Name: _	Name:					D Carnegie Mellon			
urse Name:								V H	
Course #:									
		L <i>F</i>	AB REQ	UEST 2	008-200)9			
				tation Cor					
		(check	the box that b	best represents	the intent of t	his lab)			
1000/ 1	: /NI- Df		F0.	/FO Fulls Decide		100	0/ D /N -	Danisus (Tank)	
100% Installat				/50 Fully Produ	cea		% Reading (No ny of this Typ		
Text:					=		ly of this Typ		
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Playwright: _				<u> </u>	ranslation:				
	<i>r</i> Season Selec	ate Text was Wri	atten, and Genre a Repertory Che	ody selected, plea of Play. Also, pl duplicated. ocklist, which requ Modern Western	ease include a ires, every 3 year	copy of the texts, at least 2 plays	kt in a form that	at can be	
				<u>Cast</u>			t a major shapi	ing factor	
Ī		(check	the box that b	best represents	the intent of t	his lab)	1		
No Cast		5 Actors		10 Actors		15 Actors	Со	mpany of 20+	
<u> </u>									
Simple Piece		(check	the box that b	Scenery best represents	the intent of t		very con t a major shapi	nplicated Piece	
•								L ,	
No Scenery	Stock Pieces C	Only Sol	me Custom Pie	eces T	Fully Produced	f T	ully Produced,	w/Automation	
Small/Simple P	roject						Large/Comp	licated Project	
		(check	the box that b	Props best represents	the intent of t		t a major shapi	ing factor	
No Props	Pul	led, No Alterat	ions	Mostly	Pulled, Some	L Custom Pieces	<u> </u>	Fully Produced	
4		·			·				
Small/Simple P	roject			Costumes		■ This is no	Large/Comp t a major shapi	licated Project	
		(check	the box that b	best represents	_		і а піајог зпарі	ng ractor	
•				·				,	
No Costumes	Styled	From Actors (Clothes Pul	lled, No Alterat	ions Pu	Illed w/Alterati	ons	Fully Produced	
Small/Simple P	roject						Large/Comp	licated Project	
				l i saladina sa		_			
		(check	the box that b	<u>Lighting</u> best represents	the intent of t		t a major shapi	ing factor	
Work Light	Ligh	nts Up/Lights D	lown	Internal Cues		Full Design	Full	Design W/MLs	
Consult/Circuits D	!4						1 10	lianta d Dunia	
Small/Simple P	roject	(check	the box that b	Sound best represents	the intent of t		t a major shapi	licated Projecting factor	
•								L,	
No Sound		Sound Effects		Underscoring		Reinforcemen	t	Musica	
Small/Simple P	roject						Large/Comp	licated Project	

Schedule & Venue

Preferred Min	i:	(fall A, fall B, spring A, spring B)						
		Configuration:						
	time I recall we did a							
Can this lah	o fall in a subsequent s	season in the 2-3 ve	ar cycle or not? (y/n)	1				
	(if the answer	ahove is "no" please explai	in why on an additional shee	et)				
Preferred Length of Run: Preferred Length of Rehearsal:								
Preferred Length	of Preview:	Preferred Length of Tech/Dress:						
Other Schedule or Ve	enue Notes:							
		<u> </u>						
,, ,,		& Actor Experience						
# Of N	Male Actors:	# of Female Actors:						
# of Ma	ale Singers:	# of Female Singers:						
# of Ma	lle Dancers:		of Female Dancers:					
Characte	er age range:		Character ethnicity:					
Other Experience	ce Opportunity issues:							
		<u>Personnel</u>						
		that best represents the in						
Coordination	Sets/Props/Paints	Costumes	Lighting	Sound				
☐ APM ☐ ASM	☐ Asst. Paint Crge☐ Asst. Prop Mstr	☐ Accessories☐ Asst. Cost Des	□ ALD □ AME	■ Asst. Sound Des■ Balance Engineer				
☐ Asst. Director	■ Asst. Scene Des	☐ Cost Designer	■ Board Operator	□ Composer				
□ Choreographer	□ ATD	□ Dressers	■ Build Crew	■ Musicians				
□ Company Mgr	□ Carp/Welders	□ First Hand	■ Install Electrician	□ Playback Op				
□ Conductor	□ Charge Scenic	☐ Floor Sup Mens	☐ Lighting Designer	☐ Rehearsal Pianist				
☐ Director	☐ Master Carp	☐ Floor Sup Wmn	■ Master Electrician	□ Run Crew				
□ Dramaturg□ Fight Choreog	☐ Prop Carps ☐ Prop Master	■ Make-Up Design■ Paint/Dyer	■ ML Board Op■ ML Programmer	□ Sound Designer□ Studio Engineer				
☐ House Manager	Run Crew	☐ Stitchers	■ Run Crew	Studio Engineer				
■ Music Director	☐ Scene Designer	□ Tailor	■ Spot Operators					
■ Production Mgr	☐ Scenic Artists	■ Wardrobe Super						
■ Stage Manager	☐ Tech Director	■ Wig Maker						
(ah a ak	4b - b 4b - 4 b 4 u	Stuff		the heads)				
□ Acrobatics	the box that best represen Animals	<i>ts the intent of this lab -</i> □ Blood Effects	please elaborate on t □ Fog/Haze	ne back) ☐ Amplification				
■ Bare Feet	■ Automation	■ Effects Make-Up	☐ Follow Spots	☐ Audio Playback				
■ Dance Surface	■ Breakaways	☐ Period Pieces	■ ML Fixtures	□ Comm Gear				
■ Double Casting	□ Ceiling	□ Prosthetics	□ Practicals	☐ Instruments				
■ Extensive Nudity	☐ Cigarettes	■ Rigging	■ Projections	☐ Live Music				
☐ Flying Performers	☐ Dirt/Sand/Grass	■ Underdressing	■ Special Effects	■ Live Video				
■ Mult Perf Spaces	☐ Fire/Live Flame	□ Wigs		☐ Microphones				
☐ Mult Reh Spaces	☐ Food/Food Prep			☐ Musician Gear				
Odd Space Confg	☐ Harnesses			☐ Show Control				
Organic ProcessOriginal Music	□ Puppets□ Water/Plumbing			□ Video Playback□ Voiceover				
☐ Seat Kills	■ Water/Flumbing ■ Weapons/Guns			☐ Wireless Mics				

Please include any additional pertinent information on the back of the form.