

2016-17 Production Guidelines

The intent of this document is to serve as a means of providing a framework for the designers, faculty and staff to ensure that Kansas University Theatre is able to produce our season with the resources we have available. All costumes will be designed, built, pulled, and or purchased.

Actors will not be asked to provide their own clothing to modify costume counts.

Picnic

4M/7F

Scenery:

May use 1/2 stage (up to Lineset #31)

Costumes:

Over a 2 day period

Lighting:

Normal in scope

Props:

Normal in scope

Sound:

Normal in scope

Projections:

Not indicated

Late: A Cowboy Song

1M/2F

Scenery:

Full use of the Inge in one of the approved seating arrangements. Contemporary, mixture of abstraction and realism

Costumes:

TBD...at least 3.

Lighting:

Normal in scope. No Blackouts, fluid.

Props:

Playable guitar, "horses"

Sound:

Normal in scope. Music is already composed.

Projections:

Could be incorporated

Pooter McGraw is not Dead Party

3M/4F

Scenery:

Stage Too! Seating with clear exit path and a clear fire curtain line. Peter requests a mini thrust with a realistic, unit set.

Costumes:

Contemporary, no costume changes, but weather appropriate pieces are indicated

Estimated count:15.

Lighting:

Realistic, linear, actor-driven

Props:

"Extensive" Realistic. Lots of alcohol. Playable musical instruments

Sound:

Recorded, Blues

Projections:

Not indicated

RUR (Inge 2)

18M/6F

Scenery:

A 1920's re-imagining of the future. Single set representing three locations.

Costumes:

Total count of 19

Lighting:

Backlit walls,

Props:

"Pretty standard props..." Steamship route map, guns

Sound:

Normal in scope

Projections:

A projection designer is indicated. Projections will serve to set locale.

Seminar

JIST/KUT (Inge 3)

2F/3M

Scenery:

Originally intended as a Black Box...this production will be just before The Acting Company's visit to KU. Production needs are expected to be minimal in all areas. Due to the winter break this production will have a reduced rehearsal schedule. Several locations are indicated over the period of several weeks

Costumes:

Maximum 4 builds remainder purchased/pulled

Lighting:

Normal in scope

Props:

Normal in scope

Sound:

Normal in scope

Projections:

Not indicated

The Acting Company (MS 2.5) 2/16-2/17

They will need access to the CPT stage through the scene shop.

Scenery:

TBD up to Lineset #31

Costumes:

will need access to Dressing rooms, laundry facilities and related equipment.

Lighting:

They will be providing a light plot that will need to be hung, gelled, patched in advance of their arrival.

Props:

TBD, but unlikely.

Sound:

They will need access to our FOH sound position and related equipment. They have requested a FOH mix position on the main floor.

Projections:

TBD, but unlikely.

Company (MS 3)

14 cast M/F TBD

Scenery:

This production will be built upstage of Lineset #31 and brought into place after The Acting Company's visit. "A unit multilevel set, more like scaffolding than solid platforms." Setting: NY, time: now

Costumes:

14 characters, three piece musical ensemble. Contemporary, "Could be done with one costume for each of the characters except maybe for Robert"

Lighting:

"Huge" Lighting will indicate the scenic changes

Props:

Normal in scope

Sound:

Typical musical microphone techniques

Projections:

Could be incorporated to add to the location changes

Anon(ymous) (Inge 4)

6M/6F?

Scenery:

Must represent many different locals in rapid succession.

Costumes:

<20

Lighting:

This play could lend itself to some unconventional lighting.

Props:

Sound:

Projections:

Could be incorporated.

Don Giovanni (MS 4)

5M/3F

Scenery:

Full stage revolving sound reflecting wall with levels

Costumes:

“period (more or less)” 8 principals/6 doubled (14 principle costumes)

8 chorus, 2 footmen, 2 “ladies” not more than 30 costumes total (“less than 40” D.C.)

Lighting:

Normal in scope

Props:

More or less period props....

Sound:

Not indicated

Projections:

Supertitles...let's be sure to incorporate them by FRT.