



Gallery Theater Training Workshops 2012

Gallery Theater is pleased to announce several training workshops being offered in 2012. Registration forms are available on our website and in the theater lobby. Registration forms are due the Monday before the day of the class. Class space is limited.

The dates for Workshop II and beyond are tentative and could change. All workshops are \$10 per session.

Workshop I. Auditioning

Saturday, January 21, 2012

9.30-12.00 Youth Audition Workshop

Ages: 2nd through 8th grades

1.00-3.30 Adult Audition Workshop

Ages: 9th grade and above

Techniques for use of voice and projecting your personality. Script reading and character choices, dance. Use the techniques you learn for upcoming *Seussical* auditions in February.

Workshop II. Tech

Saturday, February 11, 2012

Ages 12 & up

9.30-12.00-Tech I Lighting Basics

Covers terminology, hands on with instrument gels, theory, gobos, spot light, board operation, basic design

1.00-3.30 Tech II Sound Basics

Covers terminology, mic types and uses, speakers, effects, use of media players, board hook up and operation, basic design

Workshop III. Acting

Saturday, March 17, 2012

Ages 12 & up

9.30-12.00

Basic stage knowledge and movement
use of voice, singing, basic dancing

1.00-3.30

Techniques for memorizing lines and analyzing scripts.
Perform a short one-act play

Workshop IV. Stage Management

Saturday, April 21, 2012

9.30-12.00 Stage Managing a Play

Ages high school & up

Jobs, tasks, rules and safety for backstage. Includes a segment on production planning & running a show.

1.00-3.30 All Things Backstage

Ages middle school & up

Props, scene management, get to know our stages, tasks

(continued)

Workshop V. Costuming

Saturday, May 19, 2012

Details to follow

Workshop VI. Stagecraft

Saturday, June 16, 2012

9:30-12:00 Set Construction

1:00-3:30 Set Design

Workshop VII. Directing

Saturday, September 21, 2012

Adults only

9:30-12:00 Directing I

Organization, planning and administrative tasks

1:00-3:30 Directing II

Analyzing a script, basic blocking, working with actors