

Summit High School
Stagecraft 3 Syllabus
Production Design & Application



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COURSE DESCRIPTION

Stagecraft 3 is exploration into a specific area of production design in application to a Summit Theatre production, including: student director, choreographer, publicity and marketing manager, stage manager, scenic designer, master carpenter, properties master, costume designer, makeup design, lighting designer or sound designer. Students will work as the designer or manager for their chosen production area and then plan, realize and apply their design to an approved school production. Student designers will also learn to develop and work on a timeline and with a specified budget for their design area. Students may take this class multiple times for different design roles.

CLASSROOM EXPECTATIONS

Production Design is both an independent and collaborative process. Students will practice working as part of a production team with other members in various design roles and within the vision of the show's director. Stagecraft 3 students will on occasion have schedule flexibility with class time, but will need to stick to a strict timeline for meeting deadlines, checking in with Mrs. Okamoto on their progress and maintain open lines of communication at all times.

ASSIGNMENTS

Assignments will vary based on choice of design role, but will likely include: research, design sketches/collages, plots and paperwork as well as practical elements.

Production Roles

Students will be required to choose a design role for one of two productions this semester: *Macbeth* in October OR *Begets: Fall of a High School Ronin* in January. Role options include:

student director, choreographer, publicity and marketing manager, stage manager, scenic designer, master carpenter, properties master, costume designer, makeup design, lighting designer or sound designer.

1. Student Director
2. Choreographer/Fight Choreographer
3. Publicity and Marketing Manager
4. Stage Manager

5. Scenic Designer
6. Master Carpenter
7. Properties Master
8. Costume Designer
9. Makeup Designer
10. Lighting Designer
11. Sound Designer

The roles and responsibilities as well as timeline for each role/show will be gone over in class.

Extra Credit

Extra Credit may be earned by contributing to *additional* crew hours during the semester, which may include working on an additional show or contributing additional work hours on a show. Students may also see a semi-professional or professional production and write a 1-2 page critique of the design elements of the show for extra credit (10 points per show).