

# TPA 3217 – INTRODUCTION TO LIGHT AND SOUND

Spring Semester 2017

Period: 9 and 10

Class Time: Tuesday / Thursday 4:05 – 6:00

Location: Maguire Pavilion (Constans Theatre Annex) Rm. 219

Instructor: Josh Azoulay

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Office Hours: **BY APPOINTMENT ONLY**

## **Required Text:**

Designing With Light. Gillette, J. Michael. McNamara, Michael. McGraw Hill. 6<sup>th</sup> Edition.

ISBN: 978-0-07-351423-9

## **Course Objective:**

Introduction to electricity and the basic technical skills for theatrical lighting and sound technology.

## **Course Goals:**

This course is a basic introduction to the theory and practice of theatrical lighting, sound technology, and fundamentals of design. Through class lectures, projects, and 'hands on' laboratory experience the student can expect to become familiar with the basics of electricity, stage lighting/sound equipment, and control systems. By the end of the course, the student should have a basic understanding of lighting and sound in relation to technology and design.

## **Attendance:**

Expected. **More than two unexcused absences will result in the loss of one letter grade step per one absence thereafter** (B+ to a B). Students are responsible for all information presented and/or assigned. Attendance will be taken. Predicted absenteeism should be discussed with the instructor(s) no less than one week prior to the event. **Any student missing a class for any reason is responsible for getting notes and handouts from a fellow student, not the instructor.** Students are expected to enter class on time and stay through the entire lecture. If you are later than 15 minutes to the beginning of class you will be considered absent. Being tardy three times is the equivalent of an absence. **No food or drinks are allowed in the classroom.**

## **Lab Requirement:**

All students are required to complete **45 hours** of laboratory time working in the Electrics Shop. Accepting a crew assignment for a production can also fulfill all, or part (depending on the show), of the lab requirement for the course. All hours must be done **in addition** to Production and Performance, Stagecraft or any other lab/hour commitment. Failure to complete the lab requirement will result in **failure** of the entire course; **NO incompletes will be given.**

You will also be required to work at least one strike which will account for three hours of your time. You should expect to average 3 hours per week in the shop to accommodate your 45 hour commitment unless you are crewing a show.

**Be aware of lab requirements regarding attendance, dress, and policy, which are outlined in the lab syllabus!**

**Dress Code:**

Please wear the appropriate clothing to the shop for all lab hours. Appropriate clothing consists of PANTS, close-toed **tennis shoes**, boots, or sneakers (**NO sandals, flip flops, Toms, or flats of any sort**), **pants with belt loops and one real pocket (NO LEGGINGS OR YOGA PANTS)**. Do not wear skirts or dresses as much of the work for this class is done on ladders and/or high in the air. Dangling jewelry should not be worn as it is a hazard and if hair length requires please bring a hair tie to keep hair out of face and eyes. Your clothing may get dirty, torn, and painted upon, so do not wear anything you can't bear to part with. Failure to dress appropriately will result in being sent home and not receiving shop hours for that day.

**Academic Honesty:**

As a result of completing the registration form at the University of Florida, every student has signed the following statement: *"I understand that the University of Florida expects its students to be honest in all their academic work. I agree to adhere to this commitment to academic honesty and understand that my failure to comply with this commitment may result in disciplinary action up to and including expulsion from the University."*

The instructors of this course fully support the intent of the above statement and will not tolerate academic dishonesty. We, the members of the University of Florida Community, pledge to hold ourselves, and our peers, to the highest standards of honesty and integrity.

**Students with Disabilities:**

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.

**Miscellaneous:**

There is no food or drink permitted in the classroom. **Students must silence or turn off their cell phones** before the class period. The use of cellphones will not be permitted at any point during class including written exams. Students found using their cell phone during lecture will be given a zero participation grade for the day. Cell phone use during an exam will result in zero credit for the exam.

**Grading Breakdown:**

There are 1000 points possible throughout the semester. The grading breakdown and scale is as follows:

Quizes	50 pts
Exam 1	100 pts
Exam 2	100 pts
Exam 3	100 pts
2 Production Critiques	100 pts (50 per production)
Sound Project	150 pts
Drafting Project	150 pts
Final Project	<u>250 pts</u>
	1000 pts

**Grading Scale:**

A	940-1000	B	840-869	C	740-769	D	650-669
A-	900-939	B-	800-839	C-	700-739	E	0-649
B+	870-899	C+	770-799	D+	670-699		

**Class Participation:**

You will be graded on how actively you participate in class discussions and demonstrations. There will also be a grade to reflect your attitude and effort during your lab hours and/or show assignment.

**Reading:**

You are expected to have the material read before class on the day it is to be discussed.

**Critiques and Projects:**

Late critiques will not be accepted. Projects must be presented on the day that they are due. **No exceptions will be made, unless you have a Doctor's note.**

**Projects:**

Over the course of the semester, you will be assigned three projects dealing with lighting and/or sound. The details for the projects will be provided to the students at least 2 weeks in advance to their due dates.

**Show Critiques:**

You are required to attend 3 UF productions over the course of the semester. In response to your choice of two of the productions, you will write a short 2-3 page, double-spaced critique following the guidelines as given in class. Papers **MUST** be typed, 1" margins, Times New Roman 12 pt. font. **All papers must be submitted electronically by 11:59PM on the day the assignment is due.** No late assignments will be accepted. All ticket stubs for the productions must be handed in prior to the last day of class. The shows for the spring semester include:

*The Divine* – Constans Theatre– January 27<sup>th</sup> - 29<sup>th</sup>, February 3<sup>rd</sup> - 5<sup>th</sup>

*Dance 2017*- Constans Theatre- February 23<sup>rd</sup>- March 2<sup>nd</sup>

*Pity for the Wild: Three Grotesques by Tennessee Williams*- Black Box- March 17<sup>th</sup>- March 26<sup>th</sup>

*King Lear*- Constans Theatre- April 7<sup>th</sup>-April 15<sup>th</sup>

Date	Topic Discussed in Class	Readings Discussed in Class	Notes:
Thu, 5 Jan	Introduction / Syllabus / Tour / Lab Hours		
Tue, 10 Jan	Theatre Organization / Etiquette	Theatre Organization and Etiquette Handout	
Thu, 12 Jan	Shop basics/ Parts of a light	Shop Basics Handout	Lab Hour Contract Due
Tue, 17 Jan	Intro to Light and the Eye	Chapter 1	
Thu, 19 Jan	Electricity	Chapter 3	
Tue, 24 Jan	Cables/ Connectors/ Control	Chapter 5 and 6	
Thu, 26 Jan	Lamps/ Lenses/ Instruments	Chapter 4	
Tue, 31 Jan	Review for Test # 1		
Thu, 2 Feb	Test # 1		
Tue, 7 Feb	Design Process/Image of Light	Chapter 11 and 12	Project #1 Assigned Divine Critique Due
Thu, 9 Feb	Lighting Key	Chapter 13 and 14	
Tue, 14 Feb	Sytems/Plots/ Paper Work/ Drafting	Chapter 15	
Thu, 16 Feb	Lab Day: Drafting Light Lab		
Tue, 21 Feb	Design Examples/ Design for Different Theater Types	Chapter 16	
Thu, 23 Feb	Color	Chapter 8	
Tue, 28 Feb	Review for Test #2		Project #1 Due Project #2 Assigned
Thu, 2 Mar	Test #2		
Tue, 7 Mar	Spring Break		
Thu, 9 Mar			
Tue, 14 Mar	Introduction to Sound/ How Sound Works/ Basic Principles		Dance 2017 Critique Due
Thu, 16 Mar	Sound Equipment/ Sound System Set Up	Sound Equipment Handout	
Tue, 21 Mar	Lab Day: Sound Editing/Q Lab		
Thu, 23 Mar	Lab Day: Sound System Set Up	Sound System Handout	
Tue, 28 Mar	Review for Test #3		Project #2 Due Project #3 Assigned TWOA Critique Due
Thu, 30 Mar	Test #3		
Tue, 4 Apr	Lab Day: Programming in the Light Lab		Project #3 Part 1 Due
Thu, 6 Apr	Lab Day: Final Project Ideas		
Tue, 11 Apr	Lab Day: Final Project Check In		
Thu, 13 Apr	Lab Day: Final Project Check In		
Tue, 18 Apr	Final Projects Presentations		Project #3 Part 2 Due King Lear Critique Due