Student Technology
Fiscal Year 2006-07
Grant Proposals

Delivered to IS: 11/1/06
Date
Signature

Dr. Jim McCrory:
Comment: 
Approved
Denied

Signature: 
Date: 11/1/06

Tim Chadbourne:
Comment: 
Approved
Denied

Signature: 
Date: 11/2/06

Gary Gatch:
Comment: 
Approved
Denied

Signature: Gary Gatch 
Date: 11/7/06

Dale Martin:
Comment: 
Approved
Denied

Signature: 
Date: 11-16-06

Tyron/Diana:
Comment: 
Approved
Denied

Signature: 
Date: 11-16-06
Student Technology Fee
Grant Proposal Request Form
Fiscal Year 2006-07
Northwestern State University of Louisiana

Prepared by: __Jessica Parr________________ For: __Priority 2________________________

Department/Unit: Theatre________ College: CAPA________ Campus: Natchitoches

Which NSTEP Goals/Objectives does this project meet? 1, 2, 3, 7, 8 __________________

Requested equipment will be located/installed/housed? Building _25 – CAPA Bldg. Room 128___

Are department property policies and procedures in place for requested equipment? ___yes_______

Which individual will be responsible for property control of the requested equipment? Scott Burrell

Signature: ___________________________ Date: 10/27/06

Grant Proposal Requested Amount: $ $4565.15________ Budget Attached (circle one): YBS/NO

Grant delivered to Student Technology located in Watson Library, Room 113. Date 10/31/06

This grant proposal must include all specifications, description, model number, quotation, cost, state contract number, and vendor for each item. Proposal will be returned if information is not included in full.

1. Describe target audience.
   
   - Theatre Majors and Minors are the primary target audience – especially those earning a BS in Theatre with a Design / Tech concentration
   - Secondly, Students taking classes that will utilize this Software
   - Thirdly, Student Audience members who attend NSU Theatre productions and benefit from better production values (sets, costumes, props, lights)

2. Describe project/initiative for which you are requesting funds.

   This project would improve the Theatre Computer Lab to the point where it could be used to teach computer rendering and pattern drafting in a classroom environment. Currently, there is computer rendering software on only one computer, which makes it impractical for use in a classroom situation. We have drawing tablets for all 7 computers, but lack the software to
use them. This software package would bring each of the 7 computer workstations up to the same level equipping each with:

Alias Sketchbook Pro
Corel Painter
Adobe Photoshop
Pattern Maker Pro
Wacom drawing tablet and stylus

3. State measurable objectives that will be used to determine the impact/effectiveness of the project.

- Objective 1. Improve the theatre curriculum, and the technology available in the class room
- Objective 2. Improve our students' education, broaden their production experience, and make our students more competitive in the job market
- Objective 3. Bolster recruiting by offering students technology used in the professional field

4. Indicate how each project objective will be evaluated.

- Objective 1 will be evaluated by the software's use in the class room
- Objective 2 will be evaluated in two ways
  o improved student portfolios and resumes - which are reviewed each spring for all design / tech students
  o student designers utilizing the software to complete their designs, renderings, and patterns for an NSU theatre production
- Objective 3 will be evaluated by featuring Computer Rendering and Digital Patterning Workshops at the annual Louisiana State Thespian's convention. This honorary high school theatre society holds its convention at NSU each year and provides an excellent opportunity to showcase Northwestern's technical assets

5. If funded, which NSTEP http://www.nsula.edu/nstep/NSTEP.pdf objective(s) will this funding of this project advance. How will funding of the project advance the University and College/ unit technology plan?

Objective 1. To improve access to technology by students, faculty, and staff at Northwestern State University.
  o This Software package will improve the Theatre Computer Lab used by all Theatre Majors and Minors

Objective 2. To provide classrooms with updated technology and multimedia.
  o This Software will be used in the classroom for 9 different courses
  o This Software package will give students access to technology that is currently unavailable in the classroom

Objective 3. To upgrade student technology laboratories with modern technology.
  o This Software package includes the industry standards used in professional theatres
Our graduating seniors will be expected to know how to use this software when applying for jobs or graduate school.

Objective 7. To establish processes that encourage technology initiatives by faculty, staff, and students.
- This Software allows our students to incorporate current technology into their art and teaches them how technology can facilitate their art

Objective 8. To encourage innovation and research.
- This Software gives our student designers the ability to design, draft, and draw on the digital level, which they can, in turn, incorporate into their art

6. Provide a justification for funding of this project. Estimate the number of student that will be served per academic year and in what ways. Please indicate also any unique needs of the target group.

Computerized Rendering is fast becoming the standard for the Theatre industry because it allows people to instantly share design information - regardless of distance. Our students have little exposure to this industry standard because we lack the tools for classroom instruction.

The proposed Software Package enhances the Theatre Department in several ways:
- Strengthens our curriculum by expanding the technology used in 9 different Theatre courses
  - THEA 4450 – 2-D Visual Techniques
  - THEA 4310 – Scene Design for Stage
  - THEA 4420 – Costume Design for Stage
  - THEA 4430 – Lighting Design for Stage
  - THEA 4270 – Special Problems in Theatre Design / Tech
  - THEA 3340 – Costume Construction
  - THEA 3360 – Advanced Costume Construction
  - THEA 2030 – Applied Theatre
    - this class must be taken by all theatre majors every semester sophomore through senior year. Therefore this software will be available to all theatre students throughout their college careers
  - THEA 3010 – Theatre Practicum
    - this class is for non-majors, and will make this software available to students outside the theatre department

- Improves our Mainstage and student run Second Season productions by improving the Costumes, Sets, Lights, and Props used in each

- Enhances our facilities, which enables the Theatre Department to recruit better students, and graduate students with the skills and abilities expected in the professional world of theatre

Approximate Number of students served per academic year:
- Students taking classes utilizing the software- all theatre majors – 120 per year
- Students assigned a position on a Mainstage Production – 80 per show – 400 positions per year
- Students involved in Second Season Productions – 25 per show – 125 per year
- Students in the audience – 1000 per production – 5000 per year

7. List those individuals who will be responsible for the implementation of the project/initiative and indicate their demonstrated abilities to accomplish the objectives of the project.

- Jessica Parr – Asst. Professor - Costume Design
- Philip Kidd – Asst. Professor – Scenic Design
  - Both Faculty members hold terminal degrees in Theatre Design and Technology which certifies their competency.
- Shawn Parr – Facilities Manager – Before coming to work for Northwestern State University, Shawn Parr oversaw and maintained the computer rendering and computer animation labs for Indiana Perdue University – Fort Wayne’s Art Department

8. Describe any personnel (technical or otherwise) required to support the project/initiative.

   No additional personnel is needed for this project

9. Provide a schedule for implementation and evaluation.

   November 2006 – Order Software
   December 2006 – Install Software
   January 2007 – Software is ready for use in class and theatre productions

   Evaluation:
   - Students using the Software for Class will be tracked through their course work
   Students using the Software for a Mainstage or Second Season Production will be monitored throughout the design process

10. Estimate the expected life of hardware and software. Explain any anticipated equipment/software upgrades during the next five years.

   The requested programs are currently state-of-the-art and can be updated or upgraded as appropriate or necessary as improvements become available.

11. Explain in detail a plan and policy that will be in place to ensure property security/controls for any equipment received through a Student Technology Fee.

    The computer lab exterior windows are darkened and secured against entry. The hallway door windows are covered with extruded steel mesh. The lab is locked when not in use. Use hours begin at 8:00 AM, and the lab is secured at 10:00 PM each weekday. The laboratory doors are checked by the stage manager or faculty member on duty at the end of the business day (10:00 PM) and again by the lock up crew
# Budget

The following is available from Journey Ed.com 1 800 874 9001 ext. 1230 - Clint Gulett quote # SOJ
6 copies - Autodesk Sketchbook Pro Edu 1-9 Seats SLM $540.00

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<tr>
<td>7 copies - L 10 Corel Painter IX Lics 1-10</td>
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<td>1 copy – L MED Corel Painter IX Media CD</td>
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<td>5 Wacom replacement Stylus</td>
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<td>- to match tablets currently in the Computer lab</td>
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The following is available from Patternmaker Pro 707-816-6083 – Kim Nish
Pattern Maker Pro $1955.40
- For 7 computers
- with the Basic Blocks Collection
- Men’s Collection,
- Super Skirts collection

**Total - $4565.15**

In terms of matching funds, the university invested several thousand dollars in the restoration of the laboratory space including the elimination of environmental hazard. The Theatre Department has paid for security for the laboratory and is providing the necessary drawing tablets worth approximately $4200.
QUOTE FOR:
SHAWN PARR
NORTHWESTERN STATE UNIVERSITY
PARRS@NSULA.EDU

Please include contact name, phone number and email address on purchase order, manufacturer requires for processing license orders.

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Delivered Prices

TAX RATE
TAX
Shipping/Handling

TOTAL QUOTE $2,609.75
October 16, 2006

Jessica Parr
Northwestern State University of Louisiana
Theatre Department
318 - 357-5906

Dear Jessica

Thank you for your interest in Patternmaker Software. We are a full CAD pattern drafting software that is so flexible; we can go from the very basic all the way up to full scale garment production. We do this by having one program where different features are unlocked at different price points, ensuring that you can get what you need without paying for a lot extra.

Our quote for up to 8 computers is as follows:

Our Educational price for the Home Studio on up to 8 computers: $1596.00
This price would include an additional teacher's copy which would be a separate serial number and would have 2 additional computer licenses for a single user. (Generally a home computer and a laptop). It would also include a licensed copy of the Women’s 1 collection for up to 8 computers and a separate Teacher's copy.

Each Additional Garment Collection for installation on up to 8 computers + Teacher's copy: $119.80

Basic Blocks $119.80
Men's Collection 119.80
Super Skirt Collection 119.80

$1955.40

Unlike most other software, in Patternmaker, you have several options for drafting. You can have the computer do it, by starting with one of our mini plug-in programs called macros, and edit it. You can do it by starting from a blank desktop, just as you would a blank piece of paper, and draw from scratch. Or you can even be the one to draft that mini plug-in program, to do made to measure in a matter of minutes! And because we rely on these mini-programs instead of built in hard coding, you can draft just about anything that you can pattern in PM. Men's, Women's, Children's, Home Dec, Bags, Quilts, Activewear, lingerie-ANYTHING you can sew (and a lot of stuff you can't) can be patterned in Patternmaker.
I'll start from the most basic and go up, to give you a feel of where we are and what we can do (All prices are USD, single license Educational pricing is in parenthesis.)

The Basic Reader—This is free! It functions as a shell program to open already created .pat pattern files and to run "macros". This allows our customers to create their own macros and sell them! We also have several macros for sale, so that if someone is only interested in our “Lingerie” macro, they simply purchase that.

Garment Collections—These are the macros. From the US, our collections can run anyplace from $12-$29.95. ($8.40-20.97) However, there is a LARGE group of Dutch designers that are putting out macros, and I also believe we will have German designers soon. As these are independent designers, you would need to visit their individual sites for their prices.

Deluxe Editor* $99 ($69.30) — This program is designed as an Editing program, though it can be used for drawing if you want to put the work in. (And it is a lot of work). With the Deluxe Editor, you can run macros, and then Edit them either by moving the points that make up the pattern piece, re-size and scale or by traditional methods of slash and spread. Major things that this edition does not have are the ability to draw polygons or curves from scratch, measure curves, add text or group items together. Includes the Women’s 1 Garment Collection.

Home Studio* $399 ($279.30) — Believe it or not, this is probably the largest seller we have among designers and garment manufacturers. It is an unbelievable program, for an unbelievable price. With the Home Studio Edition, you have all the Editing Features of the Deluxe Editor, as well as the ability to draw polygons or curves from scratch, measure curves, add text or group items together, import .bmps and trace them and the ability to utilize a library for symbols. In the Home Studio, you can’t use CAD features of a digitizing tablet (meaning you will need to re-size anything you trace in in mouse mode). You also can’t create libraries, (there is a work around for this); nor can you use computerized grading tables. The grading tables features is only a big deal if you are patterning a lot of Ready To Wear, with the same Grading Tables used over and over. Our re-size command is AWESOME, it can do anything from adjusting a piece for knits, bias or gathers, can allow a designer to drape and produce toiles in ¼ or ½ scale to save money, or allow manual grading of pieces in a few mouse clicks. You can also export into the .dxf format. Includes the Women’s 1 Garment Collection.

Macro Generator ($245) — If your business is more Made to Measure than Ready to Wear, then the Macro Generator is for you! Rather than draft the same pattern over and over for each different client, why not draft it once in Macro Generator, with variables/measurements to be input later. Macro Generator is a companion program to Patternmaker and is used to create the instructions that the computer
uses to create a pattern. In this way it is possible to create a macro that will fit a huge variety of people instead of just one.

But you don’t have to take my word for it! Simply click on the link below and try it out for yourself! We offer a free 30 day trial of any version of the program. Just let me know which version you would like to demo.

http://www.patternmakerusa.com/PatternMaker%20Store/v7install/pmaker_7.exe

Before I close, I also need to mention our Upgrade program. As I have mentioned, we rely on one program to do everything I mentioned, and realize that over time, people’s needs change and grow. We want to make sure that any level we can meet them. So, when it becomes time to move on, we credit the purchase price of any Editing software (those with an *) towards the price of any higher software. No further downloads, nothing different, just a new registration number and Unlock Code.

Please let me know if there is anything further I can do!

Kim Nish
Patternmaker Customer Service
707-421-0601
Fax: (866) 805-6201
2643 Seminole Circle
Fairfield, CA 94534
USA
To: Jennifer Long,
Student Technology Fee Grant Coordinator

From: Don Hatley, PhD
Dean of College of Liberal Arts

Date: October 19, 2006

RE: Theatre Proposals

It is my understanding that the NSU Department of Theatre is submitting several grant applications for funding through the Student Technology Committee. It is with pleasure that I support their requests and I hope the Committee will give their applications a close and careful review.

The School of Creative and Performing Arts is a collection of the most visible and active academic programs in the College of Liberal Arts and has been designated as an “Area of Excellence” by the “Board of Supervisors” for the University of Louisiana System. In order to maintain such a designation, NSU must do all she can to provide an exceptional educational experience for her students. The funding of these grant applications will help ensure that we meet the challenge of providing such an experience for our students.

In the past six years, NSU has added one faculty position and invested more than $500,000 in repairs and upgrades in the Department of Theatre. Despite the financial situation the University currently faces, I assure you that everything that can possibly be done by the NSU Administration will be done to continue the growth and development of this outstanding program. The funding of these grant applications would be a strong indicator from the students that they recognize the quality of the theatre program and wish to also see it continue to be successful.

Thank you for your consideration of the grant applications and your continued support of the NSU Theatre program and the College of Liberal Arts. Should you have any questions concerning this, please do not hesitate to contact me.
To: Jennifer Long,
   Student Technology Fee Grant Coordinator
From: Bill Brent
   Director, School of Creative and Performing Arts
Date: October 19, 2006
RE: Theatre Proposals

The Theatre Department is submitting three projects to be funded through Student Technology Fee Grants. I concur with the need of the equipment and technology specified and the priority given to the projects and it is with pleasure that I support their application.

GRANT I

The first grant for consideration is a dye laboratory and fabric dying technology to be installed in the basement of A.A. Fredericks Fine Arts Building. Instillation of up-to-date dying technology would provide theatre students a valuable and safe learning environment and give them the skills and abilities they will need in the professional theatre world. This technology enhancement would also provide the Theatre Department a valuable recruiting tool for prospective students interested in Northwestern Theatre’s Design/Technology Concentration. Audience members of Northwestern Theatre productions would see improvement in costumes, sets and props through the procurement of this equipment.

GRANT II

The second grant to be considered is a software package for the Northwestern Theatre Student Computer Laboratory. The selected software would allow students to use computers to design costumes and sets, draft, manipulate graphics, and manipulate photographs in a digital medium. The software requested would allow Northwestern Theatre students the training and skills in computer rendering that are a necessity in today’s professional theatre. Upgrading the computer lab will also allow the Theatre to recruit more students in the theatre design and technology concentration.

GRANT III

The third and final grant request is the purchase of a portable dance floor. At this time, Northwestern dance classes are taught in two studios -

- Room 128, Old Fine Arts Building - A finished studio with an older sprung dance floor.
- Room 112, Old Fine Arts Building - A classroom converted to a dance studio with a simple floor covering (Marley floor) over wood and concrete. This flooring limits the use of the space as it is inadequate in providing a safe and user friendly surface for advanced movement and dance.

While a portable dance floor may not at first seem to be “cutting edge technology” it is a technology that will provide a safe environment in which to dance while also bringing NSU up-
to-date with comparable university dance programs. Because the floor is portable, it can also be used in other venues such as Fredericks Auditorium (for events such as “Lady of the Bracelet”). Theatre West, the Fredericks Outdoor Stage, and other touring possibilities.

Thank you for your consideration and feel free to contact me with any questions concerning this.
January 10, 2007

Ms. Jessica Parr
Northwestern State University
CAPA Department
Natchitoches, LA 71497

Dear Ms. Parr,

It is with pleasure that the STAT (Student Technology Advisory Team) has fully funded your grant proposal for Fiscal Year 2006-07 in the amount of $4,565.15.

Ordering of equipment listed in the grant proposal will take place during the month of January.

Please be reminded that your grant was funded through Northwestern Student Technology Fees, all equipment purchased, therefore, must be used exclusively and directly for/by Northwestern students.

You are commended for, and encouraged to continue your efforts to enrich the learning environment for students at Northwestern State University. Your time, effort, and vision in service of the students are greatly appreciated. If you have questions or need additional information please contact me by phone or via email at: long@nsula.edu.

Sincerely,

Jennifer Long Martin
Student Technology

cc: Mr. Bill Brent