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PAID JOB OPPORTUNITY: DESIGNERS FOR GOING ALL THE WAY

Contract Positions | Application Deadline: Until Filled

Posted: July 15, 2022

Start Date: September 7, 2022

Opening Night: November 17, 2022

Theatre SKAM is seeking designers based in Victoria, BC, or who are able to work temporarily from Victoria, BC, to design multiple elements for *Going All the Way*, a new one-Act play created and directed by Hannah Mariko Bell (she/her) and written by Sophie Underwood (She/Her) and Kiley Verbowski (She/Her).

Interested designers are encouraged to submit for individual design positions or multiple.

About Theatre SKAM:

Since 1995, Theatre SKAM has built a solid reputation as creators of innovative site-specific work and intimate theatre. We play a pivotal role in the cultural life of our region and are recognized by peers across the country for our contribution to national networks and new work development.

Our main areas of creation are:

- 2 full professional productions per year hiring professional and emerging artists.
- A Pop-Up Theatre on the back of a pick-up truck
- A successful theatre school with 300+ casual registrations annually.
- SKAMpede, an annual outdoor theatre festival, where the audience travels from show to show.

Going All the Way Description:

Best friends Avery and Beatrice have spent their whole university degree creating off-the-wall performances, but their final project is outside of everyone's comfort zone: teaching sex-ed to middle-schoolers through puppetry. The show takes a turn for the bizarre when years of resentment and confusion bubble up, leaving the two of them hashing out their issues with sex, love, and identity in front of an increasingly restless audience.

Content Note:

A character gets outed, mentions of throw up, and there is sexual content including proper names of body parts, LGBTQIA2S+-inclusive language, and sex positivity mentioned in the play.

Disclaimer: This is a theatrical portrayal of sex education and not meant to be an accurate depiction or used as an example for comprehensive sex ed curriculum.

Character Descriptions:

- AVERY (They/Them, Non-Binary) - Early-mid 20's. Visibly queer. A talented performer and puppeteer who has grown up surrounded by artists and academics. Confident and outgoing, Avery has always been popular yet somewhat directionless. They identify as asexual. The actor also plays:
 - ◆ BEE (Hand mouth puppet)
 - ◆ SHADOW PUPPET PERSON (Shadow puppet)
 - ◆ CHLAMYDIA (Hand mouth puppet)

- BEATRICE (She/Her) - Mid-late 20's. Smart, strong-willed, and reserved, Beatrice is often in Avery's shadow. She strives to do her best in every situation, and is juggling multiple jobs with full-time school. She identifies as pansexual. The actor also plays:
 - ◆ BIRD (Hand mouth puppet)
 - ◆ PUBERTY MONSTER (Shadow puppet)
 - ◆ AUNT FLOW (Hand mouth rod puppet)
 - ◆ GONORRHEA (Hand mouth puppet)

Job Descriptions and design notes:

The current design positions available are:

- Lighting
- Set
- Sound
- Costumes

If you are interested in designing more than one element, please note which combination works best for you.

Budget: Set \$1,000 | Costumes \$500 | Sound and Lighting \$400.

These amounts may shift depending on how design positions are combined and how the design process progresses. Amounts are in addition to designer fees.

Designer Fees: will vary depending on how the positions are filled: combining multiple roles and which ones. Fees may vary from \$500 to \$2,000.

The **Primary Goal** of the Designers are to:

- Help create the atmosphere of the play
- Create production designs that will be used for future Fringe productions
- Produce required paperwork and provide necessary assets

After the **initial run at SKAM's Satellite Studio**, this show is expected to **tour to Fringe Festivals**, all elements should be designed and built with touring in-mind. Elements must be durable, pack up to a small package (suitcases/ totes provided by SKAM), and set up quickly (15 min in some festivals). Previous Fringe Festival and/or touring experience and knowledge would be an asset.

The script has a single location (a middle school classroom) where the characters have set up a simple screen to aid in a shadow puppet display. **Set and Costume designers** will be expected to buy/ make all/ most elements of their design. Costumes are contemporary and should be made to go into a lookbook so that they can be recreated for a Fringe tour with ease.

The Stage Manager will run sound cues from QLab. The **sound design** should be able to function with left/right speakers but also with mono sound. The sound designer will be required to compile pre-show and post-show music and record voice-over for specific scenes where the actors react to the "students" and "teacher" in the classroom. The designer should be familiar with QLab and will be expected to build cues ready for the Stage Manager to operate.

A QLab license and computer can be made available to the Designer for the duration of the contract. This computer would become the show computer during technical rehearsals and the show run(s).

The **lighting design** should be to the scale of a Fringe venue (overall, the requirements are simple) with a few special elements. Of note is there will be a relaxed performance and a performance with a Sign Language interpreter. The lighting design will need to be designed with these performances in mind. What this might mean to the design can be discussed during the interview or in advance.

The Designers will work under the supervision of the Director and Production Manager. The ideal candidates are creative, flexible, and problem solvers,

Responsibilities include:

- Creating designs that will work for a **Relaxed Performance** (most important for lighting and sound design)

- Create a lasting design within the parameters of the budget
- Attend Production Meetings

Skills and Qualifications:

- Post-secondary degree or diploma in theatre design, or relevant experience
- Excellent interpersonal and communication skills
- Excellent time management and problem solving abilities
- Ability to work both independently and with a team
- Ability to adapt designs to suit alternative performance venues
- Knowledge of puppetry an asset

Schedule:

Start Date: September 7, 2022

- **September 26 - November 3, 2022: Rehearsals**
- **November 7-10, 14-16, 2022: Tech *Includes Q2Q and Tech Dress**
- **November 17-20, 23-26 2022: Performances *Includes an ASL Interpreted Performance and Relaxed Performance**

The ideal designers would be designing the show for an initial fall production (Dates as listed above) and a Fringe Tour in 2023, details to be determined.

Equity Statement:

Theatre SKAM's workplace is composed of members from various communities with a variety of backgrounds. We are committed to an equitable and respectful work environment. We strongly encourage applications from self-identifying marginalized artists (BIPOC, LGBTQIA2S+, disabled folks, etc.)

How to Apply:

Applications will be reviewed as submitted and will be accepted until suitable candidates are found. Interviews are planned to commence early-August.

Although we are grateful to all applicants for their interest, only those selected for an interview will be contacted.

Interested applicants are asked to **submit a CV or resume and a cover letter** that speaks to the applicant's knowledge of and interest in working with Theatre SKAM. **Work samples are encouraged** (portfolios, websites...etc).

Email applications to **Anne Taylor, General Manager** and **Ariel Pretty, Production Manager** hire@skam.ca with the subject line: **DESIGNER Going All the Way - Your Name**

Accessibility:

Theatre SKAM's studio is wheelchair accessible, more information on the physical accessibility of our location can be found here <https://skam.ca/info-accessibility/>

If you have any questions on accessibility measures or accommodations, please contact Hannah Mariko Bell (she/her) at 250.386.7526 (please leave a message and she'll return your call) or email at hannahb@skam.ca

COVID-19:

At this point in time, Theatre SKAM is a mandatory vaccination workplace. All employees, artists, and contractors are required to be fully vaccinated against COVID-19 as a condition of employment requiring in-person activities. If an Employee, Artist or Contractor is unable to receive the vaccine for bona fide reasons protected by the BC Human Rights Code, reasonable appropriate accommodations may be made in consultation with the General Manager.

Tours will only move forward as we are able and permitted during the on-going pandemic. We expect the Fall production to move forward. However, in the unlikely event that in-person audiences are not permitted, designers will still be paid their full contract fee.