Technology and Design for Non-Majors
Intersession – Jan Term
January 6-16 with no class on Monday, January 13
9am-12pm & 1pm-4pm
Classroom: OAC 1030
Instructor: Christopher M. Ham, Director of Dance Production
214-768-9994 office phone
cmham@smu.edu
Christie Bondade, Stage Manager and Dance Adjunct
nelsonca@smu.edu

Course Description

This class assumes no previous dance or production training but should supplement and expand previous technology experience and knowledge. This class is an introduction to the technical preparation, production, and running of dance performances, although the same information and experience can be utilized for Art, Music, and Theatre Performance as well as any spectacle or event-type endeavor. Scheduled classes provide orientation, information and technical aptitude for providing support in areas of lighting, sound, projection, scenery, stage management and any associated technology.

Objectives

• familiarization with pre-performance preparations, including production timetables including software and technology necessary for success.
• familiarization with concert week activities, including backstage technical preparation and running crew duties.
• familiarization with stage manager & production staff responsibilities
• familiarization with all technical and production equipment and procedures for safe working conditions backstage and with said equipment.
• familiarization through projects with lighting consoles, sound consoles & video equipment set-ups for mainstage, studio & touring venues.
• Communication, Collaboration and Design Esthetics in complex production activities associated with the performing arts.

UNIVERSITY CURRICULUM COMPONENTS - BREATH: Technology and Mathematics

Technology plays an increasingly important role in the lives of our students, which will only expand after they graduate. Underlying most modern technologies are advances in mathematics. Students will discover the history, uses, and implications of mathematics and technology that shape our world. Students must take one course from the Technology and Mathematics division.
Technology and Mathematics Student Learning Outcome: 1c (Students will demonstrate an understanding of how particular technologies work)

Sound Design Project - Because of the increasing cost of performance and use rights in regards to music, the ability of students to create their own music has become vital to their education and their future career. Students will utilize the following equipment and applications:

- Analog Sound Consoles
- Digital Sound Consoles
- Garage Band Application for Mac Computers
- QLab Application for Mac Computers
- Alternative Applications (Logic, SFX, Audacity)

Projection Design Project – Students will produce background films for production and learn content creation, stewardship, and movie making techniques. Students will utilize the following equipment and applications:

- IMovie
- Final Cut Pro
- Adobe After Effects
- Hit Film 4
- Windows Movie Maker (if requested)

Final Production Project - Collaboration and Communication are key skills for artists; students having the basic knowledge of Lighting Concepts in Mood, Intensity, Space, Spatial Relationships, Three Dimensionality, Focus, Highlighting and Transition can use these concepts to enhance their endeavors as well as communicate the same dynamics that a Lighting Designer would use to lights their artistic visions.

The Students will be utilizing the following equipment in the Final Project:
Sound Consoles: Both Analog and Digital Models

The Students will participate as designers for Christopher Dolder’s Dance for Non-Majors during the Jan Term Intersession. The Students of Dance Production for Non-Majors will contribute Sound and Lighting Designs for Dance for Non-Majors Final Project.

Students will receive education and experience on the impact of Dance Production and Performance (e.g., Importance of Lighting, Sound and Projection for Dance) In doing so, they will gain the skills necessary to collaborate successfully with lighting, sound and projection designers and/or design and facilitate quality production elements themselves.

Attendance:
1 absence is allowed per January term without affecting the student’s grade, however the student is responsible for all materials given in the 8-day course.
REQUIRED TEXTS/CLASSROOM MATERIALS:

Dance Production: Design & Technology by Jeromy Hopgood
ISBN: 978-1-138-79591-4

16GB USB Drive for Dance Production Use Only
(this cannot be counted on for use in other classes)

Preferred Hardware:

Mac Computer (Pro, Book, Air) & Smart Phone with Camera

Alternate Hardware:

Windows PC can be used as an alternative

Class Assignments, Discussions, Lecture Topics

Jan 6-M  9am-12pm

Lecture: Chapter 1-3 (Collaboration, Pre-Production, Performance Spaces)
Theatre Tour and Performance Spaces around Campus (Indoor and Outdoor)

Jan 6-M  1pm-4pm

Lecture on Chapter 6 & 7 (Sound & Creating the Sound Design)
Garage Band Videos on Lynda.com
Instruction of Garage Band & QLab
Homework: SOUND DESIGN & QLab PROJECT

Jan 7-T  9am-12pm

Sound Design Presentations
Sound Design Redesign Work Period
Sound Design Presentations

Jan 7-T  1pm-4pm

Lecture: Chapter 8 (Scenery & Props) & Chapter 9 (Creating the Scenic Design)
Lecture: Chp.10 (Costumes, Hair, & Make-up) & Chp.11 (Creating the Costume Design)
Mythology Character Project Costume Design
Mythology Character Scenic & Prop Design
Jan 8-W  9am-12pm
Lecture: Chapter 14 (Stage Management)
Writing Stage Management Cue Chart
Stage Management Project

Jan 8-W  1pm-4pm
Lecture on Marketing and Fundraising for the Arts
Marketing/Fundraising Project

Jan 9-R  9am-12pm
Field Trip to Downtown Dallas Arts District

Jan 9-R  1pm-4pm
Field Trip to Downtown Dallas Arts District

Jan 10-F  9am-12pm
Stage Management Project Due
Marketing/Fundraising Project Due

Jan 10-F  1pm-4pm
Lecture on Event Planning and Producing Events

Jan 14-T  9am-12pm
Lecture Chapter 4 (Lighting) & Chapter 5 (Creating the Lighting Design)
Lecture Design Aesthetics
Color Theory
Color Theory Project 1 (Adult Coloring)
Color Theory Project 2 (Creating the Color Wheel)
Homework: Lighting Design Paper Project

Jan 14-T  1pm-4pm
Lighting Console Training
Writing Cues
Timing Cues
Sound Console Training
Running Sound Cues
Editing Sound Cues for Playback
Homework: Final Project Collaboration with Dance for Non-Majors Class

Jan 15-W 9am-12pm

Lighting Design Paper Project Presentations
Collaborate with students from Dance for Non-Majors Class
Writing Sound Cues
Writing Stage Management Cue Chart
Writing Lighting Cues

Jan 15-W 1pm-4pm

Collaborate with students from Dance for Non-Majors Class cont.
Writing Sound Cues cont.
Writing Stage Management Cue Chart cont.
Writing Lighting Cues cont.

Tech/Dress Performance with Dance for Non-Majors Class

Jan 16-R 9am-12pm

Performance with Dance for Non-Majors Class

Jan 16-R 1pm-12pm

Post Mortem
Final Exam

Grading

50% In Class Participation and Projects
20% Homework Assignments
20% Final Exam
10% Collaboration with Dance for Non-Majors Class
Instructor Bio:

Christopher Ham, Director of Dance Production

Christopher Ham has designed costumes, lighting, projection, scenery and sound, and has worked in all technical areas at the professional level. After completing his Master of Fine Arts at Meadows School of the Arts, Ham traveled to New York, where he designed and produced trade shows for SONY and HASBRO. He also spent close to 10 years freelancing in the Washington, D.C. area, working in design, production and technical direction for dance and theatre companies all along the eastern shore. In the Dallas-Fort Worth area, Ham has worked as a production manager, designer, technician and producer for several companies big and small.

Ham has contributed his dance lighting designs to the American College Dance Festival, both at the regional and Kennedy Center national level; the International Choreographers’ Showcase in Spain; the Meadows Dance Ensemble at Southern Methodist University; the Division of Dance at Kansas State University; the St. Louis Ballet; The Center of Creative Arts (COCA) in St. Louis; and the Shenandoah University Dance Ensemble, where he was an adjunct assistant professor teaching dance production and color theory classes; at Shenandoah, he also held the position of lighting designer/technical director for the dance division.

Ham designed for Harford Community College Dance Theatre’s “Kinetic Canvas,” an annual performance series inspired by the works of Salvador Dali, and toured and designed for Flying Lions Dance Company of Winchester, Va., while living in the mid-Atlantic region.

He is also the production designer/technical director for the Doniphan Project Dance Company based in Tupelo, Miss., and designs/consults with Ekilibre Dance Company of Winchester, Va., which premieres new works both regionally and internationally. In the Dallas-Fort Worth area, Ham has designed for Hathaway Academy of Ballet, Plano, Texas; Repertory Company Theatre, Richardson, Texas; Upstart Productions, Dallas; Cara Mia Theatre Company, Dallas; Shakespeare Dallas; WaterTower Theatre, Addison, Texas; Big Thought/Creative Solutions, Dallas; and various dance companies for studio recitals and dance graduation ceremonies.

Education

Bachelor of Arts, Eastern Illinois University  
Master of Fine Arts in Theatre, Southern Methodist University, Meadows School of the Arts

Teaching

DANC 1151 Dance Production 1  
DANC 1152 Dance Production 2