

# usitt

## Design & Production Review

Winter 2016

**Midwest**  
Regional Section

### Looking Forward to USITT in Salt Lake City



*The USITT Midwest Regional Section represents the Theatre Technology interests of Theatre Professionals, Educators, and Students in the states of Illinois, Indiana, Michigan, and Wisconsin.*

[midwest.usitt.org](http://midwest.usitt.org)



Student, **Erin Canfield**, Purdue University:

I have never attended a USITT conference, but have been regaled with anecdotes about the sights and sounds discovered by friends who have attended. It is definitely an event I am looking forward to attending and feel I will be overwhelmed by the information other professionals have to bring to the gathering.

I am interested in exploring the networking opportunities, checking out equipment advancements, methodologies, and being inspired by what others are working towards. Being a voyeur at the Tech Olympics, is also on the top of my list for sheer entertainment value. I feel like I would fail if I didn't mention that the "swag" isn't a good motivator for attending as well.

Join us for our  
Midwest  
Regional Section  
Meeting on  
Thursday 3/17/16  
at 8:00 AM in  
room 255A



#### Featured Session: *Talking the Talk: Negotiating in the Fitting Room*

**Wednesday 3/16/16 1:00-2:15 in room 255E**

Session Host: *Adam Dill from the University of Michigan-Flint*

It's almost time for the USITT National Conference, and I am thrilled to be hosting a panel this year in Salt Lake City! I've assembled a panel with a wide range of knowledge and experience to present "Negotiations in The Fitting Room – or, The Designer, Draper, and Performer Dynamic." Rick Tuckett from the University of Arizona, Kyle Schellinger from the Clarence Brown Theatre, and my colleague Shelby Newport will offer insight on how to navigate the tougher moments costume technicians face when put on the spot in the fitting room. I believe that having frank and candid discussions on professionalism, handling actor body issues, coping with the pressure of feeling "on the spot", and effectively achieving what the designer wants is vital for all costume technicians! I look forward to seeing everyone this year, and I hope we can inspire each other to perform our best through our shared experiences in 2016.



56th ANNUAL  
CONFERENCE &  
STAGE EXPO

THE BEST IN  
**ENTERTAINMENT DESIGN &  
TECHNOLOGY**  
SALT LAKE CITY, MARCH 16-19

**usitt**

[usittshow.com](http://usittshow.com)

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## Meet a Director: Shane Kelly & Mick Alderson



**Name:** Shane Kelly  
**Section Office:** Chair, USITT Midwest Regional Section and Director USITT  
**Title:** Chair of Design and Technology Department; Associate Professor, Head of Theatre Technology at The Theatre School at DePaul University.

**Production I'm currently working on:** I am the production manager for the DePaul School of Music Winter Opera, Die Fledermaus

**Favorite thing about my job:** Working with young theatre makers and seeing their artistry grow before my eyes over four years. Seeing their ideas and solutions change and grow which in turn helps their storytelling mature.

**Piece of advice for young theatre artists:** Let someone else tell you "no" I encounter a lot of young (and older) theatre artists who find a way to talk themselves out of being able to accomplish something either in their careers or in their production work. You may not know if you have the skills or the knowledge to do a task in your work, but don't let that stop you from investigating more deeply and using the people around you as resources in order to accomplish it. None of us have all of the answers and no one has encountered every possibility that entertainment throws at us, but those who try new things and investigate new answers will find success. If it is a job that you don't think you can achieve, put your application out there, ask questions of people who are in those types of jobs, ask about their education, training and experience as well as the experience they wish they had when they started. You can have the opportunity to do what you want to in this industry, but it is likely going to take commitment, hard work and time.

**Favorite thing about USITT:** My favorite thing about USITT is the certainly the people. Whether at the National Conference, or a Regional event or when some folks who met through USITT get together for some drinks or call for advice; everyone in the organization is go generous with their time, knowledge and mentorship. It really helps me see that this industry is one large community.

**Name:** Mick Alderson  
**Section Office:** Vice Chair for Membership  
**Title:** Technical Director/Lighting Designer, University of Wisconsin Oshkosh Theatre  
**Production I'm currently working on:** Just finished *These Shining Lives* I will be doing *Clybourne Park* next.  
**Favorite thing about my job:** First dress when the cues we wrote actually work. Hey, we actually have a show!



**Piece of advice for young theatre artists:** Start early. Something will always come up to fill all the time you have.

**Favorite thing about USITT:** The mutual support and knowing there is a whole community of people who think what you are doing is worthwhile.

# Programming Report:

## A Day Full of Information: LED's, Projection, and Media Servers

Midwest Section member MainStage Theatrical Supply and Project Manager David Krajec hosted 3 separate sessions in their Milwaukee office on November 7, 2015.

Tom Littrell who works in Outreach and Training for ETC, presented the "Layers of Light," a presentation of how LED-powered lighting fixtures can be used specifically as a tool for stage, studio, and architectural lighting. He discussed the newest LED emitters and their contribution to LED use in stage lighting as well as dimming and other control aspects of LED's.

The next session was on "Projections and Projectors" with an overview of the current projection equipment available and how it can best be put to use in your facility. This session was presented by Nate Castillo of Professional Audio Designs Milwaukee office.

There was also enough interest for a future follow up session on video manipulation software such as logistics of using edge-blending, projection mapping, video editing, and video playback.

The third session of the day featured explanations and ideas about LED Video Walls and things to consider such as pitch, pixel density and nits (brightness). The presenter was Rich Anders, National Sales Manager for MegaSystems.

John Boesche, Chair of Digital Media for Live Performance at the University of Illinois Urbana-Champaign reflected on the day: "This was a terrific session. Lots of great information and insight from our three presenters, but the best part of the event was the networking with students plus young and more established peers. Presenters and peers were all very willing to share contacts."



*Tom Littrell presenting "Layers of Light"*



## Programming Topic Request

Steve Jacobs will be sending a brief survey to the membership via email in early March and also to those attending our Section meeting at the annual conference.

If you have programming ideas you would like to share with me, please fill out the survey when you receive it and/or email me. I will do my best to work with your ideas.

Thank you!



## Membership Updates

Report as of 1/3/16

<b>Current</b>	<b>126</b>
Individual	61
Student	19
Organization	18
Professional	13
Corporate	9
Founders members	17

*Not a paying member? Sign up and pay your dues on our website.*

# COOL TOOLS + IDEAS FROM OUR SECTION

## Communicating with Digital Renderings for Lighting Designers

by R.B. "Mickie" Marie, Assistant Professor of Lighting Design, Ball State University

As a lighting designer, I find that communicating with a director using visual imagery allows the most consistent method for collaboration. I frequently use research images, collages, and hand sketches, but recently I've started using Vectorworks to help develop digital renderings. The following is my step-by-step guide to generating a digital rendering in Vectorworks

### Step 1: Creating the space

- 8.5"x11" page size set to landscape
- Black Background
- 1/4" = 1'-0" Scale
- Draw a rectangle then extrude it -3'
- Place a human figure using the tool from the visualization toolset

### Step 2: Place the lights

- "Light Tool" (set to spot light) from the Visualization toolset
- First click places the light
- Second click aims the light
- Change the "Z Height" in Object Info Palette
- Click "Set view to light" in Object Info Palette
- Select the Flyover tool in Basic Toolset
- Rotate view so the light is between you and the human figure
- Click "Set light to view" in Object Info
- Repeat for every light needed

### Step 3: Set the view

- In the menu bar select View > Standard Views > Top/Plan
- Select the "Renderworks Camera tool" in the Visualization toolset.
- Place the camera where the "audience" should be.
- First click places the camera
- Second click aims the camera
- I use the default settings for the camera
- Double Click the camera (this shifts my view into the view of the camera)
- Save this view (Menu Bar > View > Save View)

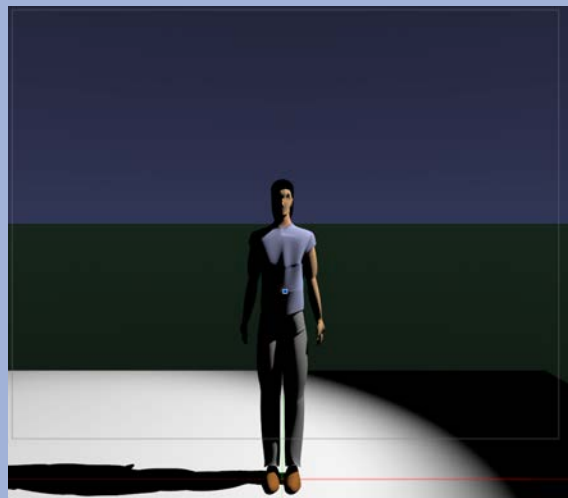


### Step 4: Set the lighting

- Menu Bar > View > Lighting > Set Lighting Options.
- Change the brightness of the ambient info to 10%
- Menu Bar > Window > Palettes > Visualization
- Turn "on" whichever lights need to be on for your rendering.

### Step 5: Render

- Be in the camera view that was saved earlier
- Menu Bar > View > Rendering > Final Quality Renderworks



### Step 6: Exporting the images

- Without changing the view: Menu Bar > File > Export > Export Image File
- Select Current View, 300 Px/in
- Format for Jpeg

The above example is one white light on a human figure. You can change the color of the light by selecting the light and going to the Object Info Palette. There is an option for selecting the color using a color wheel. Based on the processing power required to render the lighting with multiple fixtures, I will frequently use just 2-3 lights at once, and then layer them in Photoshop to create the final product.



# Digital Design Competition Winners Announced

## Realized Sound Design:

Daniel Grayvold's Sound Design for  
*Alternate Realities*

Daniel Grayvold is a fourth year Sound Design major at Michigan Technological University. In addition to his work in theatre, he aspires to compose and design sound for film, television, and video games. He also enjoys photography as a creative outlet. His winning design was for *Alternate Realities* which he writes "is an anthology of 20th century abstract theatre pieces. The design for which I won my award focused on Futurism and Absurdism and contained original music composition inspired by such sources as Luigi Russolo, George Michael, and Alfred Hitchcock."



## Realized Scenic Design:

Kevin Nelson's Scenic Design for *Antigone*

Kevin is a second year Scenic Design M.F.A. candidate at Indiana University in Bloomington, IN. After receiving his bachelors in theatrical design from the University of Wisconsin-Parkside with a concentration in scenic design and technical direction, he worked on the 2014 U.S. domestic tour of Disney on Ice! 100 Years of Magic, as well as at American Players Theatre in 2013 and 2014. Kevin's work at I.U. includes two world premiere scripts for the At First Sight play series. His winning design for *Antigone* opened on December 4, 2015 in the Wells-Metz theatre.



**Our thanks to David M. Barber for adjudicating the competition.**



David M. Barber is an award-winning designer of scenery and costumes for theater, television, film and special events, with almost two decades of professional experience to his credit. Recent world premieres include *Appoggiatura* and *The Most Deserving* (Denver Center Theater Company), *On Clover Road* and *North of the Boulevard* (Contemporary American Theatre Festival) and the new opera *The Bonfire of the Vanities* (presented by El Museo del Barrio). He has served as E! Entertainment's New York Art Director since 2009. Other television work includes Art Direction for *Football Night in America* and *The TODAY Show* for NBC Universal and Production Design for the MTV pilot *Fashion Mega Warriors*, produced by Tyra Banks. Awards include the Drama Desk, American Theater Wing Henry Hewes Award, Connecticut Critics Circle Award, Denver Drama Critics Circle Award, Denver Ovation Award, Westword's "Best of Denver", and two New York Innovative Theater Awards. He has been a guest lecturer / designer at several schools, including Hope College, Whitman College, Mount Holyoke College, Washington College, University of Colorado and George Mason University; served as a panelist for the Lower Manhattan Cultural Council and an adjudicator for U.S.I.T.T.'s College Design Competition. He is a member of United Scenic Artists Local 829 and currently resides in Brooklyn, NY. His portfolio is available at [www.davidmbarber.com](http://www.davidmbarber.com).

# Call for Nominations for the Board of Directors

The expiring terms are: (terms are for two years—July 1, 2016-June 30, 2018)

- Vice-Chair for Programming (currently held by: Steven Jacobs)
- Vice-Chair for Communication (currently held by: Rich Dionne)
- Secretary (currently held by: David Leugs)

- Four Director at Large positions (currently held by: Sarah Schreiber Prince, Dan Lisowski, Chris Hofmann, Ken Fraza)

If you wish to nominate yourself for any of these positions, please e-mail Shane Kelly ([SKELLY19@depaul.edu](mailto:SKELLY19@depaul.edu)) indicating that, along with a brief bio. If there are any USITT Midwest members who you would like to nominate for any of these positions, please let Shane know who that is, what position you'd like to nominate them for and their contact information so that Shane or another member of the nominations committee (Vic Pilolla, Dan Lisowski and Chris Hofmann) can contact them.

If you are interested in possibly serving, but wish to know more, please feel free to contact Shane Kelly.

Please let Shane know of any nominations or self-nominations by Wednesday, January 27.

Ballots will go out to all members in early February.

**Thank you Board Members for your service!**