

Stagecraft Fundamentals Second Edition A Guide

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Stagecraft Fundamentals: A Guide and Reference for ...

Book description. Stagecraft Fundamentals Second Edition tackles every aspect of theatre production with Emmy Award-winning author Rita Kogler Carver's signature witty and engaging voice. The history of stagecraft, safety precautions, lighting, costumes, scenery, career planning tips, and more are discussed, illustrated by beautiful color examples that display step-by-step procedures and the finished product.

Stagecraft Fundamentals, 2nd Edition [Book]

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Twenty chapters detailing all of the fundamentals -- everything the aspiring stage technician needs to know to get started in backstage work! All sections highlighted with photographs, illustrations and diagrams. Major topics include: stage and rigging; production staff; properties; sound; lumber, tools and hardware; scenery construction; lighting instruments; control of light and colour; electricity and devices. The what, when and why of all backstage equipment and how to use it to maximum effect with safety, speed and efficiency.

Veteran theater designers Karen Brewster and Melissa Shafer have consulted with a broad range of seasoned theater industry professionals to provide an exhaustive guide full of sound advice and insight. With clear examples and hands-on exercises, Fundamentals of Theatrical Design illustrates the way in which the three major areas of theatrical design--scenery, costumes, and lighting--are intrinsically linked. Attractively priced for use as a classroom text, this is a comprehensive resource for all levels of designers and directors. Allworth Press, an imprint of Skyhorse Publishing, publishes a broad range of books on the visual and performing arts, with emphasis on the business of art. Our titles cover subjects such as graphic design, theater, branding, fine art, photography, interior design, writing, acting, film, how to start careers, business and legal forms, business practices, and more. While we don't aspire to publish a New York Times bestseller or a national bestseller, we are deeply committed to quality books that help creative professionals succeed and thrive. We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers.

The book 's organization follows a layered approach that builds on basic principles: Light as a Medium (Part 1), Tools of a Lighting Designer (Part 2), Design Fundamentals (Part 3), and Lighting Applications (Part 4). This presents students with a practical and logical sequence when learning basic concepts. The full spectrum of the lighting design process is presented in detail, giving students an example of how one might develop a lighting design from script analysis through concept and plot development, and all the way to an opening. This detailed process with a step-by-step design approach gives students a plan to work from, which they can later modify as they mature and gain confidence as designers. The text contains a more comprehensive discussion of basic technology, light as a physical phenomena, and methodology of designs than is found in most introductory texts, bridging the gap between introductory and advanced lighting courses. The text will appeal to theatrical designers who want to venture into areas of lighting like architectural or virtual lighting design, while at the same time gaining a solid grounding in the fundamentals of lighting design. Lighting Design will also benefit illuminating engineers who want to move away from mere computational approaches in lighting and on to explore techniques along the design approaches of theatrical lighting design. The final 9 chapters cover many specialty areas of lighting design, highlighting the unique and shared qualities that exist between the different aspects of these elements. Discussions involve traditional entertainment areas like theatre, as well as lesser known facets of the industry including film/video, landscape lighting, retail/museum lighting, virtual lighting, concert, spectacle performances, and architectural lighting. Models of design tasks demonstrate the actual use and development of plots/sections, schedules, photometrics tables, and cut sheets, rather than simply talking about what they are. This hands-on approach provides students with a firm understanding of how to actually use these tools and processes.

This invaluable guide takes a step-by-step approach to the most common and popular theatre production practices and covers important issues related to the construction of wooden, fabric, plastic, and metal scenery used on the stage. This new edition of the Illustrated Theatre Production Guide uniquely shows you how to build scenery through detailed lessons and hundreds of drawings. The illustrations make this book like no other and offers solutions to problems that you face, from rigging and knot tying, to drapery folding and the most detailed information on metal framing available. Written for the community theatre worker who has to be a jack of all trades and the student who needs to learn the fundamentals, respected author John Holloway teaches in a way that covers the necessities but doesn't bog you down with heavy language and boring verbosity. New features in this book range from expanded information on metal framing and foam construction to brand new elements such as a chapter on stage management and an extremely helpful Website with videos -- meant to go along with the informative section on projects. These videos take you from the drawings and descriptions in the book to the video instructions that will help you learn visually. A must have for the theatre professional as a guide to refer back to over and over again.

Play Directing describes the various roles a director plays, from selection and analysis of the play, to working with actors and designers to bring the production to life.

This introduction to theatre design explains the theories, strategies, and tools of practical design work for the undergraduate student. Through its numerous illustrated case studies and analysis of key terms, students will build an understanding of the design process and be able to: identify the fundamentals of theatre design and scenography recognize the role of individual design areas such as scenery, costume, lighting and sound develop both conceptual and analytical thinking Communicate their own understanding of complex design work trace the traditions of stage design, from Sebastiano Serlio to Julie Taymor. Demonstrating the dynamics of good design through the work of influential designers, Stephen Di Benedetto also looks in depth at script analysis, stylistic considerations and the importance of collaboration to the designer ' s craft. This is an essential guide for students and teachers of theatre design. Readers will form not only a strong ability to explain and understand the process of design, but also the basic skills required to conceive and realise designs of their own.

Stage Lighting: The Fundamentals is written specifically for introductory stage lighting courses. The book begins with an examination of the nature of light, perception, and color, then leads into a conversation of stage lighting equipment and technicians. Lamps, luminaries, controls/dimming, and electricity form the basis of these chapters. The book also provides a detailed explanation and overview of the lighting design process for the theatre and several other traditional forms of entertainment. Finally, the book explores a variety of additional areas where lighting designers can find related future employment, such as concert and corporate lighting, themed design, architectural and landscape lighting, and computer animation. New for this edition: enlarged full-color illustrations, photographs, light plots and examples of lighting design; updated information on LED lighting and equipment; expanded discussion of the practical use of color as a designer; expanded discussion of psychological/perceptual effects of color; new discussion of color mixing through light sources that make use of additive mixing; expanded discussion of industry professions; expanded discussion and illustrations relating to photometrics; expanded discussion and examples of control protocols and new equipment; and updated designer profiles along with the addition of still more designer profiles.

A veteran of entertainment in its many forms, Drew has written a similar book for film and television. He walks non-techies through finding a space, scenery, lighting, costumes, sound, coordinating sound and light, properties, stage management, and working with corporations.

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