

Instructor: Andrew M Leslie  
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Office Hours: By Appointment in CON 216  
Class: Tuesday, Thursday 4:06-6:00 in CON 217

### **Text**

*Designing with Light: An Introduction to Stage Lighting*, 6<sup>th</sup> Edition  
J. Michael Gillette, Michael McNamara  
ISBN: 9780073514239

### **Course Objectives & Goals**

Introduces electricity and technical skills basic to lighting and sound technology.

### **Attendance**

Expected. Students are responsible for all information presented and/or assigned. Attendance will be taken. Predicted absenteeism should be discussed with the instructor 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 5 minutes to the beginning of class you will be considered absent.

### **University Honor Policy**

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students 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." The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

### **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, or flats of any sort), pants with belt loops and one real pocket (leggings and yoga pants are not permitted). 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.

### Students with Disabilities

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, [www.dso.ufl.edu/drc/](http://www.dso.ufl.edu/drc/)) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

### Evaluation

There are 2000 points possible throughout the semester. The grading breakdown and scale is as follows:

Assignment	Points	Course Grade	Letter Grade	Grade Points
Production Critiques	100	2000-1871	A	4.00
Quizzes	300	1870-1790	A-	3.67
Exam 1	200	1789-1730	B+	3.33
Exam 2	200	1729-1670	B	3.00
Final Project	200	1669-1590	B-	2.67
Lab Requirement	1000	1589-1530	C+	2.33
<b>Total</b>	<b>2000</b>	1529-1470	C	2.00
		1469-1390	C-	1.67
		1389-1330	D+	1.33
		1329-1280	D	1.00
		1279-1200	D-	0.67
		1199-0	E	0.00

### **Production Critiques**

You are required to attend three UF productions over the course of the semester. You will choose two of these to write a short 3-4 page, double-spaced critique following the guidelines as given in Canvas.

Show performance dates are as follows:

*The Seagull*, Sept. 21-29 & Oct. 1, Black Box Theatre

*Kiss Me Kate*, Oct. 27-29, 31 & Nov. 1-5, Constans Theatre

*BFA Fall Dance Showcase*, Nov. 1-5, G-06 Studio

*Agbedidi*, Dec. 1-3, Constans Theatre

Show critiques are due online after show closes. Due dates are specific for each show and are listed in the calendar. We may discuss the shows in class, so please come prepared with thoughts and opinions on the lighting and sound for the production. Each ticket stub is worth 10 points of participation and each critique is worth 50 points toward the critique portion of your grade.

### **Quizzes**

There will be given over the course of the semester. Quizzes may or may not be announced in advanced. All quizzes will count toward your final grade and cannot be made-up.

### **Final Project**

The final project will be a realized design project in the light lab. Students will be expected to utilize all skills acquired over the semester into the final project. Some class time will be allotted for work in the lab. However, it is suggested that students sign up for additional time to work in the light lab to have a successful project.

## Calendar

Date		Topic
August 22	T	Syllabus
August 24	H	Functions & Qualities of Light
August 29	T	Lenses, Lamps, Reflectors
August 31	H	Instruments
September 5	T	Cables & Connectors
September 7	H	Electronical Theory & Practice, Intensity Control
September 12	T	Color
September 14	H	Advanced Technology Instruments
September 19	T	Plots and Paperwork
September 19	H	Drafting
September 26	T	Review
September 28	H	Exam 1
October 3	T	Physics of Sound
October 5	H	Sound Systems
October 10	T	Microphones
October 12	H	Mixers & Loudspeakers
October 17	T	Computer Playback
October 19	H	Networking
October 24	T	Review
October 26	H	Exam 2
October 31	T	Elements of Design
November 2	H	Light Lab Introduction: Sound System, EOS
November 7	T	Hands on in light lab
November 9	H	Work on Final Project
November 14	T	Work on Final Project
November 16	H	Work on Final Project
November 21	T	Work on Final Project
November 23	H	Thanksgiving Break
November 28	T	Work on Final Project
November 30	H	Work on Final Project
December 5	T	Final Project Presentations