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Fall 9-1-2005

# DRAM 202.00: Stagecraft I

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*University of Montana, Missoula*

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# Stagecraft I

Course #: Drama 202  
Time: Lecture- T/TR 10:10 – 11:00  
Labs - Group 1 – M 9:10-10:00  
Group 2 – M 10:05-10:55  
Group 3 – T 8:10-9:00  
Group 4 – T 9:05-9:55  
Group 5 – W 9:10-10:00  
Group 6 – W 10:05-10:55  
Group 7 – TH 8:10-9:00  
Group 8 – TH 9:05-9:55  
Room: J.R.H 204-Lecture, PARTV 131-Lab  
Instructor: DJ Selmeyer, PARTV 131  
406-546-4999 (For emergency use only)

Materials Needed: Calculator – Not On Your Cell Phone!!

Lighting Texts: Although having at least one is of these is highly recommended, none are required.  
Stage Lighting Revealed, Glen Cunningham  
Lighting and the Design Idea, Linda Essig  
Designing With Light, Michael Gillette  
Scene Design and Lighting Design, Parker/Wolf  
Theatrical Design and Production, J/ Michael Gillette  
Light Fantastic, Max Keller (THE BEST LIGHTING BOOK EVER)

Other Texts: Backstage Handbook, Paul Carter – (Design/Tech students should consider this a required text)

## Course Description:

This course is designed to offer students an introductory knowledge of electricity, lighting technology, sound technology, and theatre rigging. Through lecture and hands-on labs, students will learn the basics of electricity including its safe and proper use. Students will also learn about theatre lighting technology ranging from lighting instruments to lighting control consoles and in lab will learn how to use this equipment. An introduction to sound technology and theatre rigging will also be a part of this course.

## Course Objectives:

This course will prepare students with the necessary beginning skills to work in a theatre light shop and make intelligent and safe decisions while using electricity and lighting technology.

## Grading:

Grading is based on lab and class participation, grades from tests, and attendance.  
Attendance/Participation Lectures: 20%  
Attendance/Participation Labs: 30%  
Tests: 50%

## Attendance Policy:

Attendance is extremely important! It is assumed that you will attend all classes and labs. Students who miss lecture should obtain notes from a classmate and note that their grade has been negatively impacted. Students who miss lab should realize that there is no way to make up the lab and that their grade has been negatively impacted. In cases of family emergency or illness with doctors note, contact instructor BEFORE missing class/lab to arrange a make-up opportunity.

## Schedule of Classes:

<u>Date</u>	<u>Class Topic</u>	<u>Lab Topic</u>
10/25	Introduction (Names, Syllabus and Lab Breakdown)	Finish Costume Labs
10/27	Electricity (Atomic Theory, Circuits, and West Virginia)	
11/1	Electrical Applications (Wires, Lamps and Math)	Electricity/Circuits
11/3	Lighting Technology (Lamps, Reflectors and Lenses)	
11/8*	Light Plots (And Other Paperwork)	Lighting Instruments*
11/10	<b>No Class!</b>	<b>Thursday Lab Meets M, T or W</b>
11/15	Dimmers (Saltwater to SineWave)	Lighting Olympics
11/17	Control (Two Scene Preset to Media Servers)	
11/22	Open (Catch Up or Get Ahead or Test.....?)	<b>No Labs This Week!</b>
11/24	<b>No Class!</b>	
11/29**	Rigging (How to do it safely)	Light Boards
12/1	Sound	
12/6***	Sound	Sound***
12/8	Review For Final (What Was West Virginia?)	
12/16	Final Exam from 10:10-12:10 – Bring a calculator!	

\*The week of November 8 we will hold labs on Monday, Tuesday, and Wednesday. Thursday lab sections will split up to attend one of the other labs.

\*\*Rigging lecture on November 29 will meet in the Montana Theatre.

\*\*\*The last week of labs will be in the Sound Lab, PARTV 036, located near the Costume Shop.

\*\*\*Labs this week will meet for the full two hours. There will be two different instructors teaching to make the most of the time available in the sound shop/lab.