

Technical Director's Update.

Rosencrantz & Guildenstern Are Dead.

8/15/17

For those of you who I have not yet met, my name is Kyle Hoehn, the Technical Director for this upcoming production.

I wanted to reach out and thank Jessica and Tammy for getting the ball rolling this summer with a well written design concept, and some preliminary design ideas.

I am available in a reduced capacity until August 22nd, but please feel free to contact me with any questions/ideas that arise. Looking forward to our first meeting on September 1st!

All the best,

Kyle D. Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

9/3/17

I want to thank everyone for their input and flexibility at Friday's meeting. My ATD and I will continue discussing options/methods with Tammy and Jessica this week to bring this design within budget.

Attached to this email is an updated contact sheet of our collaborative team, please let me know of any changes in email/phone numbers.

Thank you,

Kyle D. Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

9/21/17

After several discussions, we have nailed down a final design that works within our budget and allotted labor. A big thank you to Jessica and Tammy for being understanding as we work through these changes.

Changes Made:

- Removed 3 of the upstage 'monoliths'
- Removed 2 of the onstage 'monoliths'
- Scaled back area of paint deck
- Altered material construction

Our schedule moving forward as of now has us delivering the paint deck/facing to Paints on October 2nd, with the construction of the Deck/Steps also beginning at that time. The week of the 9th will be dedicated to building the remaining monoliths & collapsible fan.

Because of the recent Hurricane Irma, we have lost several days of build and it has placed us in a time-crunch, but I am confident in our carpenters, and our department's ability to pull together to make this happen in a shorter window.

As we begin build, the frequency of these updates will increase. Please don't hesitate to reach out with any questions,

Thanks! And let's build a show!

Kyle D. Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

10/1/17

Today we had the first pieces of scenery coming out of the shop, and those included the upper and lower paint decks, and the material that will be used for the facing on the deck. These were first on our priority list so Paints has adequate time to tackle them.

Moving forward, our next step is the custom platforms for the raised deck, and the supporting stud walls.

This is a very time-crunched couple of weeks, with multiple shows requesting shop labor, but our team of drafters and carpenters are working diligently with the available resources.

Please find the attached progress pictures. I will continue to post as scenery begins to take shape.

Thank you!

Kyle Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

10/3/2017

Today was a very busy and productive day in the shop, with many of the step and upper deck platforms being completed. We have also begun work on the supporting stud walls, with the goal of finishing all of them tomorrow. It is also our hope to mock-up the deck in the shop, to verify it fits together correctly.

As we head into next week, we will begin constructing the 'monoliths' and the collapsible fan.

As always, feel free to reach out with any questions,

Pictures are attached.

Kyle Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

10/9/2017

Today we continued with build, with the majority of the supporting stud walls nearing completion, and the Proscenium walls beginning to take shape. The carpenters are working extremely hard to make this show happen in the short time frame we have.

As for our schedule moving forward, we will be using this Friday to keep up with the remaining scenery left to be built, and to be sure we have everything completed for paints to tackle next week.

Tomorrow, our plan is to finish the stud walls and Proscenium walls, and starting construction of the onstage monoliths.

Pictures are attached, and feel free to reach out with any questions,

Kyle Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

10/10/17

Today we completed the supporting stud walls, and continued assembling the Proscenium walls. We have also begun putting together the onstage Monoliths, with many other Monolith pieces coming off the CNC machine. We had a minimal crew in the shop today, but were still able to keep moving forward.

Going into tomorrow, the plan includes continuing work on the Monoliths, and wrapping up the Proscenium Walls.

A big thank you to Steve who volunteered in the shop today and pitched in with this build!

Thank you,

Kyle Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

10/11/17

Today was a very productive day in the shop, with a full crew (and two volunteers!) working on several of the scenery pieces. There was impressive progress made with the upstage monoliths and onstage monoliths. The proscenium walls are nearing completion, and we have started cutting materials for the proscenium monoliths. We have also begun assembling the bench/trapdoor unit, and the offstage stairs.

Going into tomorrow, our priority will be continuing focus on the upstage and onstage monoliths, with the hope of having these completed.

Thank you to all the carpenters for their hard work today,

Pictures are attached,

Kyle Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

10/12/17

We have officially wrapped up build! The few remaining items were sent to paints this afternoon.

I must thank our carpenters who worked positively and efficiently throughout a process that was delayed by hurricanes. I look forward to transporting our show into the space on the 21st, and am anxious to see the performers finally interact with the finished scenery.

Thanks,

Kyle Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead

10/21/17

Hey Team,

The set has been moved over to the space! We began at 8am this morning, with a crew starting at the Lab laying out the paint deck, and 2 crews transporting the remaining scenery. We were able to avoid Game Day traffic in the morning, and had parking blocked off for us at the theater.

Notes:

-The platform that contains the 'Bench Chair' and 'Collapsible Fan' is awaiting paint, and we will bring over when that is completed. A temporary platform has been dropped in its place.

-The SR Trapdoor sheared a hinge when it was improperly torqued during install, so it is screwed into place for now, walkable, but unable to open until a new hinge arrives early this week.

- We moved a few lighting fixtures from the floor, and two speakers out of our way into the dressing room, so we could load in the Proscenium Walls.

I have to give a big thank you to the crew that worked extremely patiently today (including Allison for volunteering her time!) on a set that was never completely mocked-up in the shop. Everyone was very understanding that minor alterations had to be made for a complete fit, and were quick to offer suggestions.

I am looking forward to walking through the space with Stage Management tomorrow!

Pictures are attached.

Thanks everyone,

Kyle Hoehn
Technical Director
Rosencrantz & Guildenstern Are Dead