

Stage Rigging Handbook Third Edition File Type

Pressure vessels are closed containers designed to hold gases or liquids at a pressure substantially different from the ambient pressure. They have a variety of applications in industry, including in oil refineries, nuclear reactors, vehicle airbrake reservoirs, and more. The pressure differential with such vessels is dangerous, and due to the risk of accident and fatality around their use, the design, manufacture, operation and inspection of pressure vessels is regulated by engineering authorities and guided by legal codes and standards. Pressure Vessel Design Manual is a solutions-focused guide to the many problems and technical challenges involved in the design of pressure vessels to match stringent

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standards and codes. It brings together otherwise scattered information and explanations into one easy-to-use resource to minimize research and take readers from problem to solution in the most direct manner possible. Covers almost all problems that a working pressure vessel designer can expect to face, with 50+ step-by-step design procedures including a wealth of equations, explanations and data Internationally recognized, widely referenced and trusted, with 20+ years of use in over 30 countries making it an accepted industry standard guide Now revised with up-to-date ASME, ASCE and API regulatory code information, and dual unit coverage for increased ease of international use

Make the creative leap to 3D. Realize your artistic vision with this treasure chest of instructional projects. Get the essential concepts and techniques without drowning

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in the technical complexities. This new edition is an artist's sourcebook for the visionary in you that wants to master 3D- and have fun in the process. It serves as a complete guide for the creative use of CINEMA 4D R10 and all of its modules. This new edition features an engaging full-color presentation of short, playful projects show you how to put this powerful toolset to work. You will master R10's improved workflow, scene management, enhanced animation timeline and searchable object manager, as well as its: * MOCCA 3 system, including Joints, Skin Objects, the Weight Tool, the Morph Tool, Visual Selector and Clothilde * MoGraph module for motion graphics, type manipulation and the animation of multiple forms * Bodypaint 3D for applying 2D drawing and painting skills to 3D models * Advanced modeling tools such as the Brush tool * Interface with

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third-party applications including Z-Brush, and Adobe's Creative Suite You also get inventive quick starts for other modules including Hair, Sketch and Toon, Advanced Render, Dynamics and Thinking Particles. The companion DVD is bursting to the brim with project source files, extra projects, tutorial movies, guest artist tutorials, inspirational galleries and unique C4D Teacher Files (C4D scenes with embedded step-by-step instruction). This book is a comprehensive manual to help you become a knowledgeable and in demand Stagehand for Live Concerts and Event Production.

Scenic effects involving rotating turntables, tracking stage wagons, and the vertical movement of curtains and painted drops have become common in both Broadway and Regional theatre productions. The machines that drive these effects range from small pneumatic

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cylinders pushing loads of a few pounds an inch or two, to 40 horsepower winches running multi-ton scenery at speeds 6 feet per second or more. Usually this machinery is designed by theatre technicians specifically for a particular show's effect. Compared to general industry, this design process is short, often only a few days long, it is done by one person, design teams are rare, and it is done in the absence of reference material specifically addressing the issues involved. The main goal of this book is to remedy this last situation. Mechanical Design for the Stage will be a reference for you that will: * provide the basic engineering formulas needed to predict the forces, torques, speeds, and power required by a given move * give a technician a design process to follow which will direct their work from general concepts to specific detail as a design

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evolves, and * show many examples of traditional stage machinery designs. The book's emphasis will be on following standard engineering design and construction practices, and developing machines that are functional, efficient to build, easily maintained, and safe to use.

Video Game Animation Explained

Entertainment Rigging

Automated Lighting

Arena Rigging

Uva's Rigging Guide for Studio and Location

A Guide and Reference for Theatrical Production

This definitive handbook explains how a script is transformed into a motion picture or television program. Readers will learn the methodology and craft of

the script supervisor, who ensures that the continuity of a film, its logical progression, is coherent. The book teaches all vital script supervising functions, including how to: .prepare, or "break down" a script for shooting .maintaining screen direction and progression .matching scenes and shots for editing .cuing actors .recording good takes and prints preparing time and log sheets for editing This revision of an industry classic has been updated to reflect changes in the film industry in recent years,

including the use of electronic media in the script supervisor's tasks. While it is written for the novice script writer, it can serve as a valuable resource for directors, film editors, scriptwriters and cinematographers.

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

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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.

First Published in 2010.

Routledge is an imprint of Taylor & Francis, an informa company.

The follow-up to the 2000 Golden Pen Award-winning Structural Design for the Stage, this second edition provides the theater technician with a foundation in structural design, allowing an intuitive understanding of "why sets stand up." It introduces the

basics of statics and the study of the strength of materials as they apply to typical scenery, emphasizing conservative approaches to real world examples. This is an invaluable reference for any serious theatre technician throughout their career, from the initial study of the fundamental concepts, to the day-to-day use of the techniques and reference materials. Now in hardcover, with nearly 200 new pages of content, it has been completely revised and updated to reflect the latest recommended practices of

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the lumber and steel industries, while also including aluminum design for the first time.

Stage Scenery: Its Construction and Rigging
Maritime Economics
The Artist's Project
Sourcebook
Stage Rigging Handbook
The Sound Reinforcement Handbook

A Practical Guide to Stage Lighting

In this newly revised edition, Brett Hull tells his own story and shares his troubles and triumphs. Through all the pressure and controversy

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that comes with being an NHL great, he strives to stay on top of his game and to maintain an easygoing attitude.

This fully indexed third edition remains the only book in any language that covers the design, operation, and maintenance of stage-rigging equipment.

Succinct and jargon free, Stage Rigging Handbook remains the only book in any language that covers the design, operation, and maintenance of stage rigging equipment. It is written in an at-a-glance outline form, yet

contains in-depth information available nowhere else. This second edition includes two new parts: the first, and expanded discussion of the forces and loads on stage rigging components and the structure supporting them; the second, an examination of block and tackle rigging. The remaining four parts contain numerous revisions. Explaining his purpose, Jay O. Glerum points out that four main principles make up the core of this book: know the rigging system; know that it is in safe working

*order; know how to use it;
keep your concentration.*

*Glerum applies these
principles to all of the major
types of stage rigging
systems, including block and
tackle, hemp, counterweight,
and motorized. He describes
each type of rigging, then
thoroughly reviews the
operating procedures and
ways of inspecting existing
systems.*

*From the basics of physical
forces and mathematical
formulas to performer flying
and stage automation,
Entertainment Rigging for
the 21st Century provides*

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you with insider information into rigging systems and the skills you need to safely operate them. Over the past decade, the entertainment industry has witnessed major changes in rigging technology, as manually operated rigging has given way to motorized systems in both permanent and touring productions, and greater attention has been paid to standardizing safety practices. This book leads you through what is currently happening in the industry, why it's happening, and how. Accessible for

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riggers and non-riggers alike, it contains details on the technology and methodology used to achieve the startling effects found in concerts and stage shows. With a foreword written by Monona Rossol, this text contains contributions from industry leaders including: Rocky Paulson Bill Gorlin Tray Allen Roy Bickel Keith Bohn Karen Butler Stuart Cox Bill Sapsis Dan Culhane Eddie Raymond Chris Higgs Carla Richters Joe McGeough Scott Fisher Structural Design for the Stage Illustrated Theatre

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Production Guide

Radio Production

Scenic Automation

Handbook

Technical Design Solutions
for Theatre

Stage Rigging Handbook,
Third Edition

Readers of Mike Uva's GRIP

BOOK who are interested in more detailed information on the work of the grip department will welcome his new rigging manual, clearly detailing all the ways to mount cameras and lights both on a set as well as on location. The book covers the latest truss systems, rigging equipment and portable stages, as well as lifts, boom arms and camera

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mounts for every type of moving vehicle. The book is not limited to equipment specifications, however; Uva offers tips and tricks throughout in order to make the process of setting up and shooting safer and more efficient. Grips often need to invent makeshift solutions in a short time, and Uva shares many such devices developed over his years in the film and TV industry. This book will help grips and key grips move on to the bigger feature projects and commercials that require this equipment. It will also be useful for directors of photography and producers in pre-planning the required equipment for specific shots.

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Concert Lighting: Tools, Techniques, Art, and Business Fourth Edition provides readers with an updated look at how to succeed in the complex world of concert lighting design and technology. The authors have reorganized the book into three comprehensive and thoroughly revised sections, covering history, equipment and technology, and design, and containing new information on LED technology, pixel mapping, projection options, media servers, automated lighting, solutions for moving lights, DMX, and Ethernet problems, and designer communication and collaboration. This book also

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explores the cross-media use of concert lighting techniques in film, video, theatre, and the corporate world, highlighted with advice from master designers such as Bruce Rodgers, Cosmo Wilson, and Sarah Landau. From securing precious contracts to knowing the best equipment to use to design a show, Concert Lighting covers everything a designer needs to know about working in the touring industry.

Radio Production is for professionals and students interested in understanding the radio industry in today's ever-changing world. This book features up-to-date coverage of the purpose

and use of radio with detailed coverage of current production techniques in the studio and on location. In addition there is exploration of technological advances, including handheld digital recording devices, the use of digital, analogue and virtual mixing desks and current methods of music storage and playback. Within a global context, the sixth edition also explores American radio by providing an overview of the rules, regulations, and purpose of the Federal Communications Commission. The sixth edition includes: Updated material on new digital recording methods, and the development of outside broadcast

*techniques, including Smartphone use. The use of social media as news sources, and an expansion of the station's presence. Global government regulation and journalistic codes of practice. Comprehensive advice on interviewing, phone-ins, news, radio drama, music, and scheduling. This edition is further enhanced by a companion website, featuring examples, exercises, and resources: www.focalpress.com/cw/mcleish. This expanded, updated, and revised third edition of Lorene Wales' *The Complete Guide to Film and Digital Production* offers a comprehensive introduction to the positions/roles, procedures, and logistics of the film*

and digital video production process, from development and pre-production all the way to marketing and distribution. Lorene Wales offers a hands-on approach suitable for projects of any budget and scale, explaining every stage and key role/position in the life of a film and providing a wealth of sample checklists, schedules, accounting paperwork, and downloadable forms and templates for practical use. Other topics include a description of the latest mobile apps used in production, tax incentives, the DIT, set safety, and an expanded chapter on copyright, fair use and other legal matters. A companion website includes video

tutorials, a personnel hierarchy, a guide to mobile apps useful during production, PowerPoints for instructor use, and a complete set of sample production forms and templates for download, including schedules, accounting paperwork, releases, and production checklists.

Handbook for Riggers

Concert Lighting

Theatre Illuminata, Act I

Entertainment Rigging for the 21st Century

An Illustrated Almanac of Technical Information

Rigging Math Made Simple 4th Edition

Stagecraft Fundamentals

Second Edition tackles every

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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. This second edition offers even more in-demand information on stage management, drawing and drafting (both by hand and CAD), lighting fixtures, and special effects. Also new to this edition are current articles from *Lighting and*

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Sound America, brand new diagrams that illustrate hard-to-grasp concepts, and a plethora of information on European conversions, standards, and practices, making the skills you learn applicable to stage jobs on either side of the ocean! The accompanying website, www.stagecraftfundamentals.com is bursting with additional material such as an instructor's manual, exercises and study questions that coincide with chapters from the book, CAD drawings, color theory, manufacturing information, and so much more to help you along the way as you learn all about the world of

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theatre production! Praise for the Book: Beautifully written! The author has succeeded in relaying technical theatre information without being too technical and putting the reader to sleep. I read three sentences and instantly knew this book was for me and the way I teach. When I think back on the insufferable intro to tech theatre books I had to read, I feel cheated I didn't have this one as a student. I will be using this text in my class! -- Rob Napoli, Designer and Technical Director at Penn State University, Berks Campus This text has temped me to

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return to teaching with a textbook for the first time in seven years. The language is both accessible and informal yet the text goes a long way in debunking some of the typical jargon that may alienate students just getting into the field, or trying it out for the first time. The illustrations (the text is full of them) coupled with the stories reinforce the fundamental information being conveyed.

-- John Paul Devlin,
Associate Professor of
Theatre at Saint Michael's
College What a great idea!
Thank heavens someone is
doing this for students at
that impressionable age.

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That has been one of my mantras - education of teachers and students on the use of scenic materials. The teachers don't have enough time in college to learn and do everything they have to teach. Most get thrown into the theatre area by default and struggle with designing/building/painting the scenery. -- Jenny Knott, Rosco Stagecraft

Fundamentals is beautifully illustrated throughout, and the profusion of color on every page gives this textbook the appearance of a coffee table book. The writing is clear and personal, which should be very appealing to students.

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Rita Carver covers all aspects of theatre production from scenery, to lighting, to an actor's makeup. Her close ties to the New York theatre scene gives this book a special insight into the professional world, one that goes well beyond what is found in most college textbooks. -- John Holloway, Professor in the Theatre Department at the University of Kentucky and President of the International Association of Theatrical stage Employees (IATSE) Local 346. I can't thank you enough for Stagecraft Fundamentals. I have been teaching stagecraft since

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1976 and you have saved me from the nightmare of writing a text to suit my class needs...After two semesters with your text, I have found that I had more time to develop the skills necessary within the classroom than before. The humor that you have infused in the book has enticed my students to read on. That alone makes this text invaluable. --Meta Lasch, Assistant Professor, West Liberty University
Written by an Emmy Award-winning designer Beautifully illustrate
What are the do's and don'ts of being a good assistant lighting designer? What are

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focus tapes, and how do I use them? What is the best method for creating a magic sheet? What should be found in every assistant's kit? How do I make that first important leap into this professional career? Answer these questions and many more with The Assistant Lighting Designer's Toolkit. This definitive guide unlocks the insider-secrets used to succeed as a professional assistant lighting designer (ALD) - whether choosing assisting as a career or while transitioning to another. This book outlines, step-by-step, the challenges the ALD faces during every phase of

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production. Never before has a resource existed that views the design process through the eyes of the assistant. Intermingled among the nuts and bolts of the paperwork and essential procedures, top industry professionals reveal tips for personal survival in this challenging career - both domestically and abroad as well as in other careers in lighting. Within these pages are the industry secrets rarely taught in school! The author's website can be found at <http://www.aldtoolkit.com/>. The only book of its kind available in English, Civil Procedure in Japan is the

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most reliable and comprehensive reference on the broad subject of the Japanese civil justice system. Civil Procedure in Japan discusses the problems encountered in litigating a civil controversy in the chronological order in which they are most likely to arise. Since civil procedure, as all law, is a product of historical developments and since it cannot be understood without reference to the political structure within it is to operate, Chapter 1 presents the historical background to date of the development of court procedure. The chapter looks at Japan's political

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organization (Executive, Legislative, etc), the court structure, and the sources of law. Chapter 2 is devoted to a look at the world of Japanese Legal Profession including legal education and non-Japanese lawyers in Japan, while Chapter 3 is an overview of the Judiciary as a whole. Chapter 4 sets forth the basic concepts involved in the judiciary authority and its interface with other governmental authorities. Subsequent chapters deal with practical issues of civil procedure, starting with Chapter 5 through Chapter 8, the trial is traced from beginning (parties to action and pre-

commencement preparation including provisional remedies) through appellate procedures. Chapters 8 and 9 deal with various judicial proceedings outside of typical civil actions. Chapter 11 specifically explains various insolvency proceedings from straight bankruptcy to corporate reorganization. Chapter 12 is devoted to the arbitration law of 2002. Chapter 13 is about various terms of the court costs. Enforcement of civil judgments is treated in detail in Chapter 14. Finally, Chapter 15 is reserved for international cooperation in litigation

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and sets forth Japan's bilateral arrangements for international co-operation. Furthermore, appendices include an English translation of the Code and Rules of Civil Procedure of 1996 and other important statutes, English translations of sample judgments, glossaries, bibliography, ect. Now in its second edition Maritime Economics provides a valuable introduction to the organisation and workings of the global shipping industry. The author outlines the economic theory as well as many of the operational practicalities involved.

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*Extensively revised for the new edition, the book has many clear illustrations and tables. Topics covered include: * an overview of international trade * Maritime Law * economic organisation and principles * financing ships and shipping companies * market research and forecasting.*

CINEMA 4D

The No-Holds-Barred Story of Power, Ego, Money, and Vision That Transformed a Culture

*Civil Procedure in Japan
Script Supervising and Film Continuity*

Mechanical Design for the Stage

Stagecraft Fundamentals

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(Yamaha Products). Sound reinforcement is the use of audio amplification systems. This book is the first and only book of its kind to cover all aspects of designing and using such systems for public address and musical performance. The book features information on both the audio theory involved and the practical applications of that theory, explaining everything from microphones to loudspeakers. This revised edition features almost 40 new pages and is even easier to follow with the addition of an index and a simplified page and chapter numbering system. New topics covered include: MIDI, Synchronization, and an Appendix on Logarithms. 416 Pages.

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The second edition of Game Anim expands upon the first edition with an all-new chapter on 2D and Pixel Art Animation, an enhanced mocap chapter covering the latest developments in Motion Matching, and even more interviews with top professionals in the field.

Combined with everything in the first edition, this updated edition provides the reader with an even more comprehensive understanding of all areas of video game animation – from small indie projects to the latest AAA blockbusters. Key Features • New 2nd Edition Content: An all-new chapter on 2D and Pixel Art Animation, Motion Matching, and more • 20 Years of Insight:

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Accumulated knowledge from 2 decades of experience in all areas of game animation. • The 5 Fundamentals: Reinterprets the classic 12 animation principles and sets out 5 new fundamentals for great game animation. • Full Production Cycle: Walks through every stage of a game production from the animator ' s perspective. • Animator Interviews: Notable game animators offer behind-the-scenes stories, tips, and advice. • Free Animation Rig: Free "AZRI" maya rig, tutorials and other resources on the accompanying website: www.gameanim.com/book

About The Author Jonathan Cooper is an award-winning video game animator who has brought virtual

characters to life professionally since 2000, leading teams on large projects such as the Assassin ' s Creed and Mass Effect series, with a focus on memorable stories and characters and cutting-edge video game animation. He has since focused on interactive cinematics in the latest chapters of the DICE and Annie award-winning series Uncharted and The Last of Us. Jonathan has presented at the Game Developers Conference (GDC) in San Francisco and at other conferences across Canada and the United Kingdom. He holds a Bachelor of Design honors degree in animation.

While the technology of filmmaking has changed

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dramatically over the last 20 years, the basics of effective studio gripping are the same—a thorough knowledge of equipment, safety, and tools remains the foundation for success. A heavily illustrated reference and learning tool, Uva's Basic Grip Book provides grounding in basic grip equipment, techniques, and safety issues. It distills the most beginner-friendly information offered in Uva's original Grip Book into a handy reference and guide prepared especially for the beginning professional. Updated with the latest studio grip equipment, the book also offers a complete list of personal grip tools that every grip should have, more than 100 tricks

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of the trade, and a review test designed to affirm new knowledge. Uva's Basic Grip Book also offers safety tips for gripping, detailed descriptions of positions within the grip department, and advice designed to help land that first job and get established in this very competitive industry. A fully updated and expanded glossary completes the book. Uva's Basic Grip Book covers beginners' most frequently asked questions and helps them to acquire basic skills. It also looks at the different positions within the grip department and offers helpful advice in getting that first job. Like its predecessor, Uva's Basic Grip Book is filled throughout with

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Tricks of the Trade, as well as tips on common practice and safety. An improved and expanded glossary completes the book.

The fantastic first novel in Lisa Mantchev's Theatre Illuminata trilogy *Welcome to the Théâtre Illuminata*, where the characters of every play ever written can be found behind the curtain. The actors are bound to the Théâtre by *The Book*, an ancient and magical tome of scripts. Bertie is not one of the actors, but they are her family. And she is about to lose them all because *The Book* has been threatened, and along with it the Théâtre. It's the only home Bertie has ever known, and she has to find a way to save it. But first,

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there's the small problem of two handsome men, both vying for her attention. Nate, a dashing pirate who will do anything to protect Bertie, and Ariel, a seductive air spirit. The course of true love never did run smooth. . . . With *Eyes Like Stars*, Lisa Mantchev has written a debut novel that is dramatic, romantic, and witty, with an irresistible and irreverent cast of characters who are sure to enchant the audience.

The Art and Business of
Entertainment Lighting
Pressure Vessel Design Manual
Eyes Like Stars
The People and The Process
The art of rigging

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A guide to both practical and theoretical aspects of rigging for the entertainment industry.

***Stage Rigging Handbook,
Third Edition SIU Press***

Whether you are a student technician or a union rigger, The Arena Riggers' Handbook is a "must have" book for your library. Written by experienced and certified riggers, this book clearly describes all aspects of arena rigging, including: hardware, rigging techniques, electricity, rigging math, safety and more. It even includes an arena rigging quiz to help you assess your preparedness for taking an arena rigging certification

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exam.

This is the fourth edition of Dr. Hall's book on rigging math. It breaks down complex entertainment rigging (theatre and arena) calculations and makes them easy to understand. It also provides hints for remembering many rigging formulas. It is a great resource for anyone studying for either ETCP rigging exam, and includes an explanation of the equations found on the ETCP Certified Rigger - Formula Table. The third edition has a greatly expanded section on arena rigging, as well as more material and appendices for theatrical rigging. Also, this

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**edition has links to even more
free downloads of Excel
workbooks for arena rigging.
Beginning riggers will find
this an excellent textbook and
experience riggers will find it
as a great reference book.**

**Aluminium Structures in the
Entertainment Industry
Focus on Lighting Technology
The Technical Brief Collection
Volume 2
Backstage Handbook
The Art and Science of Moving
and Color-Changing Lights
ESPN Creating an Empire**

*Succinct and jargon free, Stage
Rigging Handbook remains the only
book in any language that covers the
design, operation, and maintenance of
stage-rigging equipment. It is written*

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in an at-a-glance outline form, yet contains in-depth information available nowhere else. This fully indexed third edition includes three new parts: the first, an explanation of inspection procedures for rigging systems; the second, a discussion of training in the operation of rigging systems; and the third, essential information about the operation of fire curtains. The remaining six parts, as well as the glossary and bibliography, have been updated. This edition also contains a new preface, many new illustrations, and expanded information on Nicopress terminations. Glerum explains that four main principles make up the core of this book: know the rigging system; keep it in safe working order; know how to use it; and keep

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your concentration. Glerum applies these principles to all of the major types of stage rigging systems, including block and tackle, hemp, counterweight, and motorized. He describes each type of rigging, then thoroughly reviews the operating procedures and methods of inspecting existing systems.

Automated Lighting: The Art and Science of Moving and Color-Changing Lights, Third Edition (formerly Automated Lighting: The Art and Science of Moving Light) continues to be the most trusted text for working and aspiring lighting professionals. Now in its third edition, it has been fully updated to reflect the vast changes in stage and studio luminaires—including LEDs, switch-

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mode power supplies, optics, networking, Ethernet-based protocols like Art-Net and sACN, wireless DMX, and much more. Its written in clear, easy-to-understand language and includes enough detailed information to benefit for the most experienced technicians, programmers, and designers. Additional content and resources are provided at the author's website www.automatedlighting.pro. Scenic automation has earned a reputation of being complicated and cantankerous, a craft best left to the elite of our industry. Not sure of the difference between a VFD, PLC, or PID? If you have dreamed of choreographing scene changes with computerized machinery, but get lost in the technical jargon the Scenic

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Automation Handbook will guide you along the road to elegant automation. Adopting a pragmatic approach, this book breaks down any automation system into five points, known as the Pentagon of Power. Breaking down a dauntingly complex system into bite-size pieces makes it easy to understand how components function, connect, and communicate to form a complete system. Presenting the fundamental behaviors and functions of Machinery, Feedback Sensors, Amplifiers, Controls, and Operator Interfaces, the Scenic Automation Handbook demystifies automation, reinforcing each concept with practical examples that can be used for experimentation. Automation is accessible – come along and learn how!

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The Technical Brief is a collection of single-focus articles on technical production solutions, published three times a year by the prestigious Yale School of Drama. The primary objective of the publication is to share creative solutions to technical problems so that fellow theatre technicians can avoid having to reinvent the wheel with each new challenge. The range of topics includes scenery, props, painting, electrics, sound and costumes. The articles each describe an approach, device, or technique that has been tested on stage or in a shop by students and professionals. Some articles included are: Building Authentic Elizabethan Ruffs; Simple and Inexpensive Stained Glass; A Quick-Load Floor Pulley

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*Design; A Simple Approach to
Stretching Drops; Flexi-Pitch Escape
Stairs; Spot-Welding Scrim with Sobo;
Handrail Armatures for a Grand
Staircase; The Triscuit-Studwall Deck
System; A Frameless Turntable; Stand
on Stage: Minimum Weight, Maximum
Effect; A Self-Paging Cable Tray;
Roller Chain Turntable Drives; A
Bench-Built XLR Cable Tester
The Complete Guide to Film and
Digital Production
Stagehand 101
The Assistant Lighting Designer's
Toolkit
Compilation of Work on Rigging
Practices, Safety, and Related Topics
Uva's Basic Grip Book
An Introduction to Rigging in the
Entertainment Industry*