Technical Theater For Nontechnical People

An accessible edition of a classic guide to film and theater directing offers insight into the craft's unique challenges from managing personalities and anticipating problems to working with a script and the key elements of staging, in a primer that also features life lessons gleaned Reprint. 30,000 first printing.

Leland Gregory's 17 previous humor collections with AMP are all in print and all are staples on the humor backlist, including Stupid American History, which was a New York Times best-seller, and Stupid History, which has shipped over 130,000 copies. Silly, shocking, weird, and h anecdotes that comprise Gregory's new anthology of stupid things said and done by American liberals--politicians, citizens, journalists, professionals, workers, anyone who stands to the left of center--are culled from print, online, and broadcast media from all over the world. Her voted to abolish all "Dead End" signs and replace them with "No Outlet" signs. The local citizenry felt the "Dead End" signs were too unpleasant.

"An Introduction to Technical Theatre draws on the author's experience in both the theatre and the classroom over the last 30 years. Intended as a resource for both secondary and post-secondary theatre courses, this text provides a comprehensive overview of technical theat Introduction to Technical Theatre's accessible design is ideal for students at all levels, including those studying technical theatre as an elective part of their education. The text's modular format is also intended to assist teachers approach the subject at their own pace and stru rearrange their syllabi around productions and space scheduling" -- From publisher website.

Filled with dozens of photos, illustrations, and technical diagrams, Todd Muffatti's Creative and Successful High School Set Design guides theatre teachers through the preparation and design steps necessary to build an appropriate and effective stage set. Using his 40-year care professor, Muffatti shares tips from his creative process and offers practical ideas about how to approach and accomplish imaginative set designs for high school theatre. Creative and Successful High School Set Design discusses the spatial relationship of the auditorium and st script, and the research necessary to arrive at a proper visual metaphor for a production. Muffatti covers many design style options and creative approaches that don't require extensive building expertise, large amounts of time, or great expense. He shows how a small stock of multiple set designs with minimal additions. Muffatti outlines the skills involved in the design process — from sketching and drafting, to set dressing and model building — and provides illustrations to offer further guidance. Creative and Successful High School Set Design instills practical, and safe set designing habits that will help lift their students' dramatic performances to their highest levels of achievement.

A Real-World Guide to the Key Connective Role of the 21st Century

Stage Management

Working with Coders

I Never Saw Another Butterfly

Notes on Directing

Product Management in Practice

Digital Technical Theater Simplified

The Director's Craft is a unique and completely indispensable step-by-step guide to directing for the stage. Written by one of the most adventurous and respected directors working today, this book will be an essential item in every student and practitioner's kitbag. It provides detailed assistance with each aspect of the varied challenges facing all theatre directors, and does so with startling clarity. It will inspire everyone, from the beginner just starting out to the experienced practitioner looking to reinvigorate their practice. Katie Mitchell shares and explains the key practical tools she uses to approach her work with both actors, production teams, and the text itself. She addresses topics such as: the ideas that underpin a play's text preparing improvizations Twelve Golden Rules for working with actors managing the transition from rehearsal room to theatre analyzing your work after a run has ended. Each chapter concludes with a summary of its critical points, making this an ideal reference work for both directors and actors at any stage of their development.

In this newly revised second edition, veteran stage designers and technical directors Dennis Dorn and Mark Shanda introduce industry-standard drafting and designing practices with step-by-step discussions, illustrations, worksheets, and problems to help students develop and refine drafting and other related skills needed for entertainment set production work. By incorporating the foundational principles of both hand- and computer-drafting approaches throughout the entire book, the authors illustrate how to create clear and detailed drawings that advance the production process. Early chapters focus on the basics of geometric constructions, orthographic techniques, soft-line sketching applications, lettering, and dimensioning. Later chapters discuss real-life applications of production drawing and ancillary skills such as time and material estimation and shop-drawing nomenclature. Two chapters detail a series of design and shop drawings required to mount a specific design project, providing a guided path through both phases of the design/construction process. Most chapters conclude with one or more worksheets or problems that provide readers with an opportunity to test their understanding of the material presented. The authors' discussion of universal CAD principles throughout the manuscript provides a valuable foundation that can be used in any computer-based design, regardless of the software. Dorn and Shanda treat the computer as another drawing tool, like the pencil or T-square, but one that can help a knowledgeable drafter potentially increase personal productivity and accuracy when compared to traditional hand-drafting techniques. Drafting for the Theatre, second edition assembles in one book all the principal types of drawings, techniques, and conventional wisdom necessary for the production of scenic drafting, design, and shop drawings. It is richly illustrated with numerous production examples and is fully indexed to assist students and technicians in finding important information. It is structured to support a college-level course in drafting, but will also serve as a handy reference for the working theatre professional.

Get introduced to the fascinating world inhabited by the professional software developer. Aimed at a non-technical audience, this book aims to de-obfuscate the jargon, explain the various activities that coders undertake, and analyze the specific pressures, priorities, and preoccupations that developers are prone to. In each case it offers pragmatic advice on how to use this knowledge to make effective business decisions and work productively with software teams. Software projects are, all too often, utter nightmares for everyone involved. Depending on which study you read, between 60 and 90 percent of all software projects are completed late, run over budget, or deliver an inferior quality end product. This blight affects everyone from large organizations trying to roll out business change to tiny startups desperately trying to launch their MVP before the money runs out. While there has been much attention devoted to understanding these failings, leading to the development of entire management methodologies aimed at reducing the failure rate, such new processes have had, at best, limited success in delivering better results. Based on a decade spent exploring the world of software, Patrick Gleeson argues that the underlying reason for the high failure rate of software projects is that software development, being a deeply arcane and idiosyncratic process, tends to be thoroughly and disastrously misunderstood by managers and leaders. So long as the people tasked with making decisions about software projects are unaware of these idiosyncrasies and their ramifications, software projects will be delivered late, software products will be unfit for purpose, and relations between software developers and their non-technical colleagues will be strained. Even the most potent modern management tools are ineffective when wielded blindly. To anyone who employs, contracts, manages, or works with software developers, Working with Coders: A Guide to Software Development for the Perplexed Non-Techie delivers the understanding necessary to reduce friction and inefficiencies at the intersection between software development teams and their non-technical colleagues. What You'll Learn Discover why software projects are so commonly delivered late and with an abysmal end product Examine why the relationship between coders and their non-technical colleagues is often strained Understand how the software development process works and how to support it effectively Decipher and use the jargon of software development Keep a team of coders happy and improve the odds of successful software project delivery Who This Book Is For Anyone who employs, contracts, or manages software developers—such as tech startup CEOs, project managers, and clients of digital agencies—and wishes the relationship were easier and more productive. The secondary readership is software developers who want to find ways of working more effectively as part of a team.

Technical Theater for Nontechnical PeopleSecond EditionSimon and Schuster

A Practical Guide to Greener Theatre

Tools and Techniques for Managing Extraordinary Performances

Space Odyssey

130 Lessons in Leadership from the Director's Chair

The Last Lecture

Safety and Health for the Stage

Reflections and Speculations on the Art of the Theatre

Technical Theater for Nontechnical People helps actors, directors, stage managers, producers, and event planners understand every aspect of technical theater—from scenery, lighting, and sound to props, costumes, and stage management. In this thoroughly revised new edition, the popular guide firmly embraces the digital age with new content about digital audio, intelligent lighting, LED lighting, video projection, and show control systems, all explained in the same approachable style that has kept this book in the pockets of industry professionals for many years. A brand-new chapter on sound design has also been added, and every chapter has been updated with more information about the basics of theater technology, including draperies, lighting instruments, microphones, costume sketches, and more. This book teaches: Who's who on a theatrical production team What is needed to know about technical theater and why What to look for when choosing a space for a show How to communicate with lighting, scenery, audio, and costume designers How to stage manage an effective show or presentation Covering both traditional and digitally supported backstage environments, this book is an essential guide for working with every technical aspect of theater! 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.

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.

Machine learning algorithms and artificial intelligence influence many aspects of life today. This report identifies some of their shortcomings and associated policy risks and examines some approaches for combating these problems.

Teaching Introduction to Theatrical Design is a week-by-week guide that helps instructors who are new to teaching design, teaching outside of their fields of expertise, or looking for better ways to integrate and encourage non-designers in the design classroom. This book provides a syllabus to teach foundational theatrical design by illustrating process and application of the principals of design in costumes, sets, lights, and sound.

Fundamentals of Theatrical Design

A Gentle Art

The Risks of Bias and Errors in Artificial Intelligence

Teaching Introduction to Theatrical Design

How to Make Imaginative Sets with Limited Resources

An Introduction to Technical Theatre

A Complete Guide to Comedy Improvisation

Here is a must-have book for anyone producing a stage show without a Broadway-sized budget. Written by a technical theater veteran, The Perfect Stage Crew explains the pitfalls to avoid and provides solutions to the most common—and the most complex—stage performance problems, even for theaters with a lack of resources. An invaluable guide for middle and high school theaters, college theaters, and community theaters, The Perfect Stage Crew teaches readers how to: Stock, organize, and store the essential backstage supplies Conceptualize, design, and build sets Manage a stage crew effectively Paint scenery and backdrops Test, design, and hang lighting Operate and repair sound equipment Set cues Promote your show This expanded second edition covers up-to-date technology, including for use with recording, sound, and lighting. Chapters also cover such crucial topics as running technical rehearsals, gathering props, and creating and selling tickets. Theater groups that need to learn the nuts and bolts of putting a show together will discover how to turn backstage workers into The Perfect Stage Crew. 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.

Product management has become a critical connective role for modern organizations, from small technology startups to global corporate enterprises. And yet the day-to-day work of product management remains largely misunderstood. In theory, product management is about building products that people love. The real-world practice of product management is often about difficult conversations, practical compromises, and hard-won incremental gains. In this book, author Matt LeMay focuses on the CORE connective skills—communication, organization, research, execution—that can build a successful product management practice across industries, organizations, teams, and toolsets. For current and would-be product managers, this book explores: Real-world tactics for facilitating collaboration and communication How to talk to users and work with executives The importance of setting clear and actionable goals Using roadmaps to connect and align your team A values-first approach to implementing Agile practices Stories that convey realities of product management in the field Common behavioral traps that turn good product managers bad

Fifteen thousand children under the age of fifteen passed through the Terezin Concentration Camp. Fewer than 100 survived. In these poems and pictures drawn by the young inmates, we see the daily misery of these uprooted children, as well as their hopes and fears, their courage and optimism. 60 color illustrations.

QUESTIONS ABOUT STAGE MANAGEMENT? Contact the author: mallison@ramapo.edu. Subject: Question for Author.**************EXAMINATION COPIES (pdf files) available to teachers. Contact the Author: mallison@ramapo.edu from educational email site; include teacher name, course under consideration, school. Subject: Examination request.**

Weird and Wacky Tales from the Left Wing

A Survival Guide for Stage Managers

Creative and Successful Set Designs

The Art of Theatre: Then and Now

Cynabar's Fantastic Technology

A Guide to Software Development for the Perplexed Non-Techie

Technical Film and TV for Nontechnical People introduces film students, actors, producers and other nontechnical film people to the technical aspects that everyone working on a film set should know. Author Drew Campbell is a lighting and sound designer f who started out in theater and who was struck by the complex technical procedures and idiosyncratic expressions that he encountered on his first weeks on the set. Topics explained: Who does what on a film set: the roles of technical and non-technical t script: turning a story into a storyboard and then into a production Shooting on film or video: when each format is best used The parts of a camera: how it functions and how actors can best cooperate with it Sound: the process of recording and editing Sh and schedule of a set and "getting the shot" Postproduction: editing, continuity, and the dailies

"We cannot change the cards we are dealt, just how we play the hand."---Randy Pausch A lot of professors give talks titled "The Last Lecture." Professors are asked to consider their demise and to ruminate on what matters most to them. And while they s help but mull the same question: What wisdom would we impart to the world if we knew it was our last chance? If we had to vanish tomorrow, what would we want as our legacy? When Randy Pausch, a computer science professor at Carnegie Mellon, wa lecture, he didn't have to imagine it as his last, since he had recently been diagnosed with terminal cancer. But the lecture he gave--"Really Achieving Your Childhood Dreams"--wasn't about dying. It was about the importance of overcoming obstacles, of ena others, of seizing every moment (because "time is all you have...and you may find one day that you have less than you think"). It was a summation of everything Randy had come to believe. It was about living. In this book, Randy Pausch has combined the hur and intelligence that made his lecture such a phenomenon and given it an indelible form. It is a book that will be shared for generations to come.

"First courses in the world of theatrical design and production, like the art they introduce, come in a bewildering array of shapes, sizes, textures, and colors. Some students receive their introduction to this subject area in a general overview course that cov production elements of scenery, costumes, lighting, and sound in a single semester. Other students may enjoy the luxury of an entire year in which to discuss the same material. Still others may take individual courses that specialize in the theory and craft that comprise the field of theatrical design and technical production. The course content is very flexible indeed. This 8th edition of Theatrical Design and Production has been extensively revised. Every chapter has had minor--and in some cases major--revisi information it offers in line with current standards and practices"--

This popular book describes in detail a stage manager's job. It provides those just starting out in the profession with a solid grounding in theatre stage management practices and procedures. The disciplines of lighting, set design and sound are discussed bu the management of these elements and the processes and scheduling that go together to provide effective results. Chronologically following the production of a play, the book starts with pre-production planning and progresses to opening night. With easy s and a full glossary, is the essential guide to stage management.

The Director's Craft

TECHNICAL THEATER FOR NONTECHNICAL PEOPLE, 2ND ED.

Backstage Handbook

The Lively Art

Stanley Kubrick, Arthur C. Clarke, and the Making of a Masterpiece

High Tech Lighting, Audio, Video and More on a Low Budget

The Ultimate Improv Book

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.

This volume is intended to help players and gamemasters more easily integrate droids into an ongoing Star wars campaign.

Author Rich Dionne reframes theatre production as a project and provides essential tools for understanding and managing it efficiently, whether it be a stage play, an opera, a dance piece, or other performance that requires the collaboration of the artists and artisans creating the visual and aural landscape for it. Project Planning for the Stage is organized into four sections corresponding to the life cycle of a theatre production: defining the goals and scope of the production and assembling the crew; planning, estimating, and scheduling; executing and managing; and closing and strike. Each section focuses on relevant concepts and skills and outlines the application of effective project-planning procedures and techniques—including critical path analysis and Gantt charts. This book will be a valuable addition to the libraries of technical managers in live entertainment. Technical directors, costume shop managers, master electricians, properties masters, and video supervisors—anyone managing even part of a production—need to understand project-planning concepts such as the boundaries of authority and responsibility, parametric and bottom-up estimates, and precedence diagrams. The incredibly useful and powerful tools outlined in this book allow any technical manager to deliver the best possible outcome for a production.

Want to make it big on Broadway—as a techie? Or how about working in smaller regional theater? Careers in Technical Theater explains more than twenty different careers from the perspective of successful theater artists. Included are specialties that have been around for decades, as well as those still emerging in the field. Concise information is provided on job duties, estimated earnings, recommended training, examples of career paths, and the insights are given of working pros in management, scenery, audio/visual, costumes, video and projection, engineering, and theatrical systems. There's even a detailed appendix on finding on-the-job training as an intern, apprentice, or paid worker. For anyone interested in a behind-the-scenes life in the theater, Careers in Technical Theater is a priceless resource.

The Business of Theatrical Design, Second Edition
Second Edition
A Handbook for the Theatre
An Introduction to Scenic Design and Construction, Lighting, Sound, Costume, and Makeup
Droids
RT Essentials
A Practical Step-by-step Handbook to Stage Management

Written by a leading design consultant and carefully updated with the latest information on the industry, this is the essential guide to earning a living, marketing skills, furthering a design career, and operating a business. With more than thirty years of backstage and behind-the-scenes experience in theater, film, television, concerts, and special events, James Moody shares his success secrets for the benefit of design students and working designers. Topics include: Finding and landing dream assignments Negotiating fees Setting up ideal working spaces Building the perfect staff Overcoming fears of accounting and record-keeping Choosing the right insurance Joining the right unions and professional organizations And more In addition to revealing how to get the great design jobs in traditional entertainment venues, the author shows designers how to think outside the box and seize creative, lucrative opportunities—such as those in theme parks, in concert halls, and with architectural firms. Providing the keys for passionate, talented designers to become successful businesspeople, The Business of Theatrical Design is a must-read for novices and established professionals alike.

The definitive story of the making of 2001: A Space Odyssey, acclaimed today as one of the greatest films ever made, and of director Stanley Kubrick and writer Arthur C. Clarke—"a tremendous explication of a tremendous film….Breathtaking" (The Washington Post). Fifty years ago a strikingly original film had its premiere. Still acclaimed as one of the most remarkable and important motion pictures ever made, 2001: A Space Odyssey depicted the first contacts between humanity and extraterrestrial intelligence. The movie was the product of a singular collaboration between Stanley Kubrick and science fiction visionary Arthur C. Clarke. Fresh off the success of his cold war satire Dr. Strangelove, Kubrick wanted to make the first truly first-rate science fiction film. Drawing from Clarke's ideas and with one of the author's short stories as the initial inspiration, their bold vision benefited from pioneering special effects that still look extraordinary today, even in an age of computer-generated images. In Space Odyssey, author, artist, and award-winning filmmaker Michael Benson "delivers expert inside stuff" (San Francisco Chronicle) from his extensive research of Kubrick's and Clarke's archives. He has had the cooperation of Kubrick's widow, Christiane, and interviewed most of the key people still alive who worked on the film. Drawing also from other previously unpublished interviews, Space Odyssey provides a 360-degree view of the film from its genesis to its legacy, including many previously untold stories. And it features dozens of photos from the making of the film, most never previously published. "At last! The dense, intense, detailed, and authoritative saga of the making of the greatest motion picture I've ever seen…Michael Benson has done the Cosmos a great service" (Academy Award-winning actor Tom Hanks).

Provides information on using the ticketing system Request Tracker.

Protecting the environment should be a priority of every theatrical production, but it can be challenging to mount an environmentally-friendly show with limited time, resources, and information. A Practical Guide to Greener Theatre: Introduce Sustainability Into Your Productions not only gives you the information you need to make greener decisions, but provides you with practical, workable solutions. You will learn how to assess and improve every production area – from costuming and painting, lighting and technical direction, to administrative offices and the rehearsal process. Checklists, examples of successful strategies, and step-by-step instructions will show you how to identify areas where manageable, sustainable changes can make your productions greener, and advice from working professionals, with experience greening their own productions, will leave you confident that your processes are environmentally sound. Even non-technical people who find themselves responsible for supervising productions will find green solutions that can be instituted with a staff of volunteers or students. Remember: every step toward sustainability is a step forward. Discover small fixes that will make your theatre productions greener. Examine ways to introduce greener practices in the design, execution, and strike process. Explore how introducing sustainability into your theatre productions can save your company time and money. Learn how sustainability and safety intersect to help protect your workers and volunteers.

An Intelligence in Our Image
Introduce Sustainability Into Your Productions
Careers in Technical Theater
Illustrated Theatre Production Guide
An Illustrated Almanac of Technical Information
A Guide to the Basics of Scenic, Costume, and Lighting Design
A Process Based Syllabus in Costumes, Scenery, and Lighting

The theater is in the midst of a digital revolution! This book provides readers with an easy-to-understand overview of the digital technology currently available for the stage. In clear language, Digital Technical Theater Simplified explains digital technology in the fields of lighting, audio, video, and show control. All chapters contain do-it-yourself examples of how anyone can use these advanced technologies, as well as case studies of ?How the Pros Do It."

THE ART OF THEATRE: THEN AND NOW, Third Edition, explores issues of cultural diversity and creativity, presents a full day-in-the-life of theatre, and offers comprehensive coverage of theatre history. The authors make timely and relevant connections between theatre and the familiar world of television and film to help students understand how the living art of theatre relates to and influences today's screen entertainment. For flexibility in the way you teach, THE ART OF THEATRE is available in two versions. This full version contains 17 chapters, six of which cover theatre history in both Western and non-Western contexts, and concludes with a chapter on The Musical. THE ART OF THEATRE: A CONCISE INTRODUCTION features 12 chapters and a briefer treatment of theatre's history, and also features a chapter on The Musical. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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.

Safety and Health for the Stage: Collaboration with the Production Process is a practical guide to integrating safety and health into the production process for live entertainment in the context of compliance with applicable codes, standards, and recommended practices. This book explores the need for safety and health to become an integral aspect of theatre production and live entertainment, focusing on specific steps to take and policies to employ to bring a safety and health program into full collaboration in the production process. Readers will learn how to comply with legal codes and standards as they initiate and implement an effective safety and health program in their theatre production organization or academic theatre department. The book includes references and links to other industry-specific safety and health resources, as well as a Glossary of Safety and Health Terms to navigate the safety and health jargon in the context of theatre and live entertainment. Safety and Health for the Stage: Collaboration with the Production Process provides links to electronic versions of sample safety and health programs, industry-specific policies and recommended practices, and forms and templates related to many of the topics covered in the book. Written for practitioners who are engaged in all aspects of theatre production and live entertainment, as well as educators who train and influence the next generations of these practitioners, this book is an essential resource for creating a positive culture of safety in live entertainment.

The Dramatic Imagination
Stupid Liberals
Stagecraft Fundamentals
Technical Film and TV for Nontechnical People
A Guide and Reference for Theatrical Production
The Great Depression: A Diary
Drafting for the Theatre

Provides a curriculum consisting of twenty-four lessons, explaining what improvisation is, techniques, and how to start an improvisation team.

First Published in 2004. Routledge is an imprint of Taylor & Francis, an informa company.

The theater is in the midst of a digital revolution! This book provides readers with an easy-to-understand overview of the digital technology currently available for the stage. In clear language, Digital Technical Theater Simplified explains digital technology in the fields of lighting, audio, video, and show control. All chapters contain do-it-yourself examples of how anyone can use these advanced technologies, as well as case studies of "How the Pros Do It."

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. 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 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 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 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. 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 pofusion 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. 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 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

Technical Theater for Nontechnical People
The Complete Technical Guide for High School, College, and Community Theater
Theatre
The Perfect Stage Crew
Project Planning for the Stage
Theatrical Design and Production
Collaboration with the Production Process

When the stock market crashed in 1929, Benjamin Roth was a young lawyer in Youngstown, Ohio. After he began to grasp the magnitude of what had happened to American economic life, he decided to set down his impressions in his diary. This collection of those entries reveals another side of the Great Depression—one lived through by ordinary, middle-class Americans, who on a daily basis grappled with a swiftly changing economy coupled with anxiety about the unknown future. Roth's depiction of life in time of widespread foreclosures, a schizophrenic stock market, political unrest and mass unemployment seem to speak directly to readers today.

Completely updated to reflect state-of-the-art standards in today's fast-changing theater technology, Technical Theater for Nontechnical People helps actors, dancers, playwrights, and directors to understand every aspect of a traditional and digitally supported backstage environment-from scenery, lighting, and sound to props, costumes, and stage management. All sides of production are clearly explained in jargon-free prose, and unfamiliar terms are highlighted and defined in an appended glossary. In addition to discussions on the more traditional elements of technical theater, this book gives equal weight to the new technologies that have become mainstream, including software (DMX, MIDI, and SMPTI) for show control systems, software to build audio cues, and PC-based audio play-back systems.