

Drama Terminology - Design and Technical Theatre (Production Values)

Costume	
Accessories	An article or set of articles of costume, such as gloves, earrings, or a scarf, to add to one's basic outfit.
Colour	The physical appearance through hue and pigmentation.
Fabric	Cloth or material.
Material	The matter from which a thing is or can be made.
Texture	The quality of something that can be decided by touch. The degree to which something is rough or smooth or soft or hard.
Silhouette	The outline or shape created by a costume on a figure.
Trimmings	Additional detailed finishes to a costume, e.g. ribbon, tassels, ruffles, piping, lace.
Period Dress	Clothing that is typical of a specific historical time/era
Make-Up	Make up can be used to age a person, or to show their social status. Special effects make up can create wounds, scarring or birthmarks.
Grease Paint	Make up supplied in stick form, for application to the face or body.
Gum	Adhesive used for sticking costume and make up prosthetics such as wigs or false facial hair.
Prosthetics	An artificial feature or piece of flexible material applied to a person's face or body to change their appearance temporarily.
Wig	A headpiece that is made to look like a specific hair style - worn over the top of the performer's own hair.
Hairstyle	The cut or arrangement of a performer's hair.

Sound	
FX	Abbreviation for Effect, usually referring to Sound Effects, but can also mean special stage effects.
Cue	The command given to technical departments to carry out a particular operation.
Intensity	The strength or amount of sound or light.
Levels	The intensity of a lighting or sound level.
Fade	To increase (fade up), decrease (fade down) or eliminate (fade out) gradually the volume of a sound.
Volume	Loudness or quietness of the sound.
Mood and Atmosphere	The tone or feeling of the play, often created by the music, setting, or lighting.
Rhythm	Strong, regular repeated pattern of movement or sound.
Echo	A repeated sound received late enough to be heard as distinct from the source.
Reverb	The effect of multiple sound waves reflecting off surfaces in a room.
Distortion	Usually undesirable result of overloading sound equipment. Reducing the levels can remedy the situation. However sometimes distortion is used as a specific effect.
Functionality	The range of operations that can be run on a computer or other electronic system.
Amplifier	Sound equipment that converts low voltage, low current signal from a tape deck or mixer into a higher current signal suitable for speakers.
Microphone	An object which collects live sound and converts it to electrical impulses which are then put into a mixer or amplifier.
Filter	Electronic device to isolate and redirect specific frequencies in a speaker system.
Music	Music can be used as an underscore or sound-effect. It can be live or recorded. It helps to set atmosphere and pace.
Live Music	Use of a band or singing in a performance, which is not recorded.
Underscore	Music used underneath a scene to help build the atmosphere.

Drama Terminology - Design and Technical Theatre (Production Values)

Lighting	
Mood and Atmosphere	The tone or feeling of the play, often created by the music, setting, or lighting.
Colour	The physical appearance through hue and pigmentation.
Shadow	Artistic lighting design can (sometimes) be about what isn't lit, just as much as what is lit; along with any shadows that are created.
Lighting State	The settings and position of lighting to create certain conditions e.g. a bright afternoon, a moonlit night
Rigging	The process of attaching the lanterns to the lighting rig
Intensity	The strength or amount of sound or light.
Levels	The intensity of a lighting or sound level.
Positioning	The location of a lantern in the fly or lighting rig.
Angling	To set, fix, direct, or adjust at an angle.
Focusing	The process of aiming a lighting instrument so that it illuminates a particular portion of the stage.
Lantern	General term for a piece of lighting equipment.
Lamp	Lightbulb used in a lantern.
Fresnel	A type of lantern which produces an even, soft-edged beam of light , several used together can create a 'wash' of light.
Profile	A type of lantern, which produces a narrow, hard-edged beam of light, can be used to create spotlights and hard-edged shapes.
Flood	A lantern without a lens that produces a broad spread of light.
Parcan	A type of lantern which produces a strong beam of light, they are ideal for creating deep colours or special effects.
Birdie	A compact lantern containing a Par 16 lamp. It is called this because it is similar to, but much smaller than, the Parcan, and so is 'one under Par' (golf analogy).
Gel	Film placed in front of a lantern to change the colour of the beam.
Filter	A sheet of plastic usually composed of a coloured resin sandwiched between two clear pieces.
Gobo	A thin metal plate cut out in a pattern and placed in a lantern to project pattern or shape onto the acting space.
Strobe	Device giving a fast series of very short intense light flashes which can have the effect of making action appear intermittent. Because strobe lighting can trigger an epileptic attack in sufferers, the use of a strobe must be communicated to the audience before the performance begins.
Cyclorama (Cyc)	Plain cloth or plastered wall filling the rear of the stage. It used to create a sense of wide open space/sky, normally by front lighting it using specific effects. The term is often loosely applied to a blue skycloth. It may be curved at the ends.
Gauze	See-through material which cannot be seen through when lit from the front, but can be seen through when lit from behind.
Projection	Slides or video are used to project film, images, or textures. Lighting effects, moving cloud, rain or fire effects can be achieved.
Pyrotechnics	The use of explosions, flashes and smoke on stage.
Lighting Plot	An overhead plan/drawing that shows the type and position of each lantern, as well as any focusing notes.
Cue	The command given to technical departments to carry out a particular operation.
Blackout	Switching all lights out at once, leaving the stage in complete darkness.
Fade	To increase (fade up), decrease (fade down) or eliminate (fade out) gradually the brightness of a lantern.
Cross Fade	A lighting action in which a particular light cue fades down as the next light cue fades up.
Snap	Turning the lights on/off quickly.

Drama Terminology - Design and Technical Theatre (Production Values)

Set	
Mood and Atmosphere	The tone or feeling of the play, often created by the music, setting, or lighting.
Construction Materials	Any materials used to build or make the set and any props.
Colour	The physical appearance through hue and pigmentation.
Scale	The relationship between the real size of something and its size on a model or stage.
Shape	The particular physical form or appearance of something, an arrangement that is formed by joining objects together in a particular way.
Texture	The quality of something that can be decided by touch. The degree to which something is rough or smooth or soft or hard.
Location	A particular place or position.
Prop	Any moveable item used on the set of a play or handled by an actor.
Trimming	The draperies, curtains and other items included in a set for aesthetic reasons. Also can mean to adjust a drop or border so that it hangs the correct distance from the stage floor.
Backdrop	A large painted cloth hung as part of the scenery.
Cyclorama (Cyc)	Plain cloth or plastered wall filling the rear of the stage. It used to create a sense of wide-open space/sky, normally by front lighting it using specific effects. The term is often loosely applied to a blue skycloth. It may be curved at the ends.
Drapes	Stage curtains.
Gauze	See-through material which cannot be seen through when lit from the front, but can be seen through when lit from behind.
Flat	A lightweight timber frame covered with scenic canvas.
Fly	To raise or lower scenery and equipment above the performing area by means of a rigging system.
Rigging	The battens, lines/rope and associated equipment required for the vertical movement of scenery.
Furnishings	Furniture, fittings, and other decorative accessories such as curtains and carpets.
Set Dressing	Decorative props (some practical) and furnishings added to a stage setting.
Trucks	Pieces of scenery on wheels for ease of movement.
Revolve	A turntable built into the stage floor on which scenery can be set and driven into view.
Smoke Machine	An electrically powered unit which produces clouds of white non-toxic fog to produce an atmospheric haze.
Wings	Curtains at the side of a performance space used as an entrance and to conceal props and scenery from the audience
Entrance/Exit	A part of the set through which actors can walk onto/off the stage.
Masking	An actor is not visible to the audience because of another actor or some set.