

Wesleyan University
Department of Theater

Fall 2018

Performance Practice in Design Grading Policy

THEA 435 performance Practice in Design A (.5 CR)

THEA 437 performance Practice in Design B (1.0 CR)

Productions in the Theater Department are the laboratory in which all aspects of theater study and creation come together in a collaborative effort for presentation to an audience. The Department recognizes that theater-making is both process and product in which learning, and achievement are dual goals.

Designing for credit in any Theater Department production (thesis and faculty/guest director project) is evaluated by the faculty as follows:

1. Theater Practice: preparation and attendance to all production meetings and rehearsals as called; arrival on time to all individual meetings collaborative engagement with director, actors, and fellow designers, and other artistic staff including stage managers; technical director, costume or scene shop staff; respect for all support crews; assistance with maintaining a clean and orderly meeting, makers room (costume shop/scene shop design studio, etc.), and performance space.
2. Creative Process research and development of concept and design, demonstrate appropriate use of technical skills to convey your ideas with director and design team (drafting, rendering, model making, etc.), ability to Implement changes or revisions to initial ideas, and clear organization of ideas and concepts. preparation for all meetings.
3. Theater Skills Development:
Set Design: visual research and written design concept; drafting floor plan, section and design drafting for scenic elements to be constructed; color samples and visual research for paint surfaces; Scaled Model. Overall review of the piece.
Lighting Design: Photo metrics drawings to show projected use of light and angles; light plot and paperwork produced to communicate intentions and plans; meeting deadlines for deliverables; focusing lights based on photometric drawings, building cues either prior to tech or during tech time as negotiated with director/ team; conveying placement of light cues to stage management, meeting the following measures of a successful lighting design; overall Review on the piece.
Media Design: Throw drawings to show projected projections angles; media plot with clear media system including computer and projector specs; visual research/story board; building cues either prior to tech or during tech time as negotiated with director/ team; overall Review on the piece. **Costume Design:** Visual research and sketches, action charts, final design drawings, fabric swatches, if constructing from scratch developing of appropriate patterns, be present on fittings and rehearsals as needed; overall Review on the piece

A	superior work in all areas;
B	good work with some issues with attendance, completion of tasks, or development of theater skills;
C	average work with some issues with attendance, completion of tasks, or development of theater skills;
D or below	inadequate work or work that negatively affects the collaboration with others in the realization of the production.

PLEASE NOTE:

SINCE THEATER MAKING, REHEARSAL AND PERFORMANCE REQUIRE COLLABORATION IN THE SAME TIME AND SPACE, PUNCTUALITY AND ATTENDANCE IS FUNDAMENTAL NECESSITY. AN UNEXCUSED ABSENCE FROM ANY OF THE FORMAL CALLS WILL AUTOMATICALLY LOWER THE GRADE BY ONE LETTER. TARDINESS FOR ANY CALL WILL BE REFLECTED IN THE ASSESSMENT FOR THEATRICAL PRACTICE AS NOTED ABOVE.