

Teaching Introduction To Theatrical Design A Process Based Syllabus In Costumes Scenery And Lighting

[#theatrical design](#) [#process-based syllabus](#) [#costume design](#) [#scenery design](#) [#lighting design](#)

This process-based syllabus provides a comprehensive introduction to theatrical design, focusing on practical application in costumes, scenery, and lighting. It's designed to teach fundamental principles and creative approaches to aspiring stage designers, guiding them through the entire production process from concept to realization.

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Teaching Introduction to Theatrical Design

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.

Sewing Techniques for Theatre

Sewing Techniques for Theatre: An Essential Guide for Beginners distills the intimidating art of sewing down into simple, quick, and effective lessons to prepare readers for an entry-level position in a costume shop. The lessons follow an hour-by-hour structure, offering detailed instructions to creating 11 sewing samples, a scrub shirt, and a tote bag. Embedded in the projects' directions are lecture materials on safety, irons, fabric, and patterns. With a wealth of hands-on exercises, review questions, photographs, and step-by-step instructions for compiling a portfolio, this guide teaches aspiring costume technicians about the culture and machinery of the costume shop, and equips them with the necessary skills to begin their career as members of a costume shop team.

Theatrical Design and Production

"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 covers the design and 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 of the separate areas that comprise the field of theatrical design and technical production. The course content is very flexible indeed. To create a text that will serve the needs of all these courses is a distinct challenge. I've tried to rise to that challenge by organizing the material in two

ways. The chapters appear in a logical sequence, but each chapter is also an island of information that can stand alone. My hope is that this organization will enable each instructor to pick and choose the type and amount of material that is appropriate for his or her particular course. This type of organization also makes the text a useful reference for students to keep throughout their design and technical production careers"--

Fundamentals of Theatrical Design

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.

Theatrical Design and Production

This is a comprehensive survey of the technical and design aspects of play production, including scene design and construction, lighting, sound, costume, and makeup. Health and safety precautions for the backstage crew appear throughout in boxes labeled Safety Tips, and Design I

Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume, and Makeup

Theatrical Design and Production is a comprehensive and practical survey that examines the technical and design aspects of play production, including scene design and construction, lighting, sound, costume, and makeup. Design is presented as both an art closely integrated with the director's, actor's, and playwright's visions, and a craft that provides practical solutions for the physical manipulation of stage space. Instructors and students can now access their course content through the Connect digital learning platform by purchasing either standalone Connect access or a bundle of print and Connect access. McGraw-Hill Connect® is a subscription-based learning service accessible online through your personal computer or tablet. Choose this option if your instructor will require Connect to be used in the course. Your subscription to Connect includes the following:

- SmartBook® - an adaptive digital version of the course textbook that personalizes your reading experience based on how well you are learning the content.
- Access to your instructor's homework assignments, quizzes, syllabus, notes, reminders, and other important files for the course.
- Progress dashboards that quickly show how you are performing on your assignments and tips for improvement.
- The option to purchase (for a small fee) a print version of the book. This binder-ready, loose-leaf version includes free shipping. Complete system requirements to use Connect can be found here: <http://www.mheducation.com/highered/platforms/connect/training-support-students.html>

The Art of Theatrical Design

The Art of Theatrical Design: Elements of Visual Composition, Methods, and Practice addresses the core principles that develop the student designer into a true artist, providing a foundation that ensures success with each production design. This text concentrates on the skills necessary to create effective, evocative, and engaging theatrical designs that support the play contextually, thematically, and visually. It gives students the grounding in core design principles they need to approach design challenges and make design decisions in both assigned class projects and realized productions. This book features:

- In-depth discussions of design elements and principles for costume, set, lighting, sound, and projection designs
- Coverage of key concepts such as content, context, genre, style, play structure and format, and the demands and limitations of various theatrical spaces
- Essential principles, including collaboration, inspiration, conceptualization, script analysis, conducting effective research, building a visual library, developing an individual design process, and the role of the critique in collaboration
- Information on recent digital drawing tool technology, such as the Wacom® Inkling pen, Wacom® Intuos digitizing tablets and digital sketching, and rendering programs such as Autodesk® Sketchbook Pro and Adobe® Photoshop®
- Chapter exercises and key terms designed to provide an engaging experience with the material and to facilitate student understanding

An Introduction to Theatre Design

This introduction to theatre design explains the theories, strategies, and tools of practical design work for the undergraduate student. Through its numerous illustrated case studies and analysis of key terms, students will build an understanding of the design process and be able to: identify the fundamentals of theatre design and scenography recognize the role of individual design areas such as scenery, costume, lighting and sound develop both conceptual and analytical thinking Communicate their own understanding of complex design work trace the traditions of stage design, from Sebastiano Serlio to Julie Taymor. Demonstrating the dynamics of good design through the work of influential designers, Stephen Di Benedetto also looks in depth at script analysis, stylistic considerations and the importance of collaboration to the designer's craft. This is an essential guide for students and teachers of theatre design. Readers will form not only a strong ability to explain and understand the process of design, but also the basic skills required to conceive and realise designs of their own.

Designing for the Theatre

Now in its second edition, *Designing for the Theatre* has established itself as the authoritative introduction to the processes of design for the theatre. Covering the contribution which can be made by costume, sets, props and lighting to a stage production, the author explains the purpose and process involved in their design. Included in this second edition are new photographs and drawings illustrating some of the most exciting and diverse current trends in stage design.

Developing and Maintaining a Design-tech Portfolio

This book is a practical guide to aid in the process of creating, developing and presenting successful Theatre/TV/Film design/technology portfolios in the fields of scenery, costumes, lighting and sound. The book will consist of four sections or chapters. The first section is dedicated to the realization of effective portfolio showcases and it will identify materials and techniques used to produce them. This chapter will also identify specific requirements by discipline including scenery, costumes, lighting and sound and will cover the different portfolio requirements to apply for graduate school, jobs in the field, professional organizations and for promotional purposes. The second section is dedicated to the development and use of digital portfolios and it will look at the different software used in this area. The third chapter is about presentation and marketing and it will describe how to develop personal presentation techniques, resume, business card, and web pages. Finally, the fourth section offers key information in regards to the maintenance and updating of portfolios. Each chapter will feature real samples from the professional field and a page of "do's and don'ts" with comments from experts in each design-tech discipline. * Contains specific guidelines about work layout techniques for Design and Technology Portfolios (for Theatre, Film and TV) * Added comments (do's and don'ts) from many professionals in the field as well as tips on personal presentation during (job and/or college) interviews * Includes detail lists of recommended best supplies to put a portfolio together and vendor sources

Introduction to Theatrical Design and Production

The creation of exciting visual stories blooms from a successful navigation of the collaborative artistic journey. This new text guides beginning directors, designers, and performers through the many interwoven relationships and communication styles used during this journey and details the context, vision, parameters, materials, aesthetics, documentation, and facilitation of the design and production process. Drawing from over thirty years as a theatre educator and costume designer, Ryerson uses examples from actual productions to provide valuable insight into creating visually symbolic storytelling. Specific areas covered include the historical development of performance; navigating the relationship between artistic and business factions; job descriptions and hierarchies; design elements and principles; set components and construction; the design and production of costumes, lighting, and sound; special effects; and how everything comes together. Including 16 pages of full-color photos, this universal and practical approach benefits all members of this unique art form.

Loose Leaf for Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume, and Makeup

Theatrical Design and Production is a comprehensive and practical survey that examines the technical and design aspects of play production, including scene design and construction, lighting, sound, costume, and makeup. Design is presented as both an art closely integrated with the director's, actor's, and playwright's visions, and a craft that provides practical solutions for the physical manipulation of stage space. Instructors and students can now access their course content through the Connect digital

learning platform by purchasing either standalone Connect access or a bundle of print and Connect access. McGraw-Hill Connect® is a subscription-based learning service accessible online through your personal computer or tablet. Choose this option if your instructor will require Connect to be used in the course. Your subscription to Connect includes the following:

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Unmasking Theatre Design: A Designer's Guide to Finding Inspiration and Cultivating Creativity

Every great design has its beginnings in a great idea, whether your medium of choice is scenery, costume, lighting, sound, or projections. Unmasking Theatre Design shows you how to cultivate creative thinking skills through every step of theatre design - from the first play reading to the finished design presentation. This book reveals how creative designers think in order to create unique and appropriate works for individual productions, and will teach you how to comprehend the nature of the design task at hand, gather inspiration, generate potential ideas for a new design, and develop a finished look through renderings and models. The exercises presented in this book demystify the design process by providing you with specific actions that will help you get on track toward fully-formed designs. Revealing the inner workings of the design process, both theoretically and practically, Unmasking Theatre Design will jumpstart the creative processes of designers at all levels, from student to professionals, as you construct new production designs.

The Art of Theatrical Design

The Art of Theatrical Design: Elements of Visual Composition, Methods, and Practice Second Edition contains an in-depth discussion of design elements and principles for costume, set, lighting, sound, projection, properties, and makeup designs. This textbook details the skills necessary to create effective, evocative, and engaging theatrical designs that support a play contextually, thematically, and visually. It covers key concepts such as content, context, genre, style, play structure and format, and the demands and limitations of various theatrical spaces. The book also discusses essential principles, including collaboration, inspiration, conceptualization, script analysis, conducting effective research, building a visual library, developing an individual design process, and the role of the critique in collaboration. This second edition includes: A new chapter on properties management and design. A new chapter on makeup design. A new chapter on digital rendering, with evaluations of multiple programs, overviews of file types and uses, and basic tutorials in Adobe(R) Photoshop(R) and Procreate. An expanded and revised chapter on traditional rendering, with the inclusion of new media, including watercolor, gouache and mixed media, and updated exercises and tutorials. Revised and expanded chapters on individual design areas, including additional practices for conceptualization and collaboration, with new exercises for skill development. Additional exercises in all Elements and Principles of Design chapters for investigation of each design principle and skill development. Revised and updated content throughout the text, reflecting current pedagogy and practices. This book gives students in Theatrical Design, Introduction to Design, and Stagecraft courses the grounding in core design principles they need to approach design challenges and make design decisions in both assigned class projects and realized productions. The Art of Theatrical Design provides access to additional online resources, including step-by-step video tutorials of the exercises featured in the book.

DRAWING AND RENDERING FOR THEATRE

Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume By J. Michael Gillette

Theatrical Design and Production

"Scenography in Musical Theatre answers the questions: What are the ways that scenography acts as a mode of storytelling within the genre of musical theatre?; Who are the major designers that have shaped the way in which audiences expect musicals to look and sound?; and what have innovations in design technology and practice enabled composers and lyricists to do with musical theatre that were

not possible before? This introductory text describes and analyses, within the context of the theatrical event, the theories, strategies, and tools of creative design for the purposes of performance. Aimed at a reader with little knowledge of theatre design, this book demonstrates the dynamics of good design through the works of influential designers who have collaborated on the seminal repertoire of the Anglo-American musical theatre since 1960. Through detailed historical analysis readers learn to recognize the importance of play analysis in theatre design. They also discover how to identify the fundamentals of design process, and recognize the role of individual design areas such as scenery, costumes, lighting, sound and projection in visualizing the work of composers, lyricists, and bookwriters. Published as part of the Topics in Musical Theatre series, this foundational book opens the readers' eyes to the processes that underlie musical theatrical design and provides them with an appreciation of the designer's role in the production of musical theatre for Broadway and the West End."--

Scenography in Musical Theatre

Examines aspects of theatrical design and production, including lighting design, scene design, stage managing, and the running of properties. Also discusses unions, education, and job opportunities and lists organizations which hire designers and technicians.

Opportunities in Theatrical Design and Production

A step-by-step exploration of everything aspiring and practicing designers and directors need to know about the theatrical design...

Fundamentals of Theatrical Design

As a theatrical designer, it is vital for you to be able to develop your drawing skills to create renderings that can effectively communicate your visual idea. Drawing and Rendering for Theatre starts with the fundamentals of drawing, moves to the types of media, and finishes with specific exercises in each section that will make you more proficient. By the end of this book, you will be versatile enough to be able to create renderings in all areas of theatrical design! Drawing and Rendering will teach you: .How to develop good drawing habits from the start .About composition .How to draw in one, two, and three point perspective .About color .Techniques for different types of media including colored pencils, pastels, watercolor, and more .How to draw digitally This gorgeous full-color book is loaded with color examples of both student drawings that are analyzed and critiqued for areas that need improvement, and design renderings by professional theatrical designers.

Drawing and Rendering for Theatre

I greet you on the re-commencement of our literary year. Our anniversary is one of hope, and, perhaps, not enough of labor. We do not meet for games of strength or skill, for the recitation of histories, tragedies, and odes, like the ancient Greeks; for parliaments of love and poesy, like the Troubadours; nor for the advancement of science, like our cotemporaries in the British and European capitals. Thus far, our holiday has been simply a friendly sign of the survival of the love of letters amongst a people too busy to give to letters any more. As such, it is precious as the sign of an indestructible instinct. Perhaps the time is already come, when it ought to be, and will be, something else; when the sluggish intellect of this continent will look from under its iron lids, and fill the postponed expectation of the world with something better than the exertions of mechanical skill. Our day of dependence, our long apprenticeship to the learning of other lands, draws to a close. The millions, that around us are rushing into life, cannot always be fed on the sere remains of foreign harvests. Events, actions arise, that must be sung, that will sing themselves. Who can doubt, that poetry will revive and lead in a new age, as the star in the constellation Harp, which now flames in our zenith, astronomers announce, shall one day be the pole-star for a thousand years?

Resources in Education

This antiquarian volume contains a comprehensive treatise on democracy and education, being an introduction to the 'philosophy of education'. Written in clear, concise language and full of interesting expositions and thought-provoking assertions, this volume will appeal to those with an interest in the role of education in society, and it would make for a great addition to collections of allied literature. The chapters of this book include: 'Education as a Necessity of Life'; 'Education as a Social Function'; 'Education as Direction'; 'Education as Growth'; 'Preparation, Unfolding, and Formal Discipline'; 'Educa-

tion as Conservative and Progressive'; 'The Democratic Conception in Education'; 'Aims in Education', etcetera. We are republishing this vintage book now complete with a new prefatory biography of the author.

The United States Catalog

Michael Lugering's *The Expressive Actor* presents a foundational, preparatory training method, using movement to unlock the entire acting process. Its action-based perspective integrates voice, movement and basic acting training into a unified approach.

The American Scholar

"... brilliantly original ... brings cultural and post-colonial theory to bear on a wide range of authors with great skill and sensitivity." Terry Eagleton

Democracy and Education

The Association of British Theatre Technicians produced its first guide to the design and planning of theatres in 1972. Revised in 1986, it became the standard reference work for anyone involved in building, refurbishing, or creating a performance space. *Theatre Buildings* – a design guide is its successor. Written and illustrated by a highly experienced team of international theatre designers and practitioners, it retains the practical approach of the original while extending the scope to take account of the development of new technologies, new forms of presentation, changing expectations, and the economic and social pressures which require every part of the theatre to be as productive as possible. The book takes the reader through the whole process of planning and designing a theatre. It looks in detail at each area of the building: front of house, auditorium, backstage, and administrative offices. It gives specific guidance on sightlines, acoustics, stage engineering, lighting, sound and video, auditorium and stage formats. Aspects such as catering, conference and education use are also covered. The information is supplemented by twenty-eight case studies, selected to provide examples which range in size, style and format and to cover new buildings, renovations, conversions, temporary and found space. The studies include Den Norsk, Oslo; The Guthrie Theatre, Minneapolis; The Liceu, Barcelona; Les Bouffes du Nord, Paris; The RSC's Courtyard Theatre in Stratford on Avon; and the MTC Theatre in Melbourne. All have plans and sections drawn to 1:500 scale. The book contains around 100 high quality full colour images as well as over 60 specially drawn charts and diagrams explaining formats, relationships and technical details.

The Expressive Actor

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.

Theatre of the Oppressed

This comprehensive guide, from the author of *Acting in Musical Theatre*, will equip aspiring directors with all of the skills that they will need in order to guide a production from beginning to end. From the very first conception and collaborations with crew and cast, through rehearsals and technical production all the way to the final performance, Joe Deer covers the full range. Deer's accessible and compellingly practical approach uses proven, repeatable methods for addressing all aspects of a production. The focus at every stage is on working with others, using insights from experienced, successful directors to tackle common problems and devise solutions. Each section uses the same structure, to stimulate creative thinking: Timetables: detailed instructions on what to do and when, to provide a flexible organization template Prompts and Investigations: addressing conceptual questions about style, characterization and design Skills Workshops: Exercises and 'how-to' guides to essential skills Essential Forms and Formats: Including staging notation, script annotation and rehearsal checklists Case Studies: Well-known productions show how to apply each chapter's ideas Directing in Musical Theatre not only provides all of the essential skills, but explains when and how to put them to use; how to think like a director.

Theatre Buildings

Offering a conceptual framework for teaching the visual arts (K-12 and higher education) from a cultural standpoint, the author discusses visual culture in a democracy.

Technical Theater for Nontechnical People

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.

Directing in Musical Theatre

Fifteen-year-old Charlie has serious ambitions - to mess with teachers' heads, to front a gang, to ride the motorbike that blows all competition out of the water. But when the new music teacher, Miss Fry, arrives, things start to change.

Teaching Visual Culture

An overview of emerging topics, theories, methods, and practices in sonic interactive design, with a focus on the multisensory aspects of sonic experience. Sound is an integral part of every user experience but a neglected medium in design disciplines. Design of an artifact's sonic qualities is often limited to the shaping of functional, representational, and signaling roles of sound. The interdisciplinary field of sonic interaction design (SID) challenges these prevalent approaches by considering sound as an active medium that can enable novel sensory and social experiences through interactive technologies. This book offers an overview of the emerging SID research, discussing theories, methods, and practices, with a focus on the multisensory aspects of sonic experience. Sonic Interaction Design gathers contributions from scholars, artists, and designers working at the intersections of fields ranging from electronic music to cognitive science. They offer both theoretical considerations of key themes and case studies of products and systems created for such contexts as mobile music, sensorimotor learning, rehabilitation, and gaming. The goal is not only to extend the existing research and pedagogical approaches to SID but also to foster domains of practice for sound designers, architects, interaction designers, media artists, product designers, and urban planners. Taken together, the chapters provide a foundation for a still-emerging field, affording a new generation of designers a fresh perspective on interactive sound as a situated and multisensory experience. Contributors Federico Avanzini, Gerold Baier, Stephen Barrass, Olivier Bau, Karin Bijsterveld, Roberto Bresin, Stephen Brewster, Jeremy Coopersotck, Amalia De Gotzen, Stefano Delle Monache, Cumhur Erkut, George Essl, Karmen Franinovi, Bruno L. Giordano, Antti Jylhä, Thomas Hermann, Daniel Hug, Johan Kildal, Stefan Krebs, Anatole Lecuyer, Wendy Mackay, David Merrill, Roderick Murray-Smith, Sile O'Modhrain, Pietro Polotti, Hayes Raffle, Michal Rinott, Davide Rocchesso, Antonio Rodà, Christopher Salter, Zack Settler, Stefania Serafin, Simone Spagnol, Jean Sreng, Patrick Susini, Atau Tanaka, Yon Visell, Mike Wezniewski, John Williamson

Scene Design and Stage Lighting

Stage Lighting: The Fundamentals is written specifically for introductory stage lighting courses. The book begins with an examination of the nature of light, perception, and color, then leads into a conversation of stage lighting equipment and technicians. Lamps, luminaries, controls/dimming, and electricity form the basis of these chapters. The book also provides a detailed explanation and overview of the lighting design process for the theatre and several other traditional forms of entertainment. Finally, the book explores a variety of additional areas where lighting designers can find related future employment, such as concert and corporate lighting, themed design, architectural and landscape lighting, and computer animation. New for this edition: enlarged full-color illustrations, photographs, light plots and examples of lighting design; updated information on LED lighting and equipment; expanded discussion of the practical use of color as a designer; expanded discussion of psychological/perceptual effects of color; new discussion of color mixing through light sources that make use of additive mixing; expanded discussion of industry professions; expanded discussion and illustrations relating to photometrics; expanded discussion and examples of control protocols and new equipment; and updated designer profiles along with the addition of still more designer profiles.

Drafting for the Theatre

The Improv Handbook is the most comprehensive, smart, helpful and inspiring guide to improv available today. Applicable to comedians, actors, public speakers and anyone who needs to think on their toes, it features a range of games, interviews, descriptions and exercises that illuminate and illustrate the exciting world of improvised performance. First published in 2008, this second edition features a new foreword by comedian Mike McShane, as well as new exercises on endings, managing blind offers and master-servant games, plus new and expanded interviews with Keith Johnstone, Neil Mullarkey, Jeffrey Sweet and Paul Rogan. The Improv Handbook is a one-stop guide to the exciting world of improvisation. Whether you're a beginner, an expert, or would just love to try it if you weren't too scared, The Improv Handbook will guide you every step of the way.

School Play

Draws on musicals, plays and experimental performances to show what theatre is made of and how we experience it.

Sonic Interaction Design

'Love or knowledge: which would you choose?' A moving, comical and eye-opening story of four young women fighting for education and self-determination against the larger backdrop of women's suffrage. 1896. Girton College, Cambridge, the first college in Britain to admit women. The Girton girls study ferociously and match their male peers grade for grade. Yet, when the men graduate, the women leave with nothing but the stigma of being a 'blue stocking' - an unnatural, educated woman. They are denied degrees and go home unqualified and unmarried. In Jessica Swale's debut play, *Blue Stockings*, Tess Moffat and her fellow first years are determined to win the right to graduate. But little do they anticipate the hurdles in their way: the distractions of love, the cruelty of the class divide or the strength of the opposition, who will do anything to stop them. The play follows them over one tumultuous academic year, in their fight to change the future of education. *Blue Stockings* received its professional premiere at Shakespeare's Globe, London, in August 2013, directed by John Dove.

Stage Lighting Second Edition

This new edition of the innovative and widely acclaimed *Theatre Histories: An Introduction* offers overviews of theatre and drama in many world cultures and periods together with case studies demonstrating the methods and interpretive approaches used by today's theatre historians. Completely revised and renewed in color, enhancements and new material include: a full-color text design with added timelines to each opening section a wealth of new color illustrations to help convey the vitality of performances described new case studies on African, Asian, and Western subjects a new chapter on modernism, and updated and expanded chapters and part introductions fuller definitions of terms and concepts throughout in a new glossary a re-designed support website offering links to new audio-visual resources, expanded bibliographies, approaches to teaching theatre and performance history, discussion questions relating to case studies and an online glossary.

