

Facilitating Production Scale

March 1, 2012

The goal of managing production scale is to ensure that our students are given the opportunity to grow in a directed and healthy manner. By identifying and defining what it means to create a small medium or large production we are giving ourselves a template of guidance to do so.

The scale of a show is/can be facilitated with three simple factors, money, time and resources, how these factors interact with each d/t department and Emerson Stage directors is where the design of facilitation becomes creative.

From money, time and resources five categories of scale management have been identified and can be considered while defining a show's parameters. These are, Budget, Build, Resource Support, Specialized Requirements, and Space.

- **Budget** is the most definitive way of facilitating production scale, the larger the budget the larger the show or the nicer the materials/equipment, the smaller the budget the smaller the show.
- **Build** dictates size of shows by the amount of weeks allowed to complete construction of a design or the amount of elements being constructed.
-Calendar placement effects build time. A show with a build consisting of one to two weeks would be placed at the top of the year due to date of opening and student presence.
- **Resource support** existing in Emerson Stage and Performing Arts inventories will always be given to shows. Resource support will be applied to smaller scale shows as a mechanism of scale facilitation, allowing for students to pull from existing inventory rather than searching, shopping and building.
- **Specialized Requirements**, such as special FX equipment, rigging, and automation should not be considered or given careful diligence for shows with a short build time and beginner level students.
- **Space** defines scale by its size and included resources. The Green Theater has a rep plot with limited flexibility and a small back stage area making it reasonable and realistic to do smaller scale productions where as the Cutler Majestic would require advanced knowledge for successful use of the facility and its inventory.

Facilitating Production Scale

March 1, 2012

Costumes:

	Small	Medium	Large
Budget	\$250-\$1500	\$1500-\$3000	\$3000 and up
Build: <i>Amount of Costumes to be built.</i>	1-2	3-6	8-12
Resources: <i>Items pulled from stock or shopped.</i>	Primarily pulled some shopping.	Pulled and Shopped.	Pulled and Shopped.
Specialized Requirements: <i>Size of Cast and Changes.</i>	10 cast members max. Minimal costume changes.	12-20 cast members. No more than three changes per person.	Big 28ish plus cast with multiple characters and changes.
Space	N/A	N/A	N/A

Facilitating Production Scale

March 1, 2012

Scenic:

	Small	Medium	Large
Budget <i>Largely Dictated by Space.</i>	\$250-\$1,400	\$1500-\$4,000	\$4,000-\$20,000
Build <i>Includes load in and notes.</i>	10-15 days <i>1-2 shop weeks 1 day load-in 4 half days of notes</i>	15-21.5 days <i>3-4 shop weeks 1.5 day load-in 3-4 half days of notes</i>	29.5-33.5 days <i>5-6 shop weeks 2 day load-in 1+ weeks for notes</i>
Resources	Stock Scenery kit.		
Space	N/A	N/A	Strong consideration should be given to large shows happening in the Greene or Black Box.
Specialized Requirements	Direct Painting on floor probable. Small wagons or rolling scenery. Limited moveable rigging. Limited in quantity and weight.	Single or Unit set. Small wagons or rolling scenery. Limited moveable rigging. Limited in quantity and weight, depending on venue.	Multi-set or large unit set. May have automation. May have large wagons. May have extensive moveable rigging.

Facilitating Production Scale

March 1, 2012

Lighting:

	Small	Medium	Large
Budget	\$100-\$500	\$500-\$2000	\$2000-\$6000
Build: <i>Time and people. Load in time is dictated by space.</i>	2 week load in. Desired minimum of 3 students present at all time	1-2 week load in. Desired minimum of 4 students present at all time	1 week load in. Desired minimum of 6 students present at all time.
Resources <i>Rentals are available for all shows within budget range.</i>	Standard Inventory. Limited access to extra gear.	Inventory and some advanced equipment.	Access to advanced equipment.
Space	Greene	Semel or Black Box	Paramount or Cutlar Majestic.
Special Requirements	No moving or digital lighting.	Some moving lights. Digital lighting available under case of strong need.	Moving and Digital available.

Facilitating Production Scale

March 1, 2012

Props:

	Small	Medium	Large
Budget <i>Significantly effected by script.</i>	\$0-\$800	\$800-\$1600	\$1600-\$3,200
Build: <i>Creating props from scratch and modifying existing inventory.</i>	Minimal new construction. No <u>new</u> special FX. Nothing we aren't able to achieve with in house stock.	Some prototyping necessary for builds. May have moderate amounts of technical challenges.	All requirements met of script at a high level of completion. Several technically challenging elements produced.
Resources <i>Ability to travel effects use of resources.</i>	Pull from existing stock. Minimal purchasing.	Pull from stock, and other <u>local</u> inventories. Thrift shopping.	Pull from best sources and travel extensively to acquire needs.
Space <i>Sometimes Relevant for set dressing and filling space. Sometimes irrelevant</i>			
Special Requirements	In house FX.	Some Built FX.	Technically advanced FX.

Facilitating Production Scale

March 1, 2012

Sound:

	Small	Medium	Large
Budget	0-\$100	\$100-\$1000	\$500-\$
Build: <i>Load in.</i>	1-2 Days.	2-3 Days.	3-4 Days
Resources	In-House Rep Plot.	Rep plus in-house rental.	In-house rep plus rental, outside rental, possible purchase.
Space	Greene	Semel or Black Box	Majestic, Paramount
Special Requirements		Extra speakers. Mics.	Wireless Mics, Orchestra. Wireless Com. Monitors. Extra Speakers.d

Facilitating Production Scale

March 1, 2012

Paint:

	Small	Medium	Large
Budget	0-\$200	\$200-\$500	\$500 and up
Build	10-15 days First-time paint charge with little to no painting experience	10-15 days First-time paint charge with little to no painting experience	20-25 days Paint charge should have shop experience and ideally would have charged or assisted on another show
Resources	No 3-dimensional textures (because of budget constraints); No ultra-realism (because of time constraints); Minimal painted detail, i.e. trompe l'oeil, lettering; simple drops with little detail.	Some 3-D textures, realism is possible, can include much more detail	Anything is possible.
Space	N/A (Refer to Scenic Production Scale Chart: Specialized requirements)	N/A (Refer to Scenic Production Scale Chart: Specialized requirements)	N/A (Refer to Scenic Production Scale Chart: Specialized requirements)
Specialized Requirements	Direct painting of floor requires more time during load-in.	Extensive realism and direct painting of floor requires more time during load-in.	Extensive realism and direct painting of floor requires more time during load-in.