

# TPA 4020

## Lighting Design

Tuesday Thursday Periods 7 + 8

CON 217

### Course Syllabus

|  |                                     |
|--|-------------------------------------|
| <b>Professor:</b> Stan Kaye, Professor                   | <b>Semester:</b> Fall 2017          |
| <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

#### Software:

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

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

I hope to have us use [WYSIWYG](#) software instead of VW in this first level class. This is a change from previous years. I realize that VW while the New York “standard” we will cover that for those who are lighting BFA’s in Lighting Design 2. WYSIWYG will give you more instant understanding of how lighting design works.

#### Scripts

**Glass Menagerie** by Tennessee Williams

#### Course Objectives

1. Develop the technical skills necessary to effectively manipulate theatrical lighting equipment.
2. Develop an understanding of how elements of design apply to theatrical lighting.
3. Develop an aesthetic language for lighting and design.
4. 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 a crisis 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/)

1. Counseling Services
2. Groups and Workshops
3. Outreach and Consultation
4. Self Help Library
5. 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

Reid' Hall, 352 392 8565

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

**ATTENDANCE AT PERFORMANCES:** Since production is the laboratory for all theatre courses, attendance at all mainstage Department 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.

**USE OF ELECTRONIC DEVICES:** The use of cell phones or other mobile devices is disruptive, and therefore is prohibited during class. Except in emergencies, those using such devices must leave the classroom for the remainder of the class period.

Students are not permitted to use computers during class without specific permission from the instructor, and in that case, students using the computer for work not related to the class must leave the classroom for the remainder of the class period. Classes may not be recorded without express permission from the instructor.

**ONLINE COURSE EVALUATIONS:** Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students <https://evaluations.ufl.edu/results/>

***\*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. \****

**Programming Project**  
TPA 4020  
Fall 2017 Semester

**Objective:**

The objective of the programming/music project is to make you feel comfortable with the programming of basic consoles. To enhance your visual sensibilities regarding light as a compositional and transformative artistic tool. You will learn complex aspects of modern lighting control systems. You will also become much faster at programming basic conventional lighting consoles.

I am looking for the following:

**Artistic:**

- Visual inspiration and conceptual ideas that link the music to images
- A cue structure that supports a narrative either verbal (lyrics) or musical motif (instrumental only)
- Color Pallet – drawn from someplace beyond your own imagination, i.e from the physical world.

**Technical:**

- Creation of groups and pallets
- Mastery of cue timing attributes
- Command of color mixing capabilities
- Editing and updating cues
- Evaluating the operations and executing of cues structures

**Expectations:**

- You will program a 3 -5--minute lighting program (working within the plot of the light lab)
- Choose any piece of music between two and two and a half minutes in length
- You will need to program a minimum of 50 cues
- All cues need to be either linked or followed so you can execute your project by hitting the go button once.
- You will need to submit a cue list explaining all the moments.
- You will need to turn in a copy of your show on a floppy disk.

**On the Due Date:**

You will be given a few minutes to set up, then you will present your programming project to the class (the sound system will be set up for you). The students and Instructors will have a chance to ask questions and you will have the chance to explain why you made the choices you made.

**A Little More Info to Help:**

Start early and make sure you sign up for the lab on the board in the hall. Times will go fast between our class and the two other sections of Intro to light and sound being taught. Remember to save often and always make at least one back up copy of your disk. Don't take too much time with your focus, this project is mainly graded on the programming portion so make sure you plan your time accordingly.

**Have Fun:**

Learn to explore and take a chance, show your personality, and learn how to communicate in the design world.

## **Final Project**

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

TPA 4020

Fall 2017 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 without physically executing the show in a physical space. All choices shall clearly presented via documents based on class instruction, readings and professional examples as case studies. See Shelly and Gillette for examples of acceptable paperwork.

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

- Lighting plot PDF and Printed to include the following:
  1. 2D plan of lighting layout including:
    - a) fixture schematic
    - b) all associated data on fixture, unit #, color, channel, DMX address, pattern, ganging info, effects, accessories
    - c) All elements shall have proper line weights, with the following priority order from darkest/thickest to



lightest/thinnest: architecture, Key and legend lighting positions, fixtures, data, notes, callouts. (See USITT standards)

d) Title Block. Legend (fixture type, wattage, address, channel, unit #, accessory, etc..) Key (to include fixture #, channel in a circle container, color or diffusion at front of lens)

- Lighting section

a) Center Line Section looking either stage left or stage right to include:

a) Human figure at curtain line and midway upstage

b) Beam and field angle show all fixture beam projections to focus targets

c) Scenic elements in section

d) Side light front views

e) All masking in side view

f) Audience chamber with seats and sightlines

- Visual/Contextual research

a) Graphic imagery inspiration

b) History, psychology, philosophy. Styles and politics of the times

- Lightwright File or WYG generated file

- Magic Sheet

- Cue Score

| Lighting Design TPA 4020 Fall 2017<br>Professor Stan Kaye |                              |   | Tuesday and Thursday 1:55-3:00 Mcquire 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 22, 2017     | Introduction- Layout expectations - preview of WYSIWYG                    |   |  |
|   | Wednesday, August 24, 2016   | Lighting History-Human Visual system                                      |   | Gillette 1,2,3-Shelly 1  |
| Week 2  | Tuesday, August 29, 2017     | Electricity Review  |   | Gillette 3, 4-   |
|   | Sunday, August 13, 2017      | Lamps-reflectors-optics LED's etc   |   | Gillette 4, 5  |
| Week 3  | Tuesday, September 05, 2017  | EOS Control Consoles part 1 and Demo                                      |   | Gillette 6-Shelly 13   |
|   | Thursday, September 07, 2017 | EOS Control Consoles Part 2   |   | <a href="https://www.etcconnect.com/EosFamilyVideoSeries/">https://www.etcconnect.com/EosFamilyVideoSeries/</a>  |
| Week 4  | Tuesday, September 12, 2017  | Control Consoles Part 3   |   | Gillette 7   |
|   | Thursday, September 14, 2017 | WYSIWYG Basics /navigating the software suite                             | Present Images and concepts for Fine Ast recreation project                               | Gillette 8, 10 and handouts on Canvas  |
| Week 5  | Tuesday, September 19, 2017  | WYSIWYG moduels-CAD-- library-views, accessories and 3D builds            | show you pallets for Art project  | Precise Color Communication PDF and Guide to Understanding Color Communication PDF<br>Find document on Canvas under color  |
|   | Thursday, September 21, 2017 | WYSIWYG Design-Lighting Systems and Focus                                 | Show yor pallets for Art project  |  |
| Week 6  | Tuesday, September 26, 2017  | WYSIWYG Design methods  | Color Spaces-   |  |
|   | Thursday, September 28, 2017 | Color and Demo LED's  | Present Art Projects  |  |
| Week 7  | Tuesday, October 03, 2017    | Present Art Projects<br>Present Art                                       | Present Art Projects  |  |
|   | Thursday, October 05, 2017   | Automated Lighting-Via WYSIWYG and Live Fixtures                          | Demonstration   | <a href="https://www.youtube.com/watch?v=jxcXm-fmwyw">Brad Shiler Show-nix technology-https://www.youtube.com/watch?v=jxcXm-fmwyw</a><br><a href="https://www.youtube.com/watch?v=VIVYH2QZU">Robe DL Profile:https://www.youtube.com/watch?v=VIVYH2QZU</a><br><a href="https://www.youtube.com/watch?v=N4c5t4HlDxk">WYSIWYG What it does,https://www.youtube.com/watch?v=N4c5t4HlDxk</a><br><a href="https://www.youtube.com/watch?v=7p2t117sQ_0tA">WYSIWYG example by out.com-https://www.youtube.com/watch?v=7p2t117sQ_0tA</a> |
| Week 8  | Tuesday, October 10, 2017    | Previz Overview   |   |  |
|   | Thursday, October 12, 2017   | Discussion of The Seagull<br>Previz Studio Day                            |   | Critiques # 1 Due  |
| Week 9  | Tuesday, October 17, 2017    | Design Process - Script and desgin thinking                               |   | Read A Raod Map to Script Analysis on Canvas   |
|   | Thursday, October 19, 2017   | Discuss The Glass Menagirie   | Present Song for Music Project with support documentation                                 |  |
| Week 10   | Tuesday, October 24, 2017    | Design Processes  |   | Gillette, 11, 12, 13, 14   |
|   | Thursday, October 26, 2017   | Light Plot Analysis-review professional plot expectations                 |   | Gillette 15 - Shelly 5<br><a href="https://www.youtube.com/watch?v=7p2t117sQ_0tA">Tutorial:https://www.youtube.com/watch?v=7p2t117sQ_0tA</a>   |
| Week 11   | Tuesday, October 31, 2017    | How to mask the stage- within WYSIWYG<br>Light Plot Drafting Part 1       |   | Gillette 16,17 Appendix A (Also on Canvas)   |
|   | Wednesday, November 02, 2016 | Magic Sheets<br>Light Plot Drafting Part 2                                |   | Shelly 9<br>Shelly 7   |
| Week 12   | Tuesday, November 07, 2017   | Lightwright Paperwork- Overview in WYSIWYG and Light Plot Drafting Part 3 |   | Shelly 8   |
|   | Thursday, November 09, 2017  | Discuss Kiss Me Kate<br>Music Project Presentations                       |   | Critique # 2 Due<br>Shelly 9   |
| Week 13   | Tuesday, November 14, 2017   | Music Project Presentations   |   | Shelly 10  |
|   | Thursday, November 16, 2017  | Drafting Lab  | Conceptual Plot   | Shell 11,12  |
| Week 14   | Monday, November 21, 2016    | Formating and Printing  | Final Plot for Printing   | Shelly 13, 14  |
|   |                              |   |   |  |
| Week 15   | Tuesday, November 28, 2017   | Review and Red-Line Printed Plots   | present all paperwork for red-lining--Instructor-Mr.Bedell, and Lighting GTA's            |  |
|   | Thursday, November 30, 2017  |   |   |  |
| Last Day of Class   |                              | Present Final Project for critique  | Upload Final Project to Canvas--I will accept uploads until the the last day of Exam week |  |
|   | Tuesday, December 05, 2017   |   |   |  |