

# TPA 4020

Lighting Design Tuesday  
Thursday'Periods6 +7 CON 217

## Course Syllabus

<b>Professor:</b> Stan Kaye, Professor	<b>Semester:</b> Fall 2016
<b>Office:</b> CON 207	<b>Office Phone:</b> 352-273-0510
<b>Office Hours:</b> T/R 6+7 12:50 PM–2:45 PM or by appt	<b>Email:</b> stankaye@arts.ufl.edu

### Textbooks

*Designing with Light*, by Michael Gillette, 6<sup>th</sup> Ed. **(REQUIRED)**

*A Practical Guide to Stage Lighting*, by Steven Louis Shelley **(REQUIRED)**

*From Page to Stage: How theatre designers make connections between scripts and images*  
**(suggested)** In UF Library

**Scripts::** Glass Menagerie  
Tennessee Williams

### Software:

Please go the following link and register for a free version of Vectorworks spotlight.

<https://student.myvectorworks.net/>

### Course Objectives

- Develop the technical skills necessary to effectively manipulate theatrical and lighting equipment.
- Develop an understanding of how elements of design apply to theatrical lighting.
- Develop an aesthetic language for lighting and design.
- Understand the relationship of light, material and the human visual system in support of storytelling on the stage

### Course Description

This course is designed to develop your technical skills as a lighting designer as well as your appreciation for the art of lighting design. The first portion of the semester will cover the technology and theory behind lighting and electricity. The second portion of the semester will be used to deepen your understanding of how these theories apply to theatrical and live entertainment design. The third portion of the semester will focus on the theatrical design process and aesthetic.

## **eLearning**

We will be using the e-Learning system this semester as a way for you to keep track of your progress in the course, as well as exams, quizzes, and to make any course information you may need always available to you including weekly readings and supplemental course material. Please be sure to check eLearning on a regular basis. Any notices I send via eLearning are considered as important as in class announcement.

## **Attendance and class participation:**

Attendance for TPA 4020 is mandatory. The course is based in discussion and practical application. You will not be able to learn the information presented in this course from the textbook alone. You are allowed 3 unexcused absences. Subsequent unexcused absences will result in the loss of one grade level per absence (i.e. B+ would be reduced to a B for one absence). In order for an absence to be excused you must provide a written doctor's note or have written approval from the instructor prior to the absence.

Participation is a major component of learning. Readings listed in the syllabus should be completed for the class period in which they are scheduled. It's imperative that you complete these readings so we can have a productive conversation in class. I expect each student to be actively engaged in our conversations in each and every class.

## **Critiques**

You are required to see two school performances this semester and write a detailed and thoughtful critique. I will not assign a specific length or format for this paper, but it is your responsibility to ensure you have adequately analyzed the production.

For 1 of the 2 performances, you'll be asked to interview the lighting designer. We'll work together in class to develop two sets of questions, 1 set that should be asked prior to seeing the performance and 1 that should be asked after you've seen the performance.

I know very well you do this for many classes. With this said, I challenge you to focus on the lighting and how it helps to support the story in each production. Your critiques are due the class meeting after the close of the production. Please mark these dates in your calendar now.

## **Quizzes**

You may be given unannounced quizzes over the course of the semester. All quizzes will count towards your final grade. They will cover material we've discussed in class as well as assigned reading material. Quizzes cannot be made up however, your lowest quiz grade will be dropped.

## **Projects**

These projects are practical exercises that are designed to demonstrate your mastery of the subjects discussed in class. There will be a total of 3 projects over the course of the semester. You will be provided with details for each of the projects.

### **Final Project: (Project 3)**

This final project will consist of a theoretical paper design project. You will be expected to use and incorporate all of the skills you acquire over the course of the semester into your final project.

### **Grading**

Your final grades will be based on the percentages below:

Class Participation	15 %
Quizzes	5 %
Critique 1	5 %
Critique 2 with interview	10 %
Project 1 (Fine Art)	20 %
Project 2 (Music/Programming)	20 %
Project 3 (Final Play)	25 %
<b>TOTAL</b>	<b>100 %</b>

### **Academic Honesty**

As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity. You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit at the University of Florida, the following pledge is either required or implied: On my honor, I have neither given nor received unauthorized aid in doing this assignment.

It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks (e.g. assignments, papers, quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all university policies and procedures regarding academic integrity and the Student Honor Code. Violations of the Honor Code at the University of Florida will not be tolerated. Violations will be reported to the Dean of Students Office for consideration of disciplinary action.

For more information regarding the Student Honor Code, please see:

<https://www.dso.ufl.edu/sccr/process/studentEconductEhonorEcode/>

### **Software Use**

All faculty, staff and students of the university are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against university policies and rules, disciplinary action will be taken as appropriate.

### **Campus Helping Resources**

Students experiencing crises or personal problems that interfere with their general well-being are encouraged to utilize the university's counseling resources. The Counseling & Wellness Center provides confidential counseling services at no cost for currently enrolled students. Resources are available on campus for students having personal problems or lacking clear career or academic goals, which interfere

with their academic performance.

University Counseling & Wellness Center, 3190 Radio Road, 352 392 1575

[www.counseling.ufl.edu/cwc/](http://www.counseling.ufl.edu/cwc/)

- Counseling Services
- Groups and Workshops
- Outreach and Consultation
- Self Help Library
- Training Programs
- Community Provider Database Career

Resource Center, First Floor JWRU, 3921601

[www.crc.ufl.edu/](http://www.crc.ufl.edu/)

### **Services for Students with Disabilities**

The Disability Resource Center coordinates the needed accommodations of students with disabilities. This includes registering disabilities, recommending academic accommodations within the classroom, accessing special adaptive computer equipment, providing interpretation services and mediating faculty student disability related issues. Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation

0001'Reid'Hall, 352 392 8565

[www.dso.ufl.edu/drc/](http://www.dso.ufl.edu/drc/)

***\*Please remember that this syllabus and the course schedule are subject to change at any time during the course of the semester. However, I will ensure adequate notice of any changes.\****

Lighting Design TPA 4020 Fall 2016 Professor Stan Kaye			Tuesday and Thursday 12:50-2:45 McGuire 217	Notes
Weekly Schedule				
		Topic	Student Work Due and presented to Professor	Reading Assignment due for the day it is shown
Week 1	Tuesday, August 23, 2016	Intorduction- Layout expectations		
	Thursday, August 25, 2016	Lighting History-Human Visual system		Gillette 1,2,3-Shelly 1
Week 2	Tuesday, August 30, 2016	Electricity Review		Gillette 3, 4-
	Thursday, September 01, 2016	Lamps-reflectors-optics LED's etc		Gillette 4, 5
Week 3	Tuesday, September 06, 2016	Control Consoles part 1		Gillete 6-Shelly 13
	Thursday, September 08, 2016	Control Consoles Part 2		<a href="https://www.etconnect.com/EosFamilyVideoSeries/">https://www.etconnect.com/EosFamilyVideoSeries/</a>
Week 4	Tuesday, September 13, 2016	Control Consoles Part 3		Gillette 7
	Thursday, September 15, 2016	Praticals and Effects	Present Images and concepts for Fine Ast recreation project	Gillette 8, 10 and handouts on Canvas
Week 5	Tuesday, September 20, 2016	Color Part 1	show you pallets for Art project	Precise Color Communication PDF and Guide to Understanding Color Communication PDF
	Thursday, September 22, 2016	Color Part 2	Show yor pallets for Art project	Find document on Canvas under color
Week 6	Tuesday, September 27, 2016	Color Part 3	Color Spaces-	
	Thursday, September 29, 2016	Demo LED's	Present Art Projects	Present Art Projects
Week 7	Tuesday, October 04, 2016	Present Art Projects	Present Art Projects	
	Thursday, October 06, 2016	Disceue Hedda Gabler	Automated Lighting	Critiques # 1 Due <a href="https://www.youtube.com/watch?v=ixcXm-5myuw">Brad Shiler Show-pix technology:</a> <a href="https://www.youtube.com/watch?v=VIVYH2OZIU">https://www.youtube.com/watch?v=VIVYH2OZIU</a>
Week 8	Tuesday, October 11, 2016	Previz Overview		<a href="https://www.youtube.com/watch?v=Nv5dHU0Dsk">Robe DL Profile:</a> <a href="https://www.youtube.com/watch?v=Nv5dHU0Dsk">https://www.youtube.com/watch?v=Nv5dHU0Dsk</a> <a href="https://www.youtube.com/watch?v=Nv5dHU0Dsk">WYSIWYG What it does:</a> <a href="https://www.youtube.com/watch?v=Nv5dHU0Dsk">https://www.youtube.com/watch?v=Nv5dHU0Dsk</a> <a href="https://www.youtube.com/watch?v=Nv5dHU0Dsk">WYSIWYG example by our team Josh Azevedo:</a> <a href="https://youtu.be/4_0P24bUM4">https://youtu.be/4_0P24bUM4</a>
	Thursday, October 13, 2016			
Week 9	Tuesday, October 18, 2016	Design Process		Read A Raod Map to Script Analysis on Canvas
	Thursday, October 20, 2016	Discuss The Glass Menagirie	Present Song for Music Project with support documentation	
Week 10	Tuesday, October 25, 2016	Design Processes		Gillette, 11, 12, 13, 14
	Thursday, October 27, 2016	Light Plot Analysis		Gillette 15 - Shelly 5 <a href="https://www.youtube.com/watch?v=cah17zQ_0tA">Tutorial:</a> <a href="https://www.youtube.com/watch?v=cah17zQ_0tA">https://www.youtube.com/watch?v=cah17zQ_0tA</a>
Week 11	Tuesday, November 01, 2016	How to mask the stage		Gillette 16,17 Appendix A (Also on Canvas)
	Thursday, November 03, 2016	Light Plot Drafting Part 1 Magic Sheets		Shelly 9
Week 12	Tuesday, November 08, 2016	Light Plot Drafting Part 2		Shelly 7
		Lightwright Paperwork		Shelly 8
Week 13	Thursday, November 10, 2016	Light Plot Drafting Part 3		
		Discuss Spring Awakening		Critique # 2 Due
Week 14	Tuesday, November 15, 2016	Music Project Presentations		Shelly 9
		Music Project Presentations		Shelly 10
Week 15	Thursday, November 17, 2016	Drafting Lab	Conceptual Plot	Shell 11,12
		Formating and Printing	Final Plot for Printing	Shelly 13, 14
Week 15	Tuesday, November 29, 2016	Review and Red-Line Plots	present all paperwork for red-lining--Instructor-Mr. Bedell, and Lighting GTA's	
	Last Day of Class	Preent Final Project for crituque	Uplodad Final Project to Canvas--I will accept uploads until the the last day of Exam week	

**Lighting Design I**  
**Project # 2**  
**Fine Art Masters Project**

**Project:** To observe and study a work of painted fine art or photography that displays dramatic or striking lighting and analyze the work from a conceptual and lighting perspective.

**Purpose:** The purpose of the project is multi-faceted. Through this project the lighting student will improve their ability to research a visual work. Become familiar with the historical, philosophical and social context of the work much in the same way we research a play. Improve your powers of observation in regards to how artistic composition reveals the work, including how light contributes to composition in art, thus developing your own compositional abilities.

The project asks the student to observe and analyze the color of objects, light sources and the resulting mix through a deconstruction process. Through this exercise the student’s eye for composition and color analysis is enhanced.

**Goals:** To improve and enhance the student’s ability to “see” light as a compositional element. To discover how to duplicate the compositional techniques in the artwork, by breaking down the composition into its primary and secondary elements. To strengthen the student’s ability to visualize a composition in terms of its light sources.

**Method:** Pick a work of art or photography either from my collection, your own library or the college’s art library that you find interesting or challenging (**I must approve of the work**). Through careful analysis discover the artist, and his/her subject matter. Include a one-page abstract on the history, sociological and philosophical context of the time. Discuss how the artist used light in their work and in what ways does the light give further meaning or enhance the composition of the work.

**Project Execution:** Using the lighting laboratory in the McGuire Pavilion set up a physical **set design that simulates the physical composition of the artwork**. If a simulation is impractical, **use objects that will express the spirit of the arts subject matter**. Using the existing lighting equipment re-create to the best of your ability, given the limitations of the lab, the lighting of the original artwork. Then, once you are satisfied that you have created the lighting as near as possible to the original, photograph it for your records. Then, re-conceptualize the work with a different, historical, social and philosophical context, and re-light it again. Tell us the nature of the new concept and your reasons for your choices. Photograph this incarnation of your work for your records.

**Creativity:** Please feel free to use your creativity in your execution of this project. I am interested in seeing your analytic skills as well as your creative abilities. You may use sound, or any other embellishments you wish to enhance or dramatize the project. Originality and creativity is appreciated.

**Grading:** I will base your grade on these factors:

- Preparation	-commitment	-quality
- Timeliness	-creativity	
- Attitude	-thoroughness	

You are expected to deliver:

Image of the work you are going to represent

Narrative of the background of the original piece with historic background information already mentioned. Minimum 1000 words.

Newly conceptualized version with new narrative. Minimum 500 words.

## **Final Project**

### **(Design for a Play)**

TPA 4020

Spring 2016 Semester

#### **Objective:**

To understand and demonstrate the design process of lighting design for a play on the live stage. Demonstrate script analysis, visual research, lighting systems, lighting paperwork, and lighting graphics.

#### **Method:**

By analyzing a well-respected 20<sup>th</sup> century script you will design as much of the lighting that is possible with physically executing the show in physical space. All choices shall be documents based on class instruction, readings and professional examples as case studies.

#### **Items to be developed as included in the final package:**

- Lighting plot PDF and Printed
- Lighting section
- Visual research
- Lightwright File
- Magic Sheet
- Cue Score