

Middlesex County Vocational and Technical Schools
East Brunswick Campus

Arts Technology Program

Class: Intro to Arts Technology

Freshman Syllabus

Instructor: Lea Anello

Email: AnelloL@mcvts.net

What is Arts Technology?

This program prepares individuals to enter the fields of design and production for the theatre, dance and entertainment industries. Students will learn how to conceptualize, communicate, and execute designs in the disciplines of scenery, lighting, costumes, sound, and projections. This course includes instruction in design, rendering, and drafting for all disciplines above, technical direction, theatrical carpentry, scenic painting, properties, theatrical electrics, sound reinforcement, effects, and stage management. Traditional artistic techniques and computer aided design tools will be taught alongside of hands-on production work in each discipline.

This course, much like all things in the entertainment field, is subject to change. This course will grow and evolve as we discover how this program collaborates with the Theatre, Dance, Film, Music, and Multimedia Design departments, and how this program will best serve you in your education. Be a part of this process!

What will we cover in this class?

This first year in the program you will learn the basics of production and design. You will learn the vocabulary and fundamental processes involved in creating scenery, costumes, and lighting for a production. You will also begin to learn about art history, design techniques and create artwork that will lay the foundation for more advanced design work. In addition to and in conjunction with the topics covered below, we will be working with the Theatre department to create the freshman showcase, the senior showcase, and the main stage play, as well as the Dance department fall show, and projects for the Film and Music departments.

Here are some topics we will cover:

- Fundamentals of Stagecraft
- Career Exploration and Preparation
- Shop and Stage Safety
- Measuring and Technical Drawing: Intro
- Elements of Production: Basics of Lighting **** fly system use dependent upon return to in-person instruction**
- Elements of Production: Basics of Costumes
- Elements of Production: Basics of Scenery **** carpentry tool use dependent upon return to in-person instruction**
- Elements Of Design
- Text Analysis I (tied to Elements of Design)
- History I: Egypt, Greek, Roman, Asian (tied to Elements of Design)
- Critique

What should I wear to class?

This class will often involve using carpentry tools, climbing ladders, painting, and other physical activities. To ensure your safety, the following clothing must be worn on days when shop and auditorium work is scheduled:

- Hard soled, closed toed shoes
- Long pants
- Short sleeved shirts (or sleeves that can be securely rolled up)
- Long hair must be pulled back
- No necklaces, bracelets, rings, or dangling earrings

You may store shop clothes in the classroom and will be given time during homeroom to change if needed. At the start of class, you are expected to be prepared to work. If you do not come dressed to work, you will not be allowed to participate in class and will receive a 0% for participation for the day.

After School Crew Commitments ***** This section currently TBD due to Covid-19 and gathering restrictions**

Part of this course involves after school commitments. Learning how to run a show with a live audience is the only way to gain real world experience at being a stagehand, manager, or board operator. It also allows you to learn how to work with others in stressful but very rewarding circumstances.

You will be required to commit to **10 days** (4-5 hours per day) after school to work on shows per year. You will be graded on the work you do each day during your crew commitment, and it will be factored into your final exam grade (See "How Will I be Graded?"). Each day will be worth 2% of your final exam grade.

Any additional crew days you chose to do will be worth 1% extra credit on your **final exam grade.**

As a Freshmen you will be required to work on the Freshmen Showcase. The Freshmen showcase is a 5 day time commitment, and you and your family will be able to choose the other shows you will run crew for based upon what is best for your schedules to meet your 10 day requirement. A calendar will be provided of dates and times for shows and job positions needed.

How will I be graded?

You will have homework assignments and quizzes throughout each marking period. You will also work on projects during class time that must be or may need to be completed at home. The field of entertainment technology involves collaboration and hands-on work, so class participation is extremely important to your future success in this field and will make up the majority of your grade.

You will receive a grade at the end of each marking period. At the end of the school year, you will take part in a final which will count towards your grade for this course as much as an entire marking period.

Below is how your grade will be determined each marking period:

- Quizzes ----- 15%
- Homework-----15%
- Projects (class and home)-----40%
- Shop and Class Participation-----30%

Below is how your final exam will be graded: ***** This section currently TBD due to Covid-19 and gathering restrictions**

- Portfolio Review----- 25%
- Written Exam-----30%
- Practical Exam-----25%
- Crew Commitment-----20%
(10 days at 2% each)
- Crew Commitment Extra Credit days-----1% each day above 10

Below is how your **final grade for the entire year** will be determined:

- 1st Marking Period-----20%
- 2nd Marking Period-----20%
- 3rd Marking Period-----20%
- 4th Marking Period-----20%
- Final Exam-----20%

What are the classroom policies?

- Late to class: There is a saying in the entertainment field. “Early is on time; on time is late; late is unacceptable”. As per school policy, three unexcused late arrivals will count as an absence.
- Late Homework: For each unexcused day a homework assignment is late, 5% will be deducted from the grade. If a homework assignment is 3 or more unexcused days late, you will receive a 0% for that assignment.
- Late Projects: For each unexcused day a project is late, 5% will be deducted from the grade. If a project is 5 or more unexcused days late, you will receive a 0% for that assignment.
- Plagiarism: The theft of written, visual, or audible work is a serious offense. Another person worked very hard to create that work, and “borrowing “ it will get you sued in the professional world. In this course, you will receive a 0% on any work you turn in that is not your own.
- Make up Work: Work missed by a student due to an excused absence needs to be made up promptly. A student has the number of days they were excused plus an additional day from the day they return to school to make up their work. For example, if a student has excused absences on Monday and Tuesday (2 days) and returns on Wednesday, they have until Friday of that week (2 days + 1 day = 3 days) to make up all assignments, tests, etc. that were missed.

What are the shop and auditorium policies?

- Safety: When appropriate, you will be required to use safety equipment in the shop and on the stage. Depending on the circumstance, if one person is using eye or hearing protection, everyone else must wear it too.
- Horseplay: Fooling around while using equipment, power tools, and working on ladders is extremely dangerous and is strictly prohibited. You may be given detention, removed from class, and possibly removed from the entire course for engaging in such behavior.
- Equipment Use: No student is allowed to use any tool or piece of equipment until they have been approved to use it by the instructor. If you are using a piece of equipment you are permitted to use but have a question about it or are unsure of something, always ask!
- Orderly Workspace: You and your fellow students will be responsible for keeping the spaces we use organized and clean. This will ensure a safe and efficient working environment.

How am I expected to present myself?

This course will train you to go into the professional entertainment world. Yes, learning techniques and vocabulary and doing hands on work is a big part of what will make you successful, but it is not the only part. You must be the kind of person that people want to work with. You will often be teamed up with classmates to work on projects, and you will be critiquing each other's work from time to time. From what I have experienced over the years, there are three traits that most successful entertainment designers and technicians possess:

- *They take pride in their work.* – When you care about and put great effort into what you are doing, it shows. It will display itself in the quality of your work and in every interaction you have with others. It's also contagious. The people who are working alongside you and for you will see how much you care, and will mirror your enthusiasm.
- *They are respectful of others and other people's work.* – Treat others the way you would like to be treated. Be respectful of others, even when you do not agree with them. You can have different opinions and still consider another person's ideas important. Entertainment is a very collaborative field, and while it is important to make your ideas and opinions known, it should not be done at the expense or ridicule of others.
- *They are very observant.* – Take notice of things. All things, everywhere, all the time. Train your ears, eyes, and mind to absorb and process as much information as possible. When you walk into a room, look around and take note of what is going on. Listen when other people are talking, you may learn something. Pay attention, it will help you to have a clearer understanding of things. This will help you grow as an artist, as a craftsman and as a person.

I look forward to the upcoming year with you, and wish you success in this course!

A handwritten signature in cursive script, appearing to read "Lea Anello".

Ms. Lea Anello, Arts Technology

Anello1@mcvts.net

Please sign below to acknowledge the receipt of the Arts Technology Syllabus, including grading policy and crew commitments. Return this to Ms. Anello and keep the rest for your records.

I have received and read the above syllabus.

Student's signature _____ Date _____

Parent's signature _____ Date _____