

NBS USITT 2019 Fall Conference Schedule

Friday, September 13th

Evening Session

Session Title	Time Place	Presenter	Session Description
Registration	5:00pm – 7:30pm Lobby	Registration/ Cover the Walls set up	Reconnect, register, and set up displays
<i>Dinner</i>	Brookings		<i>Dinner on your own</i>
Opening night meeting	7:30-8:30 pm Proscenium Theatre	Keynote speaker, Malcolm Holzman, architect Jackson Cobb, Prague scholarship winner	NBS Opening meeting Presentation on Prague Quadrennial
Facility Tour	PAC, Meet in Lobby	Corey Shelsta	Following the meeting

Saturday, September 14th

Morning Opening

Session Title	Time	Presenter	Session Description
Registration	7:30 – 8:30 am Lobby		Registration
All Conference Session Equity, Diversity, and Inclusion	8:30 – 9:30 am Founders Recital Hall	Jason Brown, Guthrie Theatre's Director of Education Alicia Wold, Guthrie Theatre's Director of Costume Rentals	Across the field, there is a growing desire by theaters to bring in artists who have previously not been invited or welcomed to participate in their creative process. Along with this growing diversity, theaters are encouraging their employees to develop an awareness of how they can contribute to an environment of inclusivity and belonging. Join this panel as they lead activities and conversations centered on developing an awareness of how self-identity can lead to a better understanding of how to support the development of an inclusive environment for their coworkers and collaborators.

Saturday Morning sessions

Session Title	Time	Presenter	Session Description
Rendering with Markers: Basics and Beyond	9:45–11:30 PAC 242	Billy Wilburn, Associate Professor of Theater, South Dakota State University	Learn the basics of alcohol-based markers and how to render with them. See the kinds of paper to use and new inexpensive marker options. This session is for all levels from beginners to expert. Join us and share your ideas. All supplies will be provided.
Where do we go from here?	PAC 187	Jason Brown, Guthrie Theatre's Director of Education	Should we move on from the standard plays that we use in our classrooms and in our season planning? What other plays should we be looking at? What are the challenges and rewards of making a move?
3 Dimensional Foam Patterning for puppetry <i>Max 12 students for materials but all are welcome to attend. Sign up at registration.</i>	9:45–11:30 Scene Shop	Lucas Granholm, Assistant professor of Theatre Arts University of Minnesota Morris	This hands-on workshop will go through the basic process of patterning upholstery foam into three-dimensional puppets. At this workshop please wear clothing that you do not mind getting dirty. Students will then be able to take home a half finished Muppet style puppet to finish on their own.
Building tour with the Architect	9:45–11:30 Meet in Lobby	Malcolm Holzman, Holzman Moss Bottino Architecture	A unique opportunity to join the principal architect for a tour of the space. As we explore the newly constructed building, Malcolm will share his concepts and visions and explain how each part of the building was developed. Materials, textures, colors, functionality in design... ever wonder how a building for music, theatre and dance is made?

Onsite Lunch Provided	11:30-12:30 Lobby	Be sure to give feedback at "Cover the Wall"
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Early Afternoon Sessions

Session Title	Time	Presenter	Session Description
KCACTF, Where is it now?	12:30-2pm PAC 105	Jim Wood, Region 5 Chair of KCACTF, with Billy Wilburn, Region 5 Vice-Chair of Design Technology and Management	Find out more about where the Kennedy Center American College Theater Festival is now and where it's going. What are the opportunities there for your organization?
LED Lighting Design	12:30-2pm Proscenium Theatre	Corey Shelsta Designer/Professor of Theatre SDSU School of Performing Arts	This session will explore the use of LED lighting systems on a large scale in a theatre. We will look at both the challenges and benefits of using LED lighting, from both an artistic and practical perspective. Types of fixtures, creating color palettes for shows, fixture management and organization, as well as other topics will be discussed.
Greener Theater: Cultivating a sustainability mindset	12:30-2pm Choir Room	Alicia Wold, Guthrie Costume Rentals. Lucas Granholm, Assistant Professor of Theatre Arts University of Minnesota Morris	This round table workshop will discuss ways in which theatres can practice more sustainable practices, both in the production process and execution. Furthermore, examples from past green productions will be shown and discuss ways in which to begin the process of "greening" your production.
Collaboration as Community: A Design Charrette Part 1	12:30 - 2pm PAC 242	Trevor Carrier, Production Manager and Jordan Jaked Carrier, Lecturer of Theatre Design, both at Northern State University	This session offers a two-part collaborative opportunity for a team of designers, technicians, and theatre artists to create a response to a design prompt. The first session challenges the team to establish their design within the framework of equitable design. By challenging the participants to be self-reflective of identity, power, and context, they will employ self-awareness in crafting an equitable design solution to a prompt regarding design access. During the first session, participants will establish a group agreement and work within that agreement to arrive at an answer to the accessibility prompt. The second half of the prompt will allow the designers to execute their equitable design solution on a small-scale using low budget materials. Participants must be fully present for the first session to execute the designs in the second session, but all are welcome to observe the process at any time. Join us at the end of the session to experience these accessible design solutions.

Late Afternoon Sessions

Sound Mixing	2:30-3:45pm Proscenium Theatre	Bruce Olson, Olson Sound Design, LLC	Sound Mixing, with a look at the measurements, testing and tuning of a sound system.
Architectural Lighting	2:30-3:45pm Founders Recital Hall	Jill Klores, Essential Light Design Studio, LLC	Light, a medium for so much experience. Colors and changing intensity can capture our imagination, choosing the right color temperature, location of lighting and distribution can make a space feel comfortable or uncomfortable. Light has the ability to reinforce or alter our physiology via our circadian system, and light is the very thing needed for accomplishing basic tasks indoors or after sundown. Join us as we explore how architectural lighting designers employ this medium to create and/or enhance spaces that support the physical, psychological, and physiological needs of humans in the built environment. How does a background in theatrical lighting bring value to the architectural lighting practice? This presentation followed by Q&A should help to answer all this and more!
Collaboration as Community: A Design Charrette Part 2	2:30-3:45pm PAC 242	Trevor Carrier and Jordan Jaked Carrier	This session offers a two-part collaborative opportunity for a team of designers, technicians, and theatre artists to create a response to a design prompt. The first session challenges the team to establish their design within the framework of equitable design. By challenging the participants to be self-reflective of identity, power, and context, they will employ self-awareness in crafting an equitable design solution to a prompt regarding design access. During the first session, participants will establish a group agreement and work within that agreement to arrive at an answer to the accessibility prompt. The second half of the prompt will allow the designers to execute their equitable design solution on a small-scale using low budget materials. Participants must be fully present for the first session to execute the designs in the second session, but all are welcome to observe the process at any time. Join us at the end of the session to experience these accessible design solutions.
Using Adobe to develop animated projection design	2:30-3:45pm PAC 105	Cable Hardin Professor, Animation and Film SDSU School of Design	We will explore the basics of time-based motion emphasizing after effects as a basic tool. Users should be prepared to have access to a laptop with Adobe After Effects already loaded and installed on it. First-timers are recommended to work with a partner.

Closing Gathering

Session Title	Time	Presenter	Session Description
NBS Closing	4pm Proscenium Theatre	Corey Shelstea, Chair of NBS USITT	Meeting of NBS, Announce scholarship winners from "Cover the Walls"