

Theatre 328L Advanced Techniques in Lighting Design Fall 2014

Instructor: Max Doolittle

Office Location: PAC 2741

Office Hours: Wednesday : 9:00am – 11:00am and by appointment

Email: mmd@umd.edu

Class Location: PAC 2741 (class location subject to change based on class period requirements)

Class Time: Monday 3:30PM-5:50PM

Suggested Textbooks:

“Light Plot Deconstructed” Second Edition by Greg Hillmar

“A Practical Guide to Stage Lighting” Second Edition by Steven Louis Shelley

Course Description

- This course is an advanced study in lighting design for the stage, dealing with both practical and conceptual techniques. Topics covered will include concept generation, visual research, light plot drafting and graphic standards, paperwork, and photometrics.

Course Goals

- A continued development of skills using lighting as a storytelling medium
- An understanding of lighting graphic standards, and techniques of generating light plots and associated paperwork.
- A development of the student’s knowledge of research avenues
- An understanding of how to prepare and complete all tracking paperwork, including cues, followspots, and moving lights.
- And more!

GRADING CRITERIA

1. Participation: 1 point per class = 15 total points
2. Projects : 20 points per project x 7 projects = 140 total points
3. Final Package : 75 total points
= Total of 230 points

A+ = 97-100 %	A = 93-96 %	A- = 90-92 %
B+ = 87-89 %	B = 83-86 %	B- = 80-82 %
C+ = 77-79 %	C = 73-76 %	C- = 70-72 %
D+ = 67-69 %	D = 63-66 %	D- = 60-62 %
F= 59 % and below		

Week	Date	In Class	Due
1	09/8/14	Light in Art and Light in Nature-Research Techniques	
2	09/15/14	Light Plot Graphic Standards, Spotlight	
3	9/22/14	Light Plot Graphic Standards, XML Exchange, LW	Symbol Library and Title Block
4	9/29/14	Spotlight cont'd, Work Day	Graphically Clean Plot-Roughs
5	10/6/14	FileMaker Pro and Cue/Spot Tracking	Graphically Clean Plot-Finals
6	10/13/14	Moving Light Tracking	Cue and Spot Lists from Designer Script
7	10/20/14	Console Talk and Show File Conventions/Focus	ML Track from show file
8	10/27/14	Preparing a finished Package from Designer Roughs	Clean Show File
9	11/3/14	Critique Youth Roughs+Light in Art/Nature Projects	Youth Roughs+ Light in Art/Nature Project
10	11/10/14	Associate Step In	Youth Finals
11	11/17/14	Discuss Coram Boy	Coram Boy Concept and Research
12	11/24/14	Discuss Coram Boy revisions	Coram Boy revised Concept and Research
13	12/1/14	Photometrics and Worksheeting Challenging Scenery	Coram Boy Light Rendering and Storyboard
14	12/8/14	In Class Work Day	
15	12/15/14	Critique Coram Boy Roughs	Coram Boy Roughs
Exam	TBD	Critique Final Projects	Full Design Package Coram Boy

*This outline is subject to change.

Project Descriptions:

Light in Art/Light in Nature – From the list provided in class, create a research binder as described on the assignment sheet.

Symbol Library and Title Block – Create a well organized symbol library that includes all the fixture and accessory types from the list provided. All Light Info Records must be properly filled out and all lines must be linked to the proper class type. Create standard title blocks for Arch C, Arch D, and Arch E sheets, of both horizontal and vertical orientation.

Graphically Clean Plot – Correct the plot provided in class to conform to proper light plot graphic standards, being sure to maximize electrician legibility. Correct the drawing organization as well, paying attention to layer assignments, class assignments, and label legends. This project must be turned in as both a printed sheet and a Vectorworks file.

Cue and Spot Lists from Designer Script – Taking the designers chicken scratch script, create cue lists for lights and spots in either Excel or FileMaker Pro that can be turned in to a stage manager prior to tech.

ML Track from Show File – Using the techniques discussed in class, create a Moving Light track based on the show file provided.

Clean Show File – From the provided show file, clean up any bumps and bruises including (but not limited to) dark moves, live moves while fading, partial blocks, and non-referenced NP data.

This is Our Youth Project – Based off of the designer's onion skin roughs, create a complete plot, hookup, magic sheet, and shop order that can be turned into the production electrician. Make sure the plot and hookup are XML linked.

Coram Boy Project – Create a complete, original lighting design for **Coram Boy**. Start out with concepts and research, and move on to full storyboards and light renderings of at least two moments (photoshop or hand drawn). From there, develop the plot and all paperwork. Final deliverables include:

- Concept
- Storyboards including your research
- Light renderings of at least two moments
- Light Plot, including all booms, practicals, and set mounts (**MUST BE IN ½"=1'-0"**), deliverable as both printed sheets and Vectorworks file
- Lightwright File, with printed channel hookup and instrument schedule (**MUST BE XML LINKED TO VECTORWORKS**)
- Cue List
- Followspot Cue List (if applicable)
- Magic Sheet
- Any other applicable lists (consider group lists, preset lists, effect lists, and palette lists)