

Course Syllabus for THR 114.01 and 314

TECH CREW

Sets – Lights – Props – Sounds

Credit Hours: 1

Lab Meets in the U.T.C. Scene Shop Time : Arranged

Faculty: Marsh, Eric

Technical Director: Larry Routh (936) 294-1332 lrouth@shsu.edu

Office: 9a.m. to 2p.m

Welcome to CREW. This is a “hands on,” practical lab. CREW “builds” the productions for the University Theater Center season. Thank you for your commitment to another excellent semester of theater at Sam Houston State University. CREW is Good!

Lab Objective: Our goal is to explore creative and practical shop techniques including, but not limited to: carpentry, painting, prop making, electrics, lighting, welding, sound reproduction, special effects and how they relate to the unique demands of each production. Any and all skill levels are welcome.

Lab Requirements: Build Crew: Each student commits to a three hour time slot, four days a week, for four weeks. There will be three different Build Crews this semester. Students are required to serve on one.

OR: Swing Crew: This crew commits to a three hour time slot, two days a week for ten weeks.

OR: Run Crew: This choice must be cleared by the instructor. For those with an interest in the “running” of a show, this is a twelve consecutive day commitment. This crew usually meets at night for tech rehearsals and Saturday performances. All Run Crew members must also commit to five, three hour Build Crews.

STRIKE: All CREW members are required to Strike all shows. We usually break down the set from 2-5 on the Monday following the run of a show.

Grading: The grade for CREW is based on the individual’s quality of participation. There is a mandatory minimal time requirement established to insure some level of participation. The final grade, however, is an accumulation of points reflecting attendance, attitude, initiative and involvement. It is possible to accrue 1 to 5 points in any three hour crew period for punctuality and effort. It is also possible to have 1 to 5 points subtracted for tardiness, leaving early, goofing off, or distracting the crew. Minimal effort will translate to an average (C) grade or less. We are here to learn. We learn by “doing.” Acquiring the points needed for an

