Scenic Studio Meeting Guidelines

	Resource Analysis	Preliminary Design	Final Design Presentation	Design Review 1 For Design	Design Review 2 For Tech	Schedule and Materials	In Studio
<u>Scenic Designer</u>	Shares updates since Prelim Design Conference Identify areas of concern and design challenges Items needing additional research Material & Schedule challenges Scale and Scope are addressed	Presentation Must Include: Research Greyscale or Color sketches Rough 1/8" Groundplan& section Initial Ideas on color/finish May Include: Rough 1/4" white model	Must Include: • Final color renderings and story board of all scenes if appropriate • Revised 1/8" Groundplan • Revised 1/8" Section • Prop List and Research Book • Paste-up/white or 1/4" Full Color Model	Prawings Present draftings for review Discuss intentions with TD and Shop Supervisors Prelim Drafting due to Faculty a few days prior to meeting Revisions based on meeting comments completed for DR1 Corrections and updates to be shared w/in 48hrs of meeting Bring appropriate visuals other than drafting All drawings plotted in intended scale	Drawings • Look at Paint Elevations -revisions may be suggested • Review TD draftings • Discuss finishing intentions with TD and Scenic Charge • Corrections and updates to be shared w/in 48hrs of meeting • All files shared w/advisors • All drawings plotted in intended scale	Review revised Paint Elevations Discuss paint samples with Charge	Give quick presentation to shop Meet with area heads for questions
Technical Director	Present research and prelim estimate for cost/time Identify areas of concern Identify items needing additional research Material & schedule challenge Scale and Scope addressed	Have play read Familarize self with budget and calendar Identify technical challenges	Technology identified Scale of show reviewed Prelim cost/labor estimate Present techical solutions	Review designer draftings	Present draftings for review Discuss intentions with Designer and Shop Supervisors	Discuss Elements list Discuss Budget and Materials Discuss Schedule	Hand out updated schedule Start crews
Prop Master	Have play read Familarize self with budget and calendar Identify prop challenges	Have play read Familarize self with budget and calendar Identify prop challenges	Familarize self with hand props and possible furniture/dressing needs. Scale of show reviewed	Look at preliminary prop list Handoff starter package Keys, Credit cards, tax cards, forms, prop book Discuss designer expectations and feel of props Discuss build/buy/pull lists Set meeting with Director/Choreographer	Discuss Prop List with director and choreographer adds/cuts Look at research on specific builds/ buys Review preliminary budget Begin breakdown of master list into build/buy/pull Discuss trouble props	Discuss budget Discuss Schedule Review final prop list as complied from director/choreographer et al. Load prop list on IU BOX	Hand out updated schedule Update prop list if needed Pull rehearsal props and move to rehearsal room Start pull/ purchasing
Scenic Charge	Have play read Familarize self with budget and calendar Identify painting challenges	Have play read Familarize self with budget and calendar Identify painting challenges	Familarize self with hand props and possible furniture/dressing needs. Scale of show reviewed	Review tactics and paint processes for show Review Renderings or Model Discuss designer expectations and feel of show Discuss preliminary budget Review any research Discuss material needs	Look at paint elevations Review preliminary budgets Discuss schedule Discuss paint and products neededaka start blue sheet Discuss paint and finishing approaches Decide which paint samples to create	Have Blue Sheet filled out Have samples ready to review Discuss budget Discuss schedule Discuss schedule problems	Hand out updated schedule Review and updated samples Laminate or Bag Elevations Start paint mixing Prep any layout work for floor or drops

Guidlines updated 2015-2016 7/27/2015