

Instructor: Max Doolittle

Office Location: PAC 2741

Office Hours: Wednesday : 9:00am – 11:00am and **by appointment (preferred)**

Email: mmd@umd.edu

Class Location: PAC 3731 Light Lab (class location subject to change based on class period requirements)

Class Time: Tuesday 3:30PM-6:30PM

Suggested Textbooks:

- “A Practical Guide to Stage Lighting” by Steven Louis Shelley ISBN 978-0415812009
- “The Automated Lighting Programmer’s Handbook” by Brad Schiller ISBN 978-0240815534

Course Description

- This course is designed to hone programming skills across two platforms: The ETC Cobalt and the ETC EOS, as well as touch on the GrandMA. The focus of this course is twofold: develop the practical skillset and programming philosophies that define an effective programmer across theatre, dance, and live events, and develop a knowledge and understanding of lighting designer’s processes to encourage fruitful collaborations between designers and their programmers.
- A major component of this course is participation in the Clarice Smith NextNOW Festival lobby lighting setup. Students in this course will live busk several hours of the dance party in the lobby, and be responsible for all programming and cueing time in the days leading up to the event in order to achieve a great design. Tight collaboration with the video designers is also expected. We will meet twice weekly during this time to get up to speed quickly before the event, and work into the evenings. Other times may be required, this will be discussed in class.

Course Goals

- Students will have an understanding of major programming philosophies: HTP vs. LTP, Tracking vs. CueOnly, Move Fade vs. State
- Students will have a toolkit of building blocks such as palettes, macros, and snapshots they can use in their professional lives
- Students will have an intimate understanding of the advanced features of the ETC EOS and a working knowledge of the ETC Cobalt, and the differences between the two
- Students will understand how different designers utilize their programmers, and recognize how “hands on” they will have to be as programmers

Week	Date	In Class	Due
1a	9/1/15	Course Overview, Console Operating Philosophies, Cobalt	
1b	9/3/15	Cobalt 2	<ul style="list-style-type: none"> • Cobalt Music Practical
2a	9/8/15	Jim MA Masterclass	
2b	9/9/15	NEXTNOW CUEING Class will meet in the evening, time TBD	<ul style="list-style-type: none"> • NextNOW Continued Progress
2c	9/10/15	NEXTNOW CUEING Class will meet in the evening, time TBD	<ul style="list-style-type: none"> • NextNOW Continued Progress
2d	9/11/15	NEXTNOW PARTY!!! Class will meet in the evening, time TBD	<ul style="list-style-type: none"> • Your A-Game
3	9/15/15	Break Week	
4	9/22/15	Break Week	
5	9/29/15	Break Week	
6	10/6/15	Intimate Apparel Designer 1 on 1s	
7	10/13/15	Intimate Apparel Musical Practical	<ul style="list-style-type: none"> • Intimate Apparel Musical Practical
8	10/20/15	EOS Building Blocks and Effects	
9	10/27/15	EOS Effects 2	<ul style="list-style-type: none"> • Rainbow In/Out/Center
10	11/3/15	Tartuffe Designer 1 on 1s	<ul style="list-style-type: none"> • EOS Clean Show File
11	11/10/15	Tartuffe Music Practicals	<ul style="list-style-type: none"> • Tartuffe Music Practicals
12	11/17/15	Jim Jenets Masterclass	
13	11/24/15	Money Practicals	<ul style="list-style-type: none"> • Money Practicals
14	12/1/15	Pixel Mapping	
15	12/8/15	Final Music Practicals	<ul style="list-style-type: none"> • Final Practicals with Map

*This outline is subject to change.