

QT3 Lighting Technology

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Course Objectives:

This course is a basic introduction to the theory and practice of theatrical lighting in a "Hands On" course. Upon completion of this course, you will:

- Develop a vocabulary of terms and concepts related to theatrical lighting
- Develop skills for both collaborative and independent work in lighting
- Learn skills needed to successfully participate in an electricians running crew for a live performance.
- Identify and safely use common theatrical lighting fixtures
- Apply the principles of basic stage lighting
- Attend class lectures, projects, and 'hands on' laboratory experience where you can expect to become familiar with the basics of electricity, stage lighting and control systems.
- By the end of the course, will have a working understanding of lighting and the ability to successfully participate in an electricians running crew for a live performance.

Texts:

Scene Design and Stage Lighting Parker & Wolf

Supplemental Materials:

Theatrical Design Interactive Workbook Kade Mendelowitz

Lightwright Software Error! Reference source not found.

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 mainly of shop work either backstage or in the theatre. This time will be supplemented by lectures, critiques, demonstrations, video/internet references, and discussions focusing on shop assignments.

- **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 25%: Full and prompt attendance in every class and program is required.

Attitude 15%: Enthusiastic, positive supportive behavior. Respect for other classmates, tools and theatre.

Participation 30%: Active class participation is a major part of this course. Sitting around while others work will not be tolerated. You will be challenged to think ahead by using what you have already learned. Being proactive is strongly encouraged. A student engaging in any form of “instant messaging,” gaming or other such activity during class will be asked to leave and not return with the device in question. The student 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

See TDP Handbook Page 7 Tool & Uniform Requirements

As stated in the Technical Design & Production Handbook any student that does not bring these tools to class will receive the grade of “F” for the day.

Required Dress Code:

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

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.