# TPA 4021/4950  Lighting Design 2-Digital Visualization
Course Syllabus
Spring  2017
University of Florida
College of Fine Arts
School of Theatre and Dance
Professor Stan Kaye Graduate Teaching Assistant Josh Azoulay

**Instructor**:  Professor Stan Kaye- mailto:stankaye@arts.ufl.edu
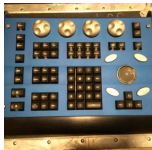Josh Azoulay  (TA)– http://joshuaaz@ufl.edu

**Office Hours:**  As Posted or by Appointment (Stan Kaye)
Office telephone 273-0510
Josh Azoulay By Appointment

**Course Meets:** Tuesday and Thursday 9:35 – 11:30

**TEXTS: A Practical Guide to Stage Lighting** By: Steve Shelly; Focal Press, 1999.
http://www.amazon.com/Practical-Guide-Stage-Lighting-Second/dp/0240811410



**Automated Lighting** by Richard Cadena—(optional) Published 2006
Focal Press http://books.google.com/books?id=zfu9727rvjgC&dq=moving+light+book&psp=1



Whole Hog PC manual
https://www.highend.com/pub/support/controllers/documents/H4_manual.pdf



ETC GIO Manual: https://www.etcconnect.com/Support/Search-Manuals.aspx?LangType=1033



**Adobe Creative Cloud.  To include Fuse, Photoshop and Maximo.**
**http://helpdesk.ufl.edu/software-services/adobe/**



 **REQUIRED: WYSIWYG-38 Latest Version Dongle provided by instructor through our UF SOTD Beta test program for academic institutions.  Explained during class.**

**Attendance:** Consistent and punctual attendance is expected. Absences beyond 3 excused or unexcused will be affect your final grade regardless of the quality of your work.  You earned grade will be reduced by ONE FULL LETTER GRADE for every absence beyond THREE.


**Course Goal:** This class is an in-depth study geared to the development of the necessary skills to design stage lighting for both musical theatre/dance in live performance.  Building on existing fundamental knowledge and practice, the course will seek to expand, develop and realize the following objectives: Extensive use of three-dimensional software's will be a key component of the course.

1.  Script analysis as it pertains to lighting design

2.  Dance analysis as it pertains to lighting design

3.   Music analysis as it pertains to lighting design

4.  Comprehensive light plot development

5.  Comprehensive lighting paperwork development

6.  Creation of cue structures

7.  Creation of virtual scenic environments

8.  Development of appropriate artistic lighting responses to live performance

9.  Mastery of lighting distribution/layout systems

10. Development of color systems

11. Development of the eye to create aesthetic and balanced stage compositions

12.  Increased understanding of the human visual system

13. Use and mastery of sophisticated three dimensional visualization software to explore interaction of object, colors time effects, motion, fabric, surface and light interaction.


**Course Method:**  The course is project based and will utilize three complex projects, based in musical theatre, drama and based in dance.  The project descriptions are detailed below.  By utilizing software of the highest caliber (WYSIWYG 38 and Adobe Fuse and related 3d Character development) students will learn to conceptualize, structure, build environments, layout lighting systems, conduct visual research, plot and organize lighting and create live cue based dynamic lighting, with moving avatars, moving scenery, video and LED walls to enhance the performance aspect of the project.  The project will be run in LIVE mode using a sophisticated lighting control computer such as High End Systems Whole Hog 4 ETC EOS or other modern control system.  The

final deliverable assets are described in the project details below.

# SYSTEM LAYOUT EXERCISE

You are expected to complete the readings in Shelly on your own and synthesize the methods and concepts into your design work.  This should be evident in class work and in your work in the production program. You are expected to bring questions to class that become evident from the reading for deeper clarification from the Professor.  To more deeply understand the concept of basic stage lighting systems and to better understand the visual results of these systematic practices onstage you will build the "Shelly" *Hokey Plot* in the 3D Pre-visualization software called *WYSIWYG.* You will build this plot in the Constans Teaching file that was creed by Professor Kaye in 2015.  This should be a fast-moving exercise and should be completed quickly and efficiently. Be sure to read the tips and tricks on the Cast Software website: http://www.cast-soft.com/resources/tips-tricks

**Deliverables**:
- PDF Lighting Plot generated in WYG Layouts and meeting USITT Graphic Standards
- PDF Lighting section generated in WYG Layouts and meeting USITT Graphic Standards
- PDF Lighting Isometric view generated in WYG Layouts and meeting USITT Graphic Standards
- PDF Lighting Hook-up generated via WYG Data Module
- PDF Lighting Instrument Schedule generated via WYG Data Module

# MUSICAL THEATRE PROJECT

You will choose one of the musical theatre sequences offered by the instructors. Each number will have various moods, changing scenery etc.…You will alter as much as you wish the light plot you created in project 1. Then you will add the equipment you need for your design. You are the director, choreographer, costume designer, scenic designer and lighting designer for this production number.

Your project is to create the scenic environment in WYSIWYG in three dimensions, develop 3 dimensional characters with costumes within Adobe Fuse and import to WYG,   and develop a light plot based on the systems methods in the book *A Practical Guide to Stage Lighting* by Steve Shelly,

## You will deliver the following:

Color research/pallet

1. Cue score
2. Lighting plot
3. Lighting section
4. Chanel hook-up (Wyg or lightwright
5. Instrument schedule (Wyg or lightwright)
6. Cheat sheet
7. Magic sheet
8. Video of cues changes as a result of WYG cueing project (which will include your "Fuse" characters)
9.  Full package organized in electronic format.
10. Color research/palate
11. Full package organized in a binder or single PDF document as if you are presenting your work to a potential client whom you wish to be hired by.

## For presentation to the class:

A fully programmed number will be generated and include the following.

- live movement of at least two moving lights
- live color changes
- at least One Effects Cue
- at least one use of either Multiple Cue Stacks or Subroutines
- use of macro triggers
- moving scenery or backdrops
- captured video via FRAPS

## Grading:

Layout Project =             25%
Musical Theatre Project =   30 %
Timeliness  =               20 %
Attitude =                  10 %
Active
Participation  =            10%
Dongle Key
Responsibility =             5 % *

                    100%

- As part of a beta test site form Cast Software we will be issued Perform Level Dongle Keys for WYSIWYG

## Academic Honesty:
UF Honor Code: "… all work submitted for credit done by students at the University of Florida, the pledge is either required or implied: On my honor, I have neither given nor received unauthorized aide in doing this assignment."

## Students with Disabilities:
For those students who require in-class accommodations, they will communicate their accommodation needs through a memorandum which is generated by the Office for Students with Disabilities. This memorandum will be developed and prepared through a collaborative effort involving the Assistant Dean for Student Services and the student with a disability.

## Attendance at Productions:
By decision of the faculty in the School of Theatre and Dance, the following statement is included on all departmental syllabi: *Since production is the laboratory for all theatre courses, attendance at all mainstage School of Theatre and Dance productions is required of students enrolled in classes with the following prefix designations: THE, TPA, TPP, ORI. Critiques of and/or responses to these productions may be required. Attendance at all related events is encouraged.*

| Date | Activity | Assignment | Take Note |
|------|----------|------------|-----------|
| 1/5 | Introduction to WYSIWYG and Fuse | | |
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| 1/9 | Topography of WYG Modules –Adobe Fuse | | |
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| 1/12 | CAD in WYSWYG – Adobe Fuse | | |
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| 1/17 | CAD and Importing Exercises –Fuse Exercise | | |
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| 1/19 | Materials and importing—optimizing the 3D environment | | |
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| 1/24 | Fixtures, positons, library and application settings | | |
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| 1/26 | Shortcuts, grouping, focusing –Stan @ URTA | Project 1 Drafting Due | |
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| 1/31 | Design module | | |
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| 2/2 | Design—looks, groups, cues, timelines, | | |
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| 2/7 | Camera paths and 3D mouse | | |
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| 2/9 | Data – paperwork patch Universe and control Layouts, paperwork and Printing | | |
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| 2/14 | Layouts, paperwork and Printing Present All Rigs to Class | Project 1 Paperwork Due | |
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| 2/16 | Whole hog basics Hedge Hog  (GRAND MA – EOS- ) | | |
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| 2/21 | Live Programming Session – More console training | | |
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| 2/23 | More Console Live Training | | |
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| 2/28 | Review Musical Theatre Numbers – Design Discussions | | |
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| 3/5 – 3-12 | SPRING BREAK | | |
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| 3/14 | Advanced cueing and timing | | |
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| 3/16 | Fuse review | | |
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| 3/21 | Adobe Fuse Character Creation –Studio Day | | |
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| 3/23 | Adobe Fuse Character Creation –Present Fuse project troubleshoot | | |
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| 3/28 | Waits, follows, multiple cue stacks Review troubleshoot | | |
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| 3/30 | Triggering and Macros | | |
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| 4/4 | Putting in all together –Troubleshoot-Studio Day | | |
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| 4/6 | Supervised Studio | | |
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| 4/11 | Supervised Studio | | |
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| 4/13 | Project Organization and Presentation/Critique | Final Project Due | |
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| 4/18 | Project Organization and Presentation/Critique | Final Project Due | |