# Test 2 – Platforms, 3D Scenery, Hardware, Soft goods, Moulding (175 possible points)

This test covers all of the topics up to, and including, Dec 11th

## Platforms (50 points)

* Explain the difference between platform framing styles
  + 5/4 x 6 frame, stress skin, 2x4 frame, parallel
* Sketch the framing and covering for a platform with given dimensions
* Make a cut list for a platform
* Identify the parts of a platform
* List tools and procedures used when building platforms

## 3D Scenery (25 points)

* Explain different construction styles associated with building 3D scenery
* Identify materials associated with building 3D scenery
  + Foam, muslin, wire mesh, (3M green glue, Wilsonart H2O), white glue and water

## Hardware (25 points)

* Identify hardware by sight (you may use a tape measure)
  + See notes on Openlab and illustrations in backstage handbook
* List uses for hardware
* List tools associated with hardware

## Soft Goods (25 points)

* List common materials and construction choices for soft goods

## Moulding (25 points)

* Identify types of moulding
  + Baseboard, chair rail, wainscoting, picture rail, cornice/crown, door/window casing, half-round, quarter-round, etc.
* Identify materials commonly used in moulding construction
  + Pine, FJ Pine, MDF, Poplar, Oak
* Identify common methods for attaching moulding to flats

## Work Preparation (25 points)

* Prepare a tool list and plan for a drawing provided with the test
  + This will be similar to your crew planning homework