



**The Art of Technical Theatre: Design and Construction**  
**Artist: David Bliss**



David Bliss

**Grade Level:**  
K-12

**About the Artist:**

With a BAS and MAT, David Bliss has been designing and performing since 1983 and teaching since 1989. As the resident technical director with Salem's CET (Children's Educational Theatre), David oversees every part of the technical program: Set design and construction, props, lighting and sound. He also designs and creates elaborate sets or works as a consultant for various high school programs throughout Oregon. With a keen sense of organization and artistic flare, David's talents will have students, teachers and parent volunteers happily creating the scenic needs for shows like: *West Side Story*, *Into the Woods*, *Noises Off*, *Peter Pan* and *Kiss Me Kate*. David is also an accomplished singer, director, painter and photographer.

**Objectives and Activities:**

- To develop skills in the art of scenery construction by:
- To inspire the imagination to problem solve, design and then
- To create
- To gain an understanding of technical theatre vocabulary.
- To develop an understanding of tool use and life-long safety techniques.
- To build a sense of responsibility and developing communication skills through team work.
- To build confidence and pride in one's own accomplishments.

Residency Length:

1 day to 2 months based on teacher's goals and student work force.

**Workshop Size Limits:**

Minimum of thirty students and parent volunteers

**Special Equipment:**

Depends on production needs, director's wishes, age and ability level of students. A scene shop with various platforms: flats, cardboard, paint, lumber and tools is the best scenario, but David realizes that part of the challenge is to create with what is reasonable and affordable.

**Space Needed:**

- Scene Shop area or clear stage area for construction and instruction
- Dry erase board or chalk board is recommended as well

**Connections to the Curriculum**

- Language Arts: Technical vocabulary
- Visual Arts: 2-D and 3-D design, painting techniques, construction, fabrication and costuming
- Shop: Woodworking and drafting
- Mathematics: Measuring and geometry