

TPA 4021/4950 Lighting Design 2- Course Syllabus
Spring 2019
University of Florida
College of Fine Arts
School of Theatre and Dance
Professor Stan Kaye

Instructor: Professor Stan Kaye- <mailto:stankaye@arts.ufl.edu>

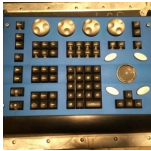
Office Hours: Mon + Wed 11:45-12:35, Tue and Thurs 1250-1:40,
or by Appointment (Stan Kaye) Office
McGuire 207 telephone 273-0510

Course Meets: Tuesday and Thursday 10:40 – 12:35

TEXTS: A Practical Guide to Stage Lighting By: Steve Shelly; Focal Press, 1999.
<http://www.amazon.com/Practical-Guide-Stage-Lighting-Second/dp/0240811410>



Automated Lighting by Richard Cadena—(optional) Published 2006
Focal Press <http://books.google.com/books?id=zfu9727rvjqC&dq=moving+light+book&psp=1>



Whole Hog PC manual
https://www.highend.com/pub/support/controllers/documents/H4_manual.pdf



ETC GIO Manual: <https://www.etcconnect.com/Support/Search-Manuals.aspx?LangType=1033>



REQUIRED: WYSIWYG-42 Latest Version Dongle provided by instructor through our UF SOTD Beta test program for academic institutions. Explained during class.

Attendance: Consistent and punctual attendance is expected. Absences beyond 3 excused or unexcused will affect your final grade regardless of the quality of your work. Your earned grade will be reduced by ONE FULL LETTER GRADE for every absence beyond THREE.

Course Goal: This class is an in-depth study geared to the development of the necessary skills to design stage lighting for both musical theatre/dance in live performance. Building on existing fundamental knowledge and practice, the course will seek to expand, develop and realize the following objectives: Extensive use of three-dimensional software's will be a key component of the course.

1. Script analysis as it pertains to lighting design
2. Dance analysis as it pertains to lighting design
3. Music analysis as it pertains to lighting design
4. Comprehensive light plot development
5. Comprehensive lighting paperwork development
6. Creation of cue structures
7. Creation of virtual scenic environments
8. Development of appropriate artistic lighting responses to live performance
9. Mastery of lighting distribution/layout systems
10. Development of color systems
11. Development of the eye to create aesthetic and balanced stage compositions
12. Increased understanding of the human visual system
13. Use and mastery of sophisticated three-dimensional visualization software to explore interaction of object, colors time effects, motion, fabric, surface and light interaction.

Course Method: The course is project based and will utilize two complex projects, based in repertory light plot development, for dance and musical theatre. The project descriptions are detailed below. By utilizing software of the highest caliber (WYSIWYG 42)) students will learn to conceptualize, structure, build environments, layout lighting systems, conduct visual research, plot and organize lighting and create live cue based dynamic lighting, with moving avatars, moving scenery, video and LED walls to enhance the performance aspect of the project. The project will be run in LIVE mode using a sophisticated lighting control computer such as High End Systems Whole Hog 4 ETC EOS or another modern control system. The

final deliverable assets are described in the project details below.

REP DANCE PLOT LAYOUT EXERCISE **And sample dance piece**

You are expected to have completed the readings in Shelly's book from lighting design 1 This should be evident in class work and in your work in the production program. You are expected to bring questions to class that become evident from the reading for deeper clarification from the Professor. To more deeply understand the concept of basic stage lighting systems and to better understand the visual results of these systematic practices onstage you will build a **IDEAL** *light Plot* in the 3D Pre-visualization software called *WYSIWYG*. You will build this plot for the G6 dance studio. the yuj will light a sample dance piece in the studio using WYG perform and program on the Hog and capture it via **OBC** on video. . Be sure to read the tips and tricks on the Cast Software website: <http://www.cast-soft.com/resources/tips-tricks>

Deliverables:

- Lighting Plot generated in WYG Layouts and meeting USITT Graphic Standards
- Lighting section generated in WYG Layouts and meeting USITT Graphic Standards
- Lighting Isometric view generated in WYG Layouts and meeting USITT Graphic Standards
- Lighting Hook-up generated via WYG Data Module and exported and cleaned up in Lightwright
- Lighting Instrument Schedule generated via WYG Data Module exported and cleaned up in Lightwright

MUSICAL THEATRE PROJECT

You will choose a musical theatre sequences selected by the instructors. You may use the G6 rep or the Constans Teaching File for this project. Each number will have various moods, changing scenery etc....You will alter as much as you wish the light plot you created in project 1. Then you will add the equipment you need for your design. You are the director, choreographer, costume designer, scenic designer and lighting designer for this production number.

Your project is to create the scenic environment in WYSIWYG in three dimensions, include 3 dimensional characters with costumes in WYG, and develop a light plot based on the systems methods in the book *A Practical Guide to Stage Lighting* by Steve Shelly,

You will deliver the following:

Color research/pallet

1. Cue score
2. Lighting plot
3. Lighting section
4. Chanel hook-up (Wyg and exported to lightwright0
5. Instrument schedule (Wyg and exported to lightwright)
6. Magic sheet
7. Video of cues changes as a result of WYG cueing project
8. Full package organized in electronic format.
9. Color research/palate
10. Full package organized in a binder or single PDF document as if you are presenting your work to a potential client whom you wish to be hired by.

For presentation to the class:

A fully programmed number will be generated and include the following.

- live movement of at least two moving lights
- live color changes
- at least One Effects Cue
- at least one use of either Multiple Cue Stacks
- use of macro triggers
- moving scenery or backdrops
- captured video via OBS (open broadcast system)

Grading:

Rep dance plot development =	25%
Musical Theatre Project =	30 %
Timeliness =	20 %
Attitude =	10 %
Active Participation =	10%
Dongle Key Responsibility =	5 % *
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	100%

- As part of a beta test site form Cast Software we will be issued Perform Level Dongle Keys for WYSIWYG
- **Academic Honesty:**
UF Honor Code: "... all work submitted for credit done by students at the University of Florida, the pledge is either required or implied: On my honor, I have neither given nor received unauthorized aide in doing this assignment."
- **Students with Disabilities:**
For those students who require in-class accommodations, they will communicate their accommodation needs through a memorandum which is generated by the Office for Students with Disabilities. This memorandum will be developed and prepared through a collaborative effort involving the Assistant Dean for Student Services and the student with a disability.
- **Attendance at Productions:**
By decision of the faculty in the School of Theatre and Dance, the following statement is included on all departmental syllabi: *Since production is the laboratory for all theatre courses, attendance at all mainstage School 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. Attendance at all related events is encouraged.*

Date	Activity	Assignment	Take Note
1/8/2019	Introduction to WYSIWYG – set up visualization suite lab	Set up lab	
1/10/2019	Topography of WYG Modules		
1/15/2019	CAD in WYSWYG –	Begin building G6	
1/17/2019	CAD and Importing Exercises –		
1/22/2019	Materials and importing—optimizing the 3D environment		

1/24/2019	Fixtures, positions, library and application Setting Stan @ URTA		
1/29/2019	Shortcuts, grouping, focusing	G6 space building complete target date	
1/31/2019	Design module		
2/5/2019	Design—looks, groups, cues, timelines,	STUDIO	
2/7/2019	Camera paths and 3D mouse	STUDIO	
2/12/2019	Data – paperwork patch Universe and control Layouts, paperwork and Printing	STUDIO	
2/14/2019	Layouts, paperwork and Printing Present All Rigs to Class	Project 1 Paperwork Due	
2/19/2019	Whole hog basics Hedge Hog	STUDIO	
2/21/2019	Live Programming Session – More console training	STUDIO	
2/25/2019	More Console Live Training	Dance piece video complete	
2/28/2019	Review Musical Theatre Numbers – Design Discussions		
3/4 – 3-8	SPRING BREAK		
3/12/2019	Advanced cueing and timing	STUDIO	
3/14/2019	Cueing in Class	STUDIO	
3/19/2019	Studio Day	STUDIO	
3/21/2019	Studio Day	STUDIO	
3/26/2019	Waits, follows, multiple cue stacks Review troubleshoot	STUDIO	
3/28/2019	Triggering and Macros	STUDIO	
4/2/2019	Putting in all together –Troubleshoot-Studio Day	STUDIO	

4/4/2019	Supervised Studio	STUDIO	
4/9/2019	Supervised Studio	STUDIO	
4/11/2019	Project Organization and Presentation/Critique	Review progress	
4/16/2019	Project Organization and Presentation/Critique	Review progress	
4/18/2019		Final Project Due	
4/23/2019		Final Project Due	