The Theatre Department and The Play Selection Committee has assembled general parameters which inform some of our discussions during the play/season selection process. In addition to their artistic and pedagogical merit, productions are selected and placed into the season with certain physical assumptions: Small, Medium and Large. The point of this document is to expose, with some degree of detail, what these terms mean to each area. The goal is to better inform directors and designers, establishing realistic parameters well in advance of concept development.

**IMAGINARY INVALID:** MEDIUM

**WOYZECK:** SMALL

**CHICAGO:** SMALL

**KING LEAR:** MEDIUM

**CAT ON A HOT TIN ROOF:** LARGE

**MFA PLAYWRIGHTS:** SMALL

**CLOUD 9:** SMALL

**GUYS AND DOLLS:** LARGE

**Scenic Design:** In terms of the Scenic Design and the resources of the Scenic Studio, the following considerations have been determined:

<table>
<thead>
<tr>
<th>Size</th>
<th>Days of build</th>
<th>Grad / Undergrad paid labor</th>
<th>Budget range (set-paint-props)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>11-13 Days</td>
<td>460 hr / 50 hr</td>
<td>$2500 to $3200</td>
</tr>
<tr>
<td>Medium</td>
<td>15-18 Days</td>
<td>620 hr / 100 hr</td>
<td>$4000 to $5100</td>
</tr>
<tr>
<td>Large</td>
<td>21-24 Days</td>
<td>830 hr / 150 hr</td>
<td>$5100 to $7400</td>
</tr>
</tbody>
</table>

The “days of build” are counted from the beginning of scenery construction through technical rehearsals, at which point the Scenic Studio reallocates labor to the next production. Scenic Designers and Technical Directors always follow a production through to strike. Hours are an average based on assigned hours, and do not include Intro to Production (T125) inexperienced labor.

**Costume Design:** Costume considerations are organized with the overall season in mind and based on pedagogical needs in both design and technology and the reality of overlapping build periods.

<table>
<thead>
<tr>
<th>Size</th>
<th>Days of build</th>
<th>Grad paid labor</th>
<th>Budget (costumes, wigs, dry cleaning, shipping, rentals)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>12-15 Days</td>
<td>300 hr</td>
<td>$800 to $1200.00</td>
</tr>
<tr>
<td>Medium</td>
<td>15-20 Days</td>
<td>400 hr</td>
<td>$1400 to $2400.00</td>
</tr>
<tr>
<td>Large</td>
<td>22-25 Days</td>
<td>500 hr</td>
<td>$2500 to $6000.00</td>
</tr>
</tbody>
</table>

Of note: The “weeks of build” are counted until technical rehearsals disregarding the fact that work continues into tech and dress rehearsals. Hours are an average based on assigned hours. Graduate Assistants rotate per show so that one GA is off of each show to head wardrobe crew.
Indiana University Theatre & Drama: Costume Guidelines for Play Selection  
prepared by Linda Pisano revised 2013

<table>
<thead>
<tr>
<th>SLOT ONE</th>
<th>SLOT TWO</th>
<th>SLOT THREE</th>
<th>SLOT FOUR</th>
<th>SLOT FIVE</th>
<th>SLOT SIX</th>
<th>SLOT SEVEN</th>
<th>SLOT EIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium</td>
<td>Small</td>
<td>Large</td>
<td>Very Small</td>
<td>Small</td>
<td>Medium</td>
<td>Very Small</td>
<td>Large</td>
</tr>
</tbody>
</table>

**Contemporary**
- (24 costumes)
- (12 costumes)
- (60 costumes)
- (10 costumes)
- (24 costumes)
- (10 costumes)
- (60 costumes)

**Period**
- (12 costumes)
- (6 costumes)
- (30 costumes)
- (5 costumes)
- (6 costumes)
- (12 costumes)
- (30 costumes)

**LEGEND:**  
Contemporary=1990 to current  
Period=anything pre-1990  
Stylized=should work in the same guidelines as ‘Period’