	
	Wednesday	Mar 5	15	soft goods		
	Friday	Mar 7	lab 8	on-set discussion + flat project		
			<i>The Importance of Being Earnest</i> opens tonight--congratulations cast and crew!			

Semester week	day	date	class #	topic	assigned (readings due)	due (quizzes TBA)
9	Monday	Mar 10	16	draw/build project	BH: 100-107, 263-267	
	Wednesday	Mar 12	17	draw/build project		
	Friday	Mar 14	lab 9	flat project		flat build
10	Monday	Mar 17	SPRING BREAK			
	Wednesday	Mar 19				
	Friday	Mar 21				
11	Monday	Mar 24	18	paint w/ Stephen		
	Wednesday	Mar 26	19	paint demo in scene shop		
	Friday	Mar 28	lab 10	Cover flat/paint project		
12	Monday	Mar 31	20	rigging basics	BH: 134-140	
	Wednesday	Apr 2	21	counterweight rigging in Constans		
	Friday	Apr 4	lab 11	paint project	BH: architecture plus 239-263	
13	Monday	Apr 7	22	scenic design		
	Wednesday	Apr 9	23	lighdiomation	pending anticipatory class discussions	
	Thursday	Apr 10	Spring Into Dance opens tonight--congratulations cast and crew!			
	Friday	Apr 11	lab 12	on-set discussion/interpretation crunch		
14	Monday	Apr 14	24	knots	knots readme	
	Wednesday	Apr 16	25	fire awareness	TBA	
	Thursday	Apr 17	Conference of the Birds opens tonight--congratulations cast and crew!			
	Friday	Apr 18	lab 13	interpretation presentations	[insert ballyhoo here]	
15	Monday	Apr 21	26	truck and logistics		
	Wednesday	Apr 23	27	casters and wheels		
	Thursday	Apr 24	Reading day			
	Friday	Apr 25	Reading day			
16	Thursday	May 1	Final Exam: 5/01/2025 @ 12:30 PM - 2:30 PM			

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* 1700 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		Drawbuild	100
Apple box cut list	20		Interpretation	300
Apple box construction	80		Class attendance	280 (10/class)
Flat cut list	25		Lab attendance	420 (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. [Click here to get started with the 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 <https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/#gradestext-otp1>

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. If you have any questions or concerns, please consult with the instructor or TAs in this class.

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.

COURSE EVALUATION:

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. [Click here for guidance on how to give feedback in a professional and respectful manner](#). Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via ufl.bluer.com/ufl/. [Summaries of course evaluation results are available to students here](#). I do appreciate personal comments that you can provide during class, or ideas about making content more relevant.

SUMMARY:

Please enjoy this class, be willing to try something new, offer your opinions, and support each other. Ask questions. 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.