

INDIANA UNIVERSITY THEATRE & DRAMA							Production: <u>SOMETHING ROTTEN</u> By: <u>RACHEL SHEARON</u> Date: <u>02/14/23</u>	
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	WEEKLY OBJECTIVE	
19 FEBRUARY	20	21	22	23	24	25	Lumber Run Cut Trim Build SR/SL Wall  Morning CNC Trim	
	Lumber Run Team A Cut Trim Build Top Trim	Team A	Build Tracking Walls					
26 Winter's Strike	27	28	1 MARCH	2	3 MFA 3 Opens	4	Masking Changeover Build Stationary Walls Trimwork Cut Signs for Paint  Morning CNC Shingles Make Tracking Wall Hardware Move Automation	
	All Masking	Team A Build Back Wall	Team A: Build US Wall 1	Team A: Build US Wall 2				
		Team B	Trimwork					
			SETC					
5 March	6	7 MFA 2 Opens	8	9	10	11	Walls Load in Build and Stretch Windows	
	Team A CNC Portals/Header		Team A Attach Hanging Hardware	All Install Finished Walls				
	Team B	Trimwork						
	Team C	Build Windows						
12	13	14	15	16	17	18	SPRING BREAK	
	SPRING BREAK							
19	20 LT. HANG	21 LT. HANG	22 LT. HANG	23 LT. HANG	24 LT. HANG	25	Finish Walls Theatre Unit Finish Portals Shakespeare Stage  Morning Theatre Unit CNC	
	Team A Theatre Unit		Team A Clean/Cut Steel	Team A Weld Shakespeare Stage Handrails				
	Team B	Trimwork			Team B Shakespeare Stage			
	Team C Finish Portals							
26	27 LT. HANG	28	29 LT. FOCUS	30 LT. FOCUS	31 LT. FOCUS F.D.O.S	1 APRIL	Load in Shakespeare Stage Pneumatics Fireplace Unit Street Signs	
	All Finish Load in Walls Load in Portals Load in Header Load in Curtains Load in Theatre Unit Hang Light Swags		Team A Shakespeare Stage Pneumatics	Team B Fireplace Unit	Team B Street Signs			
2 APRIL	3	4	5	6	7	8	Load in Anything Missed Hang Signs	
	Team A Hang Signs		TECH	TECH	TECH	TECH		
	Team B Street Signs		Team A	Notes				
9	10	11	12	13	14	15	SHOW	
	TECH	TECH	TECH	TECH	SHOW	SHOW		
	TEAM A:	NOTES						
15	16	17	18	19	20	21	SHOW	
SHOW		SHOW	SHOW	SHOW	SHOW	SHOW		

REHEARSALS



Indiana University

**BUDGET ESTIMATION**

Production

*Something Rotten*

Prepared By:

Rachel Shearon

Date:

2/14/2023

**General Information**

Show Name:	Something Rotten	
Organization:	Indiana University	
Estimate by:	Rachel Shearon	Construction Period
Material Budget:	\$ 6,000.00	Start Date: 20-Feb-23
Contingency:	20% added to each unit	Strike: 15-Apr-23
Shop Time:	60 \$21.00 Hr.Rate	Tech: 6-Apr-23
Time Contingency:	1.54 added to each unit	Dress: 10-Apr-23

**Shop Time Available**

Date	Labor	Hrs	Total
Monday	3	4	12
Tuesday	3	4	12
Wednesday	3	4	12
Thursday	3	4	12
Friday	3	4	12

Wks of Build	<input type="text" value="6"/>	Sub-Total:	60 hrs
		Total:	360 total hrs.

Summary: Something Rotten

Page	Unit	Cost Estimate	Time Estimate
1	HEADER	267.65	14
2	PORTAL WALLS (x3)	476.96	26
3	SR TRACKING WALLS	305.96	32
4	SL TRACKING WALL	305.96	32
5	U.S. HOUSE 1	231.83	18
6	U.S. HOUSE 2	936.98	35
7	BACK WALL	465.64	14
8	THEATRE UNIT	199.50	11
9	SHAKESPEARE STEPS	195.18	15
10	FIREPLACE UNIT	307.59	6
11	FABRIC SWAGS	231.83	18
12	ROLLING STREET SIGN	326.74	14
13	SIGNS	126.45	12
14			0
15			0
16			0
17			0
18			0
19			0
20			0

Sub-Total:	4,378.27	
20% Contingency:	875.65	
<b>Total:</b>	<b>5,253.92</b>	247
Budgeted Amount:	6,000.00	360
(Surplus) Deficit:	(746.08)	(113)

LINE-SET SCHEDULE

Line	Dist. to PL	Unit	Distance from CL	Notes	Trim-IN	Trim-OUT	Bricks	Weight
FC	5 3/4"	Fire Curtain			Deck	Grid		
V	2' - 2 3/4"	Valance					7	178.5
HC	2' - 11 3/4"	House Curtain		Guillotines or Travels	Deck	TBD	20	510.0
1	3' - 8 3/4"						0	0.0
2	4' - 5 3/4"	BORDER 1 - BLACK			22'-8"		3	76.5
3	5' - 2 3/4"						0	0.0
4	6' - 8 3/4"	PORTAL HEADER			20'-0"		0	0.0
5	7' - 5 3/4"	BORDER 2 - RED			21'-4"		3	76.5
6	8' - 11 3/4"	LEGS 1 - BLACK	15'-0"	BOTH BLACK	DECK		3	76.5
7	10' - 5 3/4"	LIGHT SWAGS			11'-0"	OUT	0	0.0
8	11' - 2 3/4"						0	0.0
9	12' - 8 3/4"						0	0.0
10	13' - 5 3/4"	ELEC 1					0	0.0
11	14' - 2 3/4"						0	0.0
12	15' - 8 3/4"	ELEC 2					0	0.0
13	17' - 2 3/4"	CLEAR FOR AUTOMATION					0	0.0
14	18' - 5 3/4"	DSR TRACKING HOUSE		AUTOMATION	DECK		0	0.0
15	19' - 2 3/4"	CLEAR FOR AUTOMATION					0	0.0
16	19' - 11 3/4"	BORDER 3 - BLACK			20'-4"		3	76.5
17	20' - 8 3/4"	PORTAL LEG 1		SR ONLY	DECK		0	0.0
18	21' - 5 3/4"	LEGS 2	14'-6"	SL RED, SR BLACK	DECK		3	76.5
19	25' - 2 3/4"	ELEC 3		FLIES			0	0.0
20	26' - 6 3/4"						0	0.0
21	27' - 3 3/4"						0	0.0
22	28' - 3/4"	ELEC 4					0	0.0
23	28' - 9 3/4"	CLEAR FOR AUTOMATION					0	0.0
24	30' - 3 3/4"	DSL TRACKING HOUSE		AUTOMATION	DECK		0	0.0
25	31' - 9 3/4"	CLEAR FOR AUTOMATION					0	0.0
26	33' - 3 3/4"	BORDER 4 - BLACK			19'-4"		3	76.5
27	34' - 3/4"	PORTAL LEG 2		SL ONLY	DECK		0	0.0
28	34' - 9 3/4"	LEGS 3	14'-0"	SL BLACK, SR RED	DECK		3	76.5
29	36' - 3 3/4"						0	0.0
30							0	0.0
31		GOLD CURTIANS/PORTAIT			DECK	OUT	0	0.0
32		ELEC 5					0	0.0
33		ELEC 6					0	0.0
34		THEATRE UNIT			DECK	OUT	0	0.0
35		BORDER 5 - BLACK			18'-4"		0	0.0
36		SUN DROP			DECK	GRID	0	0.0
37		BLACK SCRIM 1			DECK	GRID	0	0.0
38		US HOUSE & PORTAL			DECK		0	0.0
39		LEGS 4	13'-6"	SL RED, SR BLACK	DECK		3	76.5
40							0	0.0
41		ELEC 7					0	0.0
42		BLACK SCRIM 2			DECK	GRID	0	0.0
43		LEGS 5	13'-0"	SL BLACK, SR RED	DECK		3	76.5
44		BACK WALL					0	0.0
45		CYC			DECK		6	153.0
46							0	0.0
47		BOUNCE		STORAGE			0	0.0
48		MOON/ROLL DROP		STORAGE			0	0.0
49							0	0.0
50		TRACK/SMALL BOUNCE		STORAGE			0	0.0
51							0	0.0
52	37' - 9 3/4"						0	0.0
53	40' - 3/4"	TALL HEADER		STORAGE			0	0.0
54	40' - 9 3/4"	ELEC 8					0	0.0
							0	0.0

Highlight Indicates Units Cannot be moved from that Lineset

Cue	Scene	Page	Taken On	Description		Notes
<b>0</b>			Automation Call Time	SL: D	SR: C	Distance Test
<b>10</b>	1.1	1	Top of Show	SL: A	SR: A	
<b>20</b>	1.2	7	Transition	SL: B	SR: B	
<b>30</b>	1.3	14	Shylock Entrance	SL: C	SR: B	
<b>40</b>	1.4	16	Transition	SL: D	SR: B	
<b>50</b>	1.5	30	Chorus Entrance	SL: B	SR: B	
<b>60</b>	1.6	34	Transition	SL: A	SR: A	
<b>70</b>	1.8	41	Transition	SL: B	SR: B	
<b>80</b>	1.9	48	Transition	SL: A	SR: A	
<b>90</b>	1.11	66	Transition	SL: B	SR: B	
<b>100</b>	2.3	89	Transition	SL: D	SR: C	
<b>110</b>	2.3	92	Chorus Entrance	SL: A	SR: A	
<b>120</b>	2.4	99	Transition	SL: B	SR: B	
<b>130</b>	2.5	109	Bea/Landies Entrance	SL: D	SR: C	
<b>140</b>	2.6	112	Transition	SL: A	SR: A	
<b>150</b>	2.7	121	Transition	SL: D	SR: C	
<b>160</b>	2.8	127	Transition	SL: A	SR: A	

Key: -1 = A  
0 = B  
1 = C  
2 = D

\*\* Due to how Spikemark works,  
locations have been changed to  
letters

# SOMETHING ROTTEN!

## TRACKING WALLS Procedures

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### **POWER UP UNITS**

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1. Unlock Computer
  - a. Password: wile.Coyote2021
2. Click Something Rotten → Something Rotten\_Show File
3. Disengage E-Stop

### **SHOW**

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1. Verify Houses are at Spike A
2. Run Cue #0 (distance test cue)
  - a. Verify Houses are at Spike C & D
  - b. If Spikes are ON: Continue Procedure
  - c. If Spikes are OFF: Continue Procedure and proceed directly to step 3.c.
3. Run Cue #1 (top of show)
  - a. Verify Houses are at Spike A
  - b. If spikes are **ON**: PROCEED TO CUE #20
  - c. If spikes are **OFF**: Jog motor so spikes are in line with Spike A
    - i. Go to Motor Control: Position
    - ii. Click: *Reset Position*
      1. Type in new position of 0 and hit Okay
      2. Repeat Steps 1-3

### **SHUT DOWN/END OF NIGHT**

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1. Verify Houses are at Spike A
  - a. If Spikes are **OFF**: Follow Show → Step 3.c.
2. Engage E-Stop
3. Close Program
4. Lock Computer: **DO NOT SHUT DOWN**

### **E-STOP: NOW WHAT?**

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**NOTE: E-STOP IS NOT TO BE USED IF CUE IS MISSED OR SKIPPED**

### **REASONS FOR E-STOP**

**POWER GOES OUT**

**UNCONTROLLED MOVEMENT (WALL WON'T STOP MOVING)**

**SOMETHING OR SOMEONE IS HIT BY TRACKING WALLS**

1. HIT E-STOP
2. VERIFY THAT EVERYONE IS SAFE: CONSULT WITH STAGE MANAGERS
3. CALL OR TEXT RACHEL 734-352-7890

**MORE THAN LIKELY**

**\*\*TRACKING WALLS WILL NOT BE USEABLE FOR THE REMAINDER OF THE SHOW\*\***

## **TROUBLESHOOTING**

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Motors are not connected

### **SR HOUSE**

1. Click Workspace → Jog
  - a. Click SR House
  - b. Check IP ends in .37
    - i. If NOT, FIX and click Connect
    - ii. If Yes, click Connect
2. Check that company switch is turned ON
3. Check that CIRCUT BREAK #2 in PEGODA is ON
4. Call or Text Rachel

### **SL HOUSE**

1. Click Workspace → Jog
  - a. Click SR House
  - b. Check IP ends in .36
    - i. If NOT, FIX and click Connect
    - ii. If Yes, click Connect
2. Check that PANEL P-SP SECTION 2, GREEN TAPE switch is on
3. Call or Text Rachel

# Something Rotten! Strike

Team A: Eli, Valeriya, Jocelyn, Jeremy

Team B: Morgan, Chyna, Jacob

Props: Maggie

Paint: Spencer

## MONDAY

Morning (Before Lighting Strike)
<ul style="list-style-type: none"> <li>→ Unplug all automation (move stagehands/automation station to sl)</li> <li>→ Release straps connecting automation pipes to jump/pin rail</li> <li>→ Fly out automation pipes</li> <li>→ Strike breasting lines on lineset 38</li> </ul>
During Shop
<ul style="list-style-type: none"> <li>→ Trash all saved trim</li> <li>→ Clear carp side and set sawhorses for hardware removal area</li> </ul>

## TUESDAY

Team A	Team B
<ul style="list-style-type: none"> <li>→ Strike portal header (trash, save hardware)</li> <li>→ Strike portal leg 1 - lineset 17 (trash, save hardware)</li> <li>→ Strike portal leg 2 - lineset 27 (trash, save hardware)</li> <li>→ Strike gold curtains - lineset 30 (put in bag, bring to trap room)</li> <li>→ Strike light swags - lineset 8</li> </ul>	<ul style="list-style-type: none"> <li>→ Disconnect upper back wall from lower (remove angle iron completely and keep)</li> <li>→ Strike lower back wall (demo, save hogstraw),</li> <li>→ Strike lower portion of stationary wall (trash, save hook on front)</li> </ul>
All	
<ul style="list-style-type: none"> <li>→ Strike upper portion of stationary wall &amp; portal leg 3 - lineset 38 (trash, save hardware)</li> <li>→ Strike theatre unit - lineset 35 (trash, save hardware)</li> <li>→ Strike upper back wall - send to Team B</li> </ul>	
Team A	Team B
<ul style="list-style-type: none"> <li>→ Remove signs from tracking walls</li> <li>→ Strike sl tracking wall - lineset 24, send to Team B</li> <li>→ Strike SR tracking wall - lineset 14, send to Team B</li> <li>→ Strike red masking (lineset 5, 18, 28, 39, 43)</li> </ul>	<ul style="list-style-type: none"> <li>→ Remove all hardware, demo pieces to fit in dumpster</li> </ul>



All 2

Clear Selection

SL House					0.00"
SR House					0.00"

**Cue 0** Distance Test 19.8 s

SL House	Tracks	to	D	10.0*/s
SR House	Tracks	to	C	10.0*/s



**Cue 1** Distance Test/TOP Positions 15.8 s

SL House	Tracks	<b>Reverse</b>	from	D to	A in	15.8s	13.2*/s
SR House	Tracks	<b>Reverse</b>	from	C to	A in	15.8s	10.0*/s



**Cue 10** 1.2 9.2 s

SL House	Tracks	<b>Forward</b>	from	A to	B in	9.2s	7.3*/s
SR House	Tracks	<b>Forward</b>	from	A to	B in	9.2s	10.0*/s



**Cue 20** 1.3 11.6 s

SL House	Tracks	<b>Forward</b>	from	B to	C in	11.6s	10.0*/s
SR House	Tracks	<b>Forward</b>	from	B to	C in	11.6s	8.0*/s



**Cue 40** 1.5 9.9 s

SL House	Tracks	<b>Reverse</b>	from	C to	B in	9.9s	13.6*/s
SR House	Tracks	<b>Reverse</b>	from	C to	B in	9.9s	10.0*/s



**Cue 50** 1.5 9.2 s

SL House	Tracks	<b>Reverse</b>	from	B to	A in	9.2s	7.3*/s
SR House	Tracks	<b>Reverse</b>	from	B to	A in	9.2s	10.0*/s

