STUDENT PRODUCTION TEAMS RULES/REQUIREMENTS

Definition: A student Production Team will consist of a Technical Director, Set Designer, Lighting/Sound Designer, A Costume/Makeup Designer and an Advertising/Publicity Designer. A Production Team should not exceed 8 members.

The students may choose any play from the list announced by the State Board of Directors in the September issue of the Florida State Thespian web page.

RULES AND RESPONSIBILITIES OF EACH TEAM MEMBER

1. **Student Technical Director**-provides the basis of the “vision” of the Technical Design and acts as Team Leader to make sure that all elements of the Design coincide and express a common idea.
2. **Set Designer**-As per the established Set Design guidelines, the Set Designer must construct an original, three dimensional model OR perspective rendering executed to the scale of EITHER 1/4″ = 1’0″ OR 1/2″ = 1’0″ showing the set and its relationship to the theatrical space. Renderings and/or models must be done for at least one set required in the production Computer assisted design is acceptable. Additionally, the Set Designer must work with the Lighting/Sound Designer and designate on the model where the placement of lighting instruments and sound equipment on the model (or in the computer rendering).
3. **Lighting/Sound Designer**-This position can either be combined or separated into two Designers. As per the current established Sound Design Guidelines the Sound Designer must provide: A Sound System plot on 2 pages with Page 1 indicating where on the set and in the  
   performance space loudspeakers will be placed and page 2 should be a list of equipment you are placing in your speaker plot. This should include speaker size, power (in watts) and brand along with amplifiers necessary to power speakers if necessary. Provide 4 copies of a one-page Design Statement and Sound Cue Sheet and Discuss the director’s point of view of the play and his/her sound wishes. Discuss your vision for sound, discuss any major messages in the play that sound should enhance, and discuss technically how the sound was achieved.

The Lighting Designer (this can be the same student as sound) must provide: A lighting system plot on 2 pages with page 1 indicating where on the lighting bridges and specials are located on the set and where on the stage they are aimed. Page 2 should be a list of equipment you are placing in your lighting plot. This should indicate instrument sizes and the different areas on the stage that are lit by each instruments. Provide 4 copies of a one-page Design Statement and Lighting Cue Sheet and discuss the director’s point of view of the play and his/her lighting wishes. Discuss your vision for illuminating the show and discuss any major messages in the play that lighting enhances and discuss technically how the lighting effects were achieved.

1. **Costume/Makeup Designer**- (These jobs could be separated) As per the established Costume Design guidelines the Costume Designer must present five (5) character renderings. These may represent five (5) different characters and/or may follow a single character through several appropriate changes. Computer assisted design is acceptable. These costumes should complement the Technical Director’s vision and show a high level of consistency with the Production Teams shared vision for the show. *As per the currently* *established guidelines* of Make Up Design The student must choose THREE characters from the play and present a face chart and color photo (head shot) for each. Face charts must show instruction and design for the makeup as if it were to be applied by an actor. Full rendering is optional but instruction such as color, texture, lining & special effects placement, etc. are mandatory. A human face may be traced and/or used as a template for the face chart. Photos should be 8 x 10 glossy or matte finish of the executed makeup design. The make-up design should complement the Technical Director’s vision and show a high level of consistency with the Production Teams shared vision for the show.
2. **Advertising/Publicity Manager**-As per the current established guidelines The following materials are to be presented:  
   a.  poster design on 11 x 17 paper  
   b.  ticket design  
   c.  program design and full layout of no less than four pages  
   d.  two press releases: an information article and a feature article  
   e.  a proposal for a promotional project  
   f.  a budget for the publicity campaign and justification of expenses  *(Note: this budget may be designed for the publicity campaign of a high school, community theatre, or professional production.  You are are asked to note which of the three you are designing. Your work will be judged on* ***how*** *you spend the money.)* Computer aided design is acceptable. The Publicity/Advertising Proposal should break down every aspect of the production and through common elements (such as graphics or printing style) show a high level of consistency with the Production Teams shared vision for the show.
3. The set is to be designed for a stage with a proscenium opening of 38′ w x 20′ h, an apron 6′ deep, and wing space. The stage has a maximum depth of 30′ from the proscenium line to the back wall with a wing measuring 15’x30′ on each side. The proscenium arch and wing space must be represented in the model and in the placement of sound and lighting instruments.
4. The student Production Team must present a justification of the design and indicate the common elements of each Designer’s contribution to the overall vision of the Production. Note cards may be used.
5. Though each member of the Production Team has their own specific job it should be noted that this is a Team effort and collaboration (unlike in the individual events) is encouraged.
6. This is a larger scale tech event than most but the time for the event should not exceed 15 minutes.
7. A bibliography is required documenting all resources used including but not limited to written and electronic sources.  The bibliography must be in MLA style.