

COMPANY ONE THEATRE TECHNICAL FELLOWSHIP

C1 is seeking applicants to apply for their Technical Fellowship Program for the current season.

THE PROGRAM:

The goals of the Company One Production Fellowship Program are 1) to equip novice and intermediate theatrical technicians with professional skill sets, 2) to create discipline-specific work opportunities for student technicians, and 3) to offer opportunities to form professional contacts.

WHO SHOULD APPLY:

Anyone interested in the technical aspects of theatrical production. No prior experience required, but experience will be considered in placement and stipend. Please note that there is no housing provided.

HOW TO APPLY:

To apply, please send a resume, cover letter stating which fellowship you would like to be considered for, and three references to Sarah Cohan, HR Manager, at employment@companyone.org.

THE DETAILS:

Technical Fellows will be trained under professional technicians in the department and production of their choice, in order to develop skills and knowledge needed to excel in that field. Work is primarily done during load in, build week, technical rehearsals, and strike, with some prep work prior to load-in.

Technical Fellowships are offered in Scenic Carpentry and Lighting Electrics. Both divisions have a skill rubric associated with the position, and examples of projects and work inherent to the role. These rubrics will be used to place each Fellow into one of three tiers. The three tiers outline the path each fellow may take with Company One Theatre. As Fellows progress, they will advance through the tiers with the skills they gain through work. Advancement through the tiers and into professional work over time is the **ultimate goal** of the program.

Technical Fellows with no experience in the division's skill rubric will be offered training on their first production and advancement to a paid tier position on the next production. Fellows with prior experience will be placed in a tier based on their skills, and will be paid an hourly rate dependent on their tier.

Please refer to the following pages for further information regarding the skill rubric associated with your area of interest.

Scenic Carpenter

Carpentry Work Examples:

- flat construction
- structural platform construction
- specialized projects - wire cutting, scenic artistry

Scenic carpentry fellows are typically needed for the 3 weeks before a production's opening date, and the day after closing. For the first week the hours are typically weekday evenings and weekends. For the second and third weeks the hours will be weekday daytime hours, starting off heavier and lessening as the production approaches its opening date.

CARPENTRY RUBRIC

Skill Area	Tier 1	Tier 2	Tier 3
<i>Tool/Equipment Competency</i>	Cordless drills, basic hand tools	Jigsaw, Miter saw, radial saw	Table saw, router, compressed nail/staple gun
<i>Material Knowledge</i>	Lumber terms (1by, 2by, lauan, 3/4"), masonite, and their typical uses Fastener standards	Fabrics, non-lumber alternatives (e.g. chicken wire)	Metal, welding experience, plastics
<i>Rigging Skills</i>	None	Knot-tying: bowline, half-hitch	Selecting pick points, pulley installation, understanding of traveler curtain tracks
<i>Technical Drawing Comprehension</i>	None	Ability to use a scale-rule, knowledge of typical drawing types: ground plan, elevation, section	Understanding of typical designer notations and ability to read drawing independently
<i>Painting</i>	None	Basic painting techniques: rollers and brushes, color mixing, texturing	Advanced painting techniques: stippling, alternative applicators, acrylic, perspective and scaling
<i>Problem-Solving, Knowledge of typical Scenic Solutions</i>	Basic framing and facing, aesthetic understanding	Doors, stairs, Broadway vs. Hollywood style flat construction, structural bracing	Rigging solutions, load-bearing support calculations, scenic artistry

** Not included in this rubric, but of utmost importance, is the applicant's knowledge and understanding of theatre workplace safety; best practices and standards will be reviewed before employment regardless of tier.*

Lighting Electrician

Electrics Work Examples:

- exposure to Unistrut grid and conventional grid
- hanging and cabling a plot with 60-100 instruments
- working under an experienced Master Electrician and Lighting Designer
- exposure to conventional, LED, and moving fixtures, DMX brains and cable

Electrics fellows are typically needed for 1.5 to 2 weeks before a production's opening date, and the day after closing. The hours are typically weekday daytime hours, starting off heavier and lessening as the production approaches its opening date.

ELECTRICS RUBRIC

Skill Area	Tier 1	Tier 2	Tier 3
<i>Instrument Familiarity</i>	Distinguish between fresnels, PARs, and ERS (leko) instruments	LEDs, Moving Lights, Scrollers, DMX brains	I-Cues, GAM loops
<i>Hanging</i>	C-clamp	Unistrut experience	Base and pipe, cheeseboro couplers, rigging experience
<i>Technical Drawing Comprehension</i>	None	Understanding of typical instrument notation and grid relation, ability to use a scale rule	Understanding of typical designer notations and ability to read drawing independently
<i>Familiarity with Lighting Design Solutions</i>	Understanding of typical systems	Understanding of specials and effect lighting	Suggestions of unique technical solutions to design requirements

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