

Production Meeting

Notes

General:

- 1. Please keep a lookout for an updated date for the load in discussion meeting.
- 2. The sitzprobe will happen on April 6th in the Greene Theater. Downbeat is scheduled for 7:30p.

3. As we move forward in this process, please continue to keep in mind the TH149 students and include Dan Burmester and Deb Acquavella in conversations surrounding crew assignments.

Director:

1.No notes at this time, thank you!

Scenic:

- 1. Please put the PDF of the ground plan with motor locations in the Dropbox.
- 2. Lots of progress was made in the shop this past week. The Mission wall has been built and is being painted.
- 3. The rigger would like to be on the deck if possible.
- 4. Unit A (the fire escape) will use the stock brick vacuform.
- 5. Units B and C (wall and bodega units, respectively) will use the cinder block homosote from stock.
- 6. Please see Sound Note #2.

Lighting:

- 1. Color has been chosen and is available in the Dropbox.
- 2. Hanging irons will be built with Scenic's assistance for the strip lights that hang off the apron.
- 3. Please stay in contact with Costumes in regards to meeting after spring break to talk about color.

Costumes:

- 1. Almost all of the cast has had their first fittings!
- 2. Mission Uniform fittings will happen after spring break.
- 3. Lighting will come for a visit to look at colors after spring break.
- 4. Please see Prop Notes #1 and #2, and Stage Management Note #1.

Props:

- 1. Props will foot the bill for the carnations.
- 2. The carnations will use magnets to attach to the coats.

Sound:

- 1. The small "Jon Monitor" will be OSR. Specific location TBD.
- 2. The monitor for automation will be infrared and located SL on the deck.

Production Management:

1. Please continue looking ahead at scheduling three months in advance.

Stage Management:

1. Stage Management will send the En/Ex plot to Costumes when it is completed.

General Management:

1. No notes at this time, thank you!

Company Management:

1. No notes at this time, thank you!