



New York City College of Technology

The City University of New York
School of Technology and Design
Entertainment Technology Department

2012 Residency Production Company Call

New York City College of Technology (CityTech), CUNY's Entertainment Technology Department, is now accepting proposals from producing organizations for live performance-based events that show a compelling and well integrated use of technology for our spring 2012 residency. Examples might include, but are not limited to: theatre, dance, music, or interactive media.

Organizations selected for further consideration will have:

- Proven and solid company infrastructure
- Track record of successful production
- Clear artistic content of proposed project
- Desire to work with undergraduate students while offering them learning opportunities.
- Ability to provide a learning environment using professional best practices and procedures

City Tech will provide the production company:

- Limited rehearsal Space
- An extensive in-house technical inventory
- Student technical crews in rigging, lighting, sound, set construction, scenic art, video, show control, running crew, technical direction, house management, and production management.
- Assistant positions for design personnel and stage management.
- Faculty support.
- 4 – 8 performance dates in our 200 - seat performance venue, The Voorhees Theater.
- Additional publicity support within our infrastructure.

The resident company will:

- Provide all artistic content for production.
- Provide all talent, design personnel, stage management, artistic and administrative staff.
- Be able to meet with the City Tech Production Manager onsite as well as other faculty during fall 2010 to develop the production timetable and goals.
- Meet deadlines for designs, specifications, and schedules as necessary.
- Support and provide leadership in all costume and wardrobe areas- finances, construction staff, etc., (We can provide a space to build costumes with a sewing machine, but do not have a costume department.)
- Provide publicity.
- Provide ALL Artist fees, stipends, housing or travel funding. Funding for artistic personnel and talent is SOLELY the responsibility of the resident company.

Notes:

- Design positions may be supplemented by the faculty or senior students, based on faculty interest and/or the appropriate skill level of students available to handle the position.
- City Tech and the production company will create a contract that will mandate best practices and principles. Failure to uphold these principles or other contractual obligations may result in a limitation or termination of project.
- Producing organization will credit City Tech in all future productions of this work.
- Resident Company and City Tech will split all box office proceeds 50/50 with the understanding that: tickets will be affordably priced; student tickets will not exceed \$5; and complimentary tickets are offered to all students, faculty, and staff associated with the production.

Application Must Include:

- Completed City Tech application form
- Production Proposal – ONE PAGE that includes information about your process and how the students of the Entertainment Technology Department will benefit from your production.
- Production history
- Resumes and references for all major design/artistic staff
- Previous publicity materials
- DVD or internet links to 10-minute sample of work

Application must be post-marked by June 1st, 2011. Submitted materials will NOT be returned.

Late Application Deadline is September 31, 2011. Submitted materials will NOT be returned.

Please send Materials to:

RC Proposal
Assistant Professor Sue Brandt
New York City College of Technology
Entertainment Technology
C/o Assistant Prof. Sue Brandt
300 Jay Street, Rm V411
Brooklyn, NY 11201

Forms available at:

<http://theatreworkscitytech.org/collaborate/>

About us

The City Tech Department of Entertainment Technology trains students for careers backstage at concerts, corporate and special events, cruise ships, film/television productions, sports venues, theatres, theme parks, trade shows and even pro wrestling. This exciting and-most of all-fun industry offers a unique career path for each student, depending on his or her individual interests. The department is structured to accommodate full- and part-time students of all ages, and can accommodate beginners looking to break into the industry, as well as seasoned pros and IATSE Union members who would like to update their skills to keep up with the demands of new technology in this ever-accelerating market.