

QT8 Lighting Design II

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Course Objectives:

In this second level course, students will continue their study of lighting design while learning to verbalize and visualize their design ideas. The ultimate goal is the actualization of the student's designs onstage.

Texts:

Scene Design and Stage Lighting Parker & Wolf

Supplemental Materials:

Theatrical Design Interactive Workbook Kade Mendelowitz

Lightwright Software

Vectorworks Software (Version 2008) Nemetschek North America

Reference Materials:

PLSN Magazine

Stage Directions Magazine

Back Stage Handbook Paul Carter

Class Expectations:

- Students are expected to actively participate in every class. Class sessions will consist of independent study, shop work, and performances.
- **Lateness to class will not be accepted.** Lateness will be noted and points deducted from the final grade: 2- percentage points for every occurrence of lateness. An unexcused absence will result in a 3- percentage point deducted from the final grade for each occurrence. Participation in class is essential to the learning process and is taken in consideration when evaluating the "class participation" portion of the final grade.

Grading:

Attendance 10%: Full and prompt attendance in every class and program is required

Attitude 15%: Students will demonstrate enthusiastic, positive, and supportive behavior and respect for other classmates, tools and theatre.

Participation 45%: Active class participation is a major part of this course. Sitting around while others work will not be tolerated. You will be challenged to use the knowledge gained in your previous classes practically. . Being proactive is strongly encouraged. Students who bring iPods, MP3, DVD players, cell phones or any other non-required electronic devices to class, scene shop, backstage, or on stage will be given an “F” for attendance and participation for the day and subsequent days until they are able to pay attention in class.

Work Ethic 30%: Show pride in your work and wear the proper attire for work in the theatre. Maintain a clean, safe working environment. Clean up the work area on a daily basis.

Tools and Uniform:

(refer to TDP Handbook Page 7 Tool & Uniform Requirements):

As stated in the Technical Design & Production Handbook, any student who does not bring the required tools to class will receive an “F” for the day.

Required Dress Code:

During Class/Shop - appropriate clothing consists of long pants and close- toed shoes. Please be prepared for the possibility of these clothes to be ripped or torn.

During Performance - appropriate clothing is **all black** and follows the guidelines stated above. There will be no exceptions to these rules. Any students not complying with this dress code will be excused from class or a performance.