

TPA 3217 – Introduction to Light and Sound

Section 1D21 / Spring 2018

Instructor: Joseph Hodge
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Office Hours: By appointment only in graduate office (216)

Class Day: Monday/ Wednesday
Period: 2 and 3 (8:30-10:25)
Location: CON 219

Required Text:

Designing With Light. J. Michael Gillette. Sixth Edition. ISBN: 9780073514239

Additional handouts will also be provided throughout the semester.

Course Objectives/ Goals:

Familiarize student with basic electricity and technical skills of theatrical lighting and sound technology.

Course Description:

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 the basic understanding of lighting and sound in relation to technology and design.

Attendance:

Attendance is required and will be taken at the start of every class meeting. You will be allowed **four** unexcused absences; each subsequent absence will result in a **4 point deduction** from the final grade. If you *must* miss class, please discuss this with me no less than one week prior to the absence. Students are expected to enter class **on time** and stay through the entire class period. If you are later than 15 minutes to class you will be considered absent, 2 tardies will count as **1** unexcused absence. Students are responsible for all information presented and/or assigned at all class meetings. **Any student missing a class for any reason is responsible for getting notes or information regarding assignment changes from a fellow student, NOT the instructor. The instructor, however, will provide any missed handouts or supplies given on missed days, but the STUDENT must ask for them.**

Excused absences (in addition to the four unexcused) include:

Required student participation in a University sponsored event: These events will be excused with official documentation from the appropriate faculty or staff member. Documentation **must** be received **PRIOR** to the event.

Religious Holidays: Religious holidays are always excused; however, please notify the instructors, in **writing**, within the first two weeks of class so that appropriate accommodations may be made.

Medical Emergencies: Medical emergencies are excused with appropriate documentation from a health care provider. But documentation must be given to the instructor **no later** than a week after the missed class. Or it will **not** be accepted.

Family Emergencies: These emergencies are only excused with **written** documentation.

Academic Honor Code And Academic Honesty: *(Integrity)*

University of Florida Student Honor Code:

Preamble:

In adopting this Honor Code, the students of the University of Florida recognize that academic honesty and integrity are fundamental values of the University community. Students who enroll at the University commit to holding themselves and their peers to the high standard of honor required by the Honor Code. Any individual who becomes aware of a violation of the Honor Code is bound by honor to take corrective action. The quality of a University of Florida education is dependent upon community acceptance and enforcement of the Honor Code.

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 Honor Code:

We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity.

Pledge:

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."

An academic honesty offense is defined as the act of lying, cheating, or stealing academic information so that one gains academic advantage. As a University of Florida student, one is expected to neither commit nor assist another in committing an academic honesty violation. Additionally, it is the student's duty to report observed academic honesty violations. Violations of the Honor Code and academic dishonesty will not be tolerated. Specifically, instructors will rigorously pursue incidents of plagiarism of any type or incidents of referring to any unauthorized material for any class requirement. Before submitting any work for this class, please read the policies about academic honesty at www.dso.ufl.edu/sccr, and ask the instructors to clarify any expectations you do not understand.

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

Students with Disabilities: (ADA STATEMENT)

The University of Florida provides high-quality services to students with disabilities, and we encourage you to take advantage of them. Students with disabilities needing academic accommodations should

- 1) Register with and provide documentation to Disability Resources (352-392-8565), **and**
- 2) Bring letter to the instructor from Disability Resources indicating that you need academic accommodations.

Please do this as soon as possible, preferably within the first week of 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.**

****Simply completing your 45 shop hours will get you a C in the shop requirement. All other point will be given based off the student's willingness to participate and learn while completing shop hours. ****

****If you are on your phone, disappear, or do not put forth effort while in shop this will be reported to the instructor and points in the shop requirement will be lost. BE USEFUL, BE ENGAGED, AND LEARN. ****

You should expect to average 3 hours per week in the shop to accommodate your 45-hour commitment, unless you are crewing a show.

Please be aware that just because you show interest in a show assignment at the beginning of the semester does **NOT** mean that you are guaranteed that assignment. Please stay in communication with **Todd** (Light Shop Supervisor) when it comes to your assignment or your hours. We have a lot of students to get assigned so it is hard to keep in contact with everyone. Please, do your part and step into the light shop to check in until you have a solidified position or work schedule.

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 close-toed shoes, boots, or sneakers (**NO sandals, flip flops, toms, or flats of any kind**), pants must be worn and **MUST HAVE** a belt loop and at least 1 pocket.

You will be sent home for the day, and not given any shop hours if you show up wearing: inappropriate shoes or clothing.

Skirts or dresses are not allowed!!!! If you need to bring a change of clothing with you then do so. SOTD has lockers that students can use. See Austin Gresham to secure one.

Dangling jewelry should not be worn, as it is a hazard.

If hair length requires, please bring a hair tie to keep hair out of face and away from eyes.

Your clothing may get dirty, torn, and painted upon, so do not wear anything you cannot bear to part with.

Classroom Etiquette: *(Civil Discourse)*

Mature and respectful behavior is expected in this classroom when dealing with instructors and other students. Side conversations, sleeping, and reading other course material are not appropriate and may result in the student losing attendance credit for that day. If food or drink are brought to class, they must be fully contained, and non-distracting. **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.

While laptops are allowed for note-taking cell phones are not allowed under any circumstance.

Class Participation:

You will be graded on how actively you participate in class discussions and demonstrations. This will also reflect your attitude and effort during your lab hours and/or show assignment. If you are constantly off task, checking your phone, late in lab or for your show assignment, you will see a lower point assignment for participation.

Reading:

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

on these readings at anytime.

Critiques, Ticket Stubs, Projects, Quizzes, Tests:

LATE WORK WILL NOT BE ACCEPTED!!!

THIS INCLUDES: PROJECTS, CRITIQUES, TICKET STUBS, ETC.

ASSIGNMENTS (ALL OF THEM) must be submitted by 8:30am on the day they are due!!!! (See Schedule listed below for all due dates) All projects must be presented on the day that they are due in class.

You will NOT be able to make up ANY TESTS OR QUIZZES. There will be no extra credit available for this course.

Projects:

Over the course of the semester, you will be assigned four projects dealing with lighting and/or sound. The details for the projects will be **handed out in class**. Please do not lose these assignment pages, as they are the only hard copy you will receive. Any questions or concerns are to be presented as early as possible.

Failure to not thoroughly read through the projects and turn in all items listed with result in a lower grade or even a complete zero on the project.

Show 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 the syllabus.

Show critiques **and** ticket stubs are due the **Monday** after show closes (listed in calendar). **Each ticket stub is worth 10 points of participation and each critique is worth 50 points toward the critique portion of your grade.**

Grading Breakdown:

Lab Requirement	1000 pts
Participation	50 pts
Quizzes	100 pts
Exam 1	100 pts
Exam 2	100 pts
Exam 3	100 pts
2 Production Critiques	100 pts
Programming Project	100 pts
Sound Project	100 pts
Drafting Project	100 pts
Final Project	<u>150 pts</u>
Total:	2000 pts

Grading Scale:

A	2000 - 1871
A-	1870 - 1790
B+	1789 - 1730
B	1729 - 1670
B-	1669 - 1590
C+	1589 - 1530
C	1529 - 1470
C-	1469 - 1390
D+	1389 - 1330
D	1329 - 1280
F	1279 - 0

Show Reviews

50 points each

Objective: Analyze two University of Florida School of Theatre and Dance productions for technical merit, design choices, and overall cohesion.

You will write a three-page (full pages) review on **two** of the five UF-SOTD productions this semester. In your review, you should analyze the technical aspects of the productions. Be honest and express your opinion but please do not attack the production. (There is a difference between being critical and being rude.) **Be critical** of the choices that the design team has made and express **why** these choices *worked or did not work* in your opinion. It is important that you **do not just summarize the production**. However, you may mention that "...on the night I saw the production, there was an issue with the sound board and horrible noise played over the speakers." You should not just dwell on these problems, but also focus your attention to the *design* of the technical aspects and your opinion. You could go on to note "after the sound cut out I became extremely aware of how well integrated it was to the performance before and remembered only when it cut out that I was watching a performance on stage."

The goal is to objectively look at these productions and evaluate them from a technical and design side, not a performance point of view. You should only critique performance aspects if they are related to technical or design choices. You should focus on lights, sound, and projection but may also comment on how scenery, costume, makeup, props, etc. worked with the lighting and sound and how they were affected, positively or negatively.

Paper Requirements:

You will turn in the critique: **in hand**, at the **beginning** of class on which it is due.
Your ticket stub stapled to the back of your paper or a picture with seat assignment in view.

Due Date: Each review will be due on the **Monday class** following the closing of the show. **NO late assignments will be accepted.**

The following are the **due dates** for each show, and are also in the syllabus calendar:

Show Critique Explanation and Template:

The Basics:

- 1) Go and see the play!
- 2) Papers are to be written at a college level and word-processed. (Errors in grammar, spelling, sentence structure, punctuation, paragraph construction, etc. will affect the overall grade)

Format:

- Double spaced (with no extra spaces between the title and paper; between paragraphs)
- Times New Roman or Cambria
- 10 or 12pt. font,
- 1” margins on all 4 sides (double check how it looks before you print),
- Your info in the upper left hand corner
- Page numbers on the paper in the upper right hand corner but skipping page one (it should also be in the same font and the same pt size as the rest of your paper)
- Stapled together, including ticket from the show, but ***not*** hole punched.

Writing Rules:

The title of a play in all critiques should be surrounded in quotation marks or underlined.

Ex: “Wait Until Dark” or Wait Until Dark.

Papers are to be formatted with multiple paragraphs. Paragraphs should be between 3-7 sentences. If you need to use 2-3 paragraphs to summarize something then do so.

Papers should have a natural flow to them. Paragraphs should flow from one paragraph to the next, just like any other paper.

Contractions, verbal slang, and any other common phrasing CANNOT be used within the paper. Again this is college level writing. (Examples: it’s, can’t, you’re, okay, ok, what’s up)

Also, though this critique is from your perspective, remember using all past tense language makes for a boring paper. Make sure your critique engages your reader.

Though it is a critique, grabbing the reader’s attention from the beginning helps your readers really engage with the critique. So using Eye catchers (sentences that actively engage the reader) greatly enhance a critique.

Do yourself a favor. **READ YOUR PAPER OUT LOUD TO YOURSELF BEFORE TURNING IT IN.** Why? Make sure it sounds correct.

- 3) Papers are expected to be at **least 3 FULL pages.** (**Less** than 3 will result in a lower grade)
- 4) Feel free to express yourself and your opinions. A successful paper would **back those opinions up with details from the play.**
- 5) Be specific as you can. Use lines from the play to support your opinions.
- 6) **Staple ticket to paper.** (***Not doing so will result in a lower grade***). **It proves you went to see the show, and gives you automatic points towards your critique grade.**

Key Points to Examine: {What needs to be included}

- 1) Summarize the plot of the play (or overall idea for a dance concert).
- 2) Think about the genre of the play (Comedy, Drama, Musical, etc).
- 3) Discuss the theme of the play.
 - “Theme- is a central topic a text treats
a subject of discourse, discussion, meditation, or composition
a unifying or dominant idea, motif, etc.
- 4) What do you feel worked for the production as a whole on a technical and design level?
What did not?
- 5) Discuss the theatre space, environment, atmosphere, and feeling.
Did it meet the needs of the play? Did it affect the production? If so, how?
- 6) How effective was the lighting design in terms of intensity, movement and color?
- 7) How effective was the sound designer in their effects, music and reinforcement?

Other Key Points to Answer:

- 1) What info was conveyed by the scenery and costumes about time, place, characters, and situation? How was this info conveyed to you?
- 2) How did the scenery, costumes, and makeup compliment the lighting and sound design, or did they not?
- 3) Did any colors dominate? How did the color palette affect your impression of the play?

The **Rubric and Paper Template below** provides you with how your critique ought to be constructed, and how I will be grading.

Show Critique Grading Rubric:

Ticket Attached to Paper: (10pts)

Format and Grammar: (32pts)

- ___ Double Spaced (with no extra spaces) (1pt)
- ___ Font (10 or 12 pt.) (1pt)
- ___ Font Style (Times New Roman, Cambria) (1pt)
- ___ 1" Margins (on all four sides) (1pt)
- ___ Info (your name, class, professor, date) (1pt)
- ___ Title (1pt) (Critique: [Title of Show and Review #])
- ___ Page Numbers (1pt)
- ___ Punctuation (5pt)
- ___ Spelling (5pt)
- ___ Correct Language (No Slang or contractions) (5pt)
- ___ Sentence Structure (5pt)
- ___ Paragraph Structure (5pt)

Key Points: (11pts)

- ___ Discuss Genre/Theme (2pts)
- ___ Statement of your opinion (3pts)
- ___ What worked for the production/ What did not (2pts)
- ___ Discuss environment, and its relation to production (the physical space) (2pts)
- ___ Discuss if the lighting and or sound design captivated your emotions (2pts)

Critique Specific: (32pts)

- ___ Discuss the effectiveness of the lighting design
- ___ Discuss the use of certain equipment if you noticed it
- ___ Discuss the effectiveness of the sound design
- ___ Discuss the use of sound reinforcement
- ___ Discuss the use of live microphones
- ___ Discuss the use of playback

Other Key Points: (15pts)

- ___ Other Design Elements (Scenic, Costumes, Projections) (5pts)
- ___ Discuss the use of color (Do we all play nice?) (5pts)
- ___ Other (5pts)