

## Overview

This standard is about interpreting a brief and planning visuals that will be used in theatre and live productions. Visuals could be, but are not restricted to, projections, holograms and videos. You will need to interpret designs, seek out any additional information and prepare detailed, accurate and practical plans in consultation with other members of the team.

This standard is for anyone involved in planning visuals for theatre and live productions.

## Performance criteria

### *You must be able to:*

1. use information to plan visuals, seeking advice and assistance when required
2. identify and confirm requirements for visuals, including any opportunities, limitations and constraints
3. negotiate suitable changes for the plans with decision-makers when requirements cannot be met
4. select equipment to meet production requirements, taking account of technical and financial factors and equipment availability
5. plan rig positions for equipment that provide the best quality for visuals within venue constraints
6. develop rig plans that maximise clarity of visuals for the entire audience
7. consider legislation, organisational requirements and codes of practice for the use of materials, processes, technology and the venues involved
8. plan choice and position of equipment to allow for intended staging of productions
9. follow contingency plans for equipment failure within budgetary constraints
10. produce specifications for the visuals you devise
11. use information to recognise and advise on potential budget overspend
12. keep records of agreed plans

## Knowledge and understanding

### *You need to know and understand:*

1. where to obtain information about the production requirements
2. the effects of different stage formats on visuals and their importance
3. who is responsible for designs and creative and technical requirements and how you will be kept up to date on any changes to design requirements
4. how to breakdown the requirements of designs for visuals, including different approaches for pre-recorded or live visuals
5. how lighting designs, positioning and activity can affect visuals
6. formats and conventions used in diagrammatic and written specifications, including the symbols, terminologies and conventions used for electrical, mechanical or electronic drawings and specifications
7. the types of drawings used for visuals including schematic drawings, how they interrelate, how to extract dimensional or statistical information from them and identify areas that are unclear or incomplete
8. stage terminology and its meanings including upstage, downstage, stage left and stage right
9. production, financial and resource constraints and deadlines, the quality parameters for the work and the flexibility around agreed constraints
10. the roles and responsibilities of creative and technical team members
11. the lines of communication, how to promote understanding and when is it appropriate to share information
12. regulations, environmental and health and safety considerations for the use of materials, processes, technology and the venues involved
13. how to carry out risk assessments of planned visuals for staff and audience
14. when specialist support is needed and how to access it
15. style, quality and typical staging characteristics associated with different kinds of productions
16. who needs confirmation about systems and how best to provide this
17. the performance characteristics of equipment and which have the greatest potential to meet the production requirements
18. record keeping

SKSTTL3

Interpret and plan visuals for theatre and live productions



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