

A brief description of the events and expectations of the production process at KU Theatre & Dance:

Director/Designer Conference

- Director and all designers required to attend
- Stage Manager, Dramaturg, Assistants and Production Staff may also attend
- Director presents overall vision of the production
- Discussion of Design Areas and presentations of research material if available
 - Costumes – Essential elements, strategies for staying within costume count
 - Scenery – Essential elements, desired configuration for Inge or Stage Too! productions
 - Lighting
 - Sound
 - Projections
 - Special Effects

1st Production Conference

- Introductions.
- Discussion of any potential problems seen in the schedule.
- Recap of Director's vision of the production.
- Preliminary presentations from the areas of scenery, costumes, lighting, projections and sound in the form of research and sketches.
- Discussion of any potential problems seen in the production elements, including special effects, props, front of house or audience outreach

2nd Production Conference

- Director's update of the production process.
- Updates from the areas of:
 - Scenery; ground plan and white model.
 - Costumes; costume count and sketches of all characters due
 - Projections; where and how projections are being used.

- Lighting; any special considerations or needs.
- Sound; any special considerations or needs.

3rd Production Conference

- Director's update of the production process
- Updates from the areas of:
 - Scenery; printed groundplan submitted to Scene Shop Manager for review. Rendered model of the scenery showing colors and treatments is due
 - Costumes; renderings of all characters including pieces is due.
 - Projections; plan for the positioning of projectors and the routing of signals is due.
 - Lighting; closer review of any special considerations or needs
 - Props; an accurate props list utilizing the KUT Props List Template is due.

Drawings Due Date

- Final scenic drafting, approved by design supervisor and technical director due by 9am.
- Final costume renderings, piece lists and priority list approved by design supervisor and technical director due by 9am.

Lightplot Due Date

- All lighting plots and associated paperwork, approved by the design supervisor and technical director due by 9am.

Soundplot due date

- A list of all sound cues, in show order, detailed on the KUT soundplot form due by 9am. Sound effects are typically produced in house, music effects are typically provided by the sound designer or director.

Projections Due Date

- All projected media, and a plot detailing how they are to be arranged for playback is due by 9am.

Final Production Conference

- A production conference 1 week prior Tech Week intended to address any production issues that have arisen. All departments are expected to report on progress and any anticipated difficulties.

On-Set Rehearsal Target

- Date by which the production can start evening rehearsals on the set in the theatre

Paper Tech

- Scheduled by the SM with the director, all associated designers and the technical director. All cues will be placed in the prompt script at this meeting.

Cue View

- Scheduled by the SM with the director, all associated designers and the technical director. An opportunity for the director to view and hear all lighting & sound cues in the theatre and make suggested changes

Final Run Through/Crew View (6:30 pm)

- A run through allowing the crew and production staff to become familiar with the show
- 6:15 pm call time typically.

Crew Training (6:30 pm)

- A rehearsal allowing the crew to learn and rehearse their duties. Actors are not called unless requested by the technical director. Production director not required to attend, but may if they wish.

Cue-to-Cue Tech (6:30 pm)

- A rehearsal that brings the technical elements together with the actors.

- This is a cue-to-cue rehearsal including the actors. All light, sound, and projection cues are rehearsed. All major scene changes are rehearsed. 6:00 pm call time typically.
- Rehearsal may be stopped for technical director, director, or designers to give notes and/or implement changes to cues.

Full Tech (6:30 pm)

- A full run of the production including all scenic, lighting, and sound elements. Includes all projections and special effects.
- All production props are added. Costume props such as gloves, hats, and coats are added. Costume quick-changes can be rehearsed if needed.
- Rehearsal may be stopped to adjust any elements as needed
- 6:00 pm call time typically.

1st Dress (7:30pm)

- Complete run of the production will full technical support including full costumes, makeup, hair and wigs. No major revisions of scenery, props, sound or lighting are expected. Stops will be made to adjust acting, directing or technical elements.
- 6:00pm call times for actors, costume and makeup crew, 6:30 for others typically.

2nd Dress (7:30pm)

- Complete run of the production will full technical support stopping only for significant problems.
- 6:00pm call times for actors, costume and makeup crew, 6:30 for others typically.

Final Dress (7:30pm)

- Complete run of the production will full technical support stopping only for emergencies or issues that will halt the production. Professional photographs usually taken during this rehearsal.

- 6:00pm call times for actors, costume and makeup crew, 6:30 for others typically.

Performances

- CPT shows typically run 2 weekends with 2 matinees
- Inge shows typically run 1 weekend with performances during the following week.

Strike (immediately following the final performance)

- All cast, crew, technical staff and student assistants are expected to attend.
- Directors and designers may attend strike.
- Strikes are expected to be completed within four hours.
- Everyone required to attend will remain until roll call is taken by the production stage manager