

GRADUATE LIGHTING DESIGN I –TPA 5025

Course Syllabus

Fall 2019

The University of Florida

College of the Arts

School of Theatre and Dance

Professor Stan Kaye

OFFICE HOURS as posted on my office door **OR BY APPOINTMENT**

Class Meets M W – 4-5 (10:40 – 12:35)

MESSAGES: DEPARTMENT OFFICE 273-0510 direct line (Has voice mail)

MY OFFICE IN McGuire 207 (My cell is 352-317-2855)

E-MAIL: STANKAYE@arts.ufl.edu (CHECKED FREQUENTLY)

TEXTS: Light Fantastic *The Art and Design of Stage Lighting* By Max Keller
Prestel 2nd Edition – ISBN 978-3-7913-3685-5 (**REQUIRED**)

A Practical Guide to Stage Lighting, 3rd Edition by Steve Shelly
Elsevier – Focal Press – ISBN-13: **978-0415812009** | Edition: **3**
(REQUIRED)

The Assistant Lighting Designers Toolkit, Anne E. McMills,
Focal Press, ISBN: 978-0-415-71121 2014 (**REQUIRED**)

The Automated Lighting Programmers Handbook, Brad Schiller
3RD Edition, Focal Press 2017 ISBN: 978-1-1389-92625-7
(HIGHLY RECOMMENDED)

Automated Lighting: The Art and Science of Moving and Color-Changing Lights Richard Cadena, 3rd Edition, Focal Press ISBN:
978-1-138-85089-7 (**HIGHLY RECOMMENDED**)

BIG NOTES:

Students are expected to spend 2-3 hours per credit hour per week on work outside of class on the subject matter of the class. This means that you should be spending at least 9 hours per week on subject matter per week. In my view this is a minimum, ours is a highly technical and artistic field that is changing at breathtaking speed.

This Syllabus is subject to change. There may be additional exams and projects should I feel they are necessary. Please keep up or stay ahead of the schedule. I will announce any additional projects or exams at least 24 hours in advance.

Lonni Alcaarez Vectorworks Tutorials

These tutorials teach the program from beginning to end. They were created specifically for VW2011 but should easily cover versions back to VW2008 and have been updated to VW2014. There are a few crucial update tutorials for VW2017 and since, regarding the Resource Manager and Smart Title Blocks. Please note that your subscription includes tutorials on Lightwright 5 and Adobe Acrobat Writer.

The cost for these tutorials is \$75.00. To purchase them and to create a unique user ID and login, go to this link. You will need to either login with your PayPal account or you will have to create one. Once you are logged in, you will be able to pay with your credit card:

https://www.paypal.com/cgi-bin/webscr?cmd=s-xclick&hosted_button_id=Z2K9QCF965GXS

Once you pay, you will receive a re-direct link to setup your unique user name and password. User ID and login are only valid for a single user. If you know someone who would like to purchase these tutorials, please have them email me through the *contact* link provided on my website.

There is a 'Video Tutorial Index' on the site that I recommend you take a look at as it includes short descriptions of each video.

You may want to download and install the workspace that I use in the tutorials. Tutorial #11 under Settings will help you set this up.

Please use the contact link on my website if you encounter issues with viewing the tutorials; or with any questions or concerns.

SUPPLIES NEEDED:

Software Required: Vectorworks Spotlight 2019 student edition or (latest edition) – Lighting Design Software: Student Version. WYSIWYG Student or Design or you may use the lab machines. Live Level Dongle will be provided for you.

This link will help you get the software. You need to get this software up and running immediately. <https://www.cast-soft.com/cast/academic/students.php>

Required: Computer system, Lap-Top or desktop capable of running WYSIWYG and Vectorworks. Software: Vectorworks Spotlight (student edition), Adobe PDF writer standard, Photoshop CS or creative cloud Microsoft office Suite.

There will be unannounced quizzes on the readings.

GRADING BREAKDOWN:

PROJECT # 1- Light Plot Reconstruction Small Light Lab = 10 %

PROJECT # 2 = Construction of the Hokey Plot and Section = 20 %

PROJECT # 3 = Music Project = 30 % WYSIWYG

PROJECT # 4 = Final Project- Play of Choice or title selected in class
Complete Light Plot and accompanying paperwork and
Visual storyboard using Photoshop techniques learned in
Advanced Theatre Graphics with Professor Ciupe = 40%

The final project paperwork shall include:

Full light plot ½ Scale—The plot shall be CAD drafted in Vectorworks Spotlight.
Complete Center-line Section
Complete Hook-up (Lightwright or Excell)
Complete Instrument Schedule (Lightwright or Excel)
Complete shop order (no cable included)
Color Pallete
Magic Sheet
Concept Statement with Play Analysis (minimum 1000 word Play analysis)
Concept Research or inspirational material
Rough plots and/or sketches
Complete Cue Score
Visual Storyboard derived from Photoshop techniques (minimum 5 stunning images)

All final project information shall be put together into a single electronic document and organized in a professional manner. See me to see a sample of these projects. I also expect all drawings, and documents to be uploaded to Canvas in PDF format.

NOTE: READING ASSIGNMENTS SHOULD BE COMPLETED FOR THE WEEK IN, WHICH THEY ARE SCHEDULED.

LIGHTING LABORATORY ACCESS: The Lighting lab
Will be accessible by signing out time in advance on the lab schedule
on the board by the lab.

INDUSTRY RESOURCES:

Since you are planning a career in lighting design you should subscribe to at least one of the following periodicals and make them a permanent part of your library.

Live Design <http://livedesignonline.com/>

PLSN (Pro Lights and Staging News) <http://www.plsn.com/>

Light and Sound America <http://www.lightingandsoundamerica.com/>

Lighting Design and Application (LD&A)
http://www.ies.org/lda/members_contact.cfm

Architectural Lighting (AL) <http://www.archlighting.com/>

Stage Directions <http://www.stage-directions.com/>

LED Magazine Online <http://www.stage-directions.com/>

CONSIDER JOINING:

USITT = United States Institute for Theatre Technology <http://www.usitt.org/>

IALD – International Association of Lighting Designers <http://www.iald.org/>

IALD – Education Trust – A great way to break into the Architectural lighting design field and they offer \$\$ and scholarship often --
<http://www.iald.org/trust/index.asp>

USA-829 – United Scenic Artists (At some appropriate point in your career) Examination and experience required.
<https://www.usa829.org/Default.aspx>

IESNA – Illuminating Engineers Society of North America (at some point in your career) <http://www.iesna.org/>

American Association of Museums – If you are interested in museum and display lighting. <http://www.aam-us.org/>

International Association of Amusements Parks and Attractions – If you have any interest in working in this area of our field
<http://www.iaapa.org/>

Please read:

See attached Weekly Schedule. We will try to stay on schedule but it is likely that we will digress into conversations that are beneficial and I will allow for that. Rest assured we will cover all of the material presented in this Syllabus. You are responsible for all reading in a timely fashion. Bringing your work in for review on the dates noted on the schedule are required. Failure to do so will result in a reduced grade no matter what the quality of the result is.

Carefully read the project sheets. The directions in them are quite specific. It is wise to read them often as you are going through the process of the project so will not stray off track.

The final project play is *The Diary of Anne Frank* or other play as determined in the class. See the final project sheet. We will discuss this in class.

Students with Disabilities:

Students requiring 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.

Counseling and Mental Health:

Please be aware that there are people on-campus to assist you if you feel that the pressures of a semester are too great for you to handle. Call any of the services listed below for assistance:

Student Mental Health (24 hours on call)
2nd Floor, Student Health Care Center
392-1171

University Counseling Center
P301 Peabody Hall
392-157

Please refer to your student handbook for the University's honesty policy regarding cheating and the use of copyrighted materials.

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/>

Graduate Lighting Design 1 TPA 5025

Weekly Schedule Fall 2018

<i>Week</i>	<i>Date</i>	<i>Topic</i>	<i>Reading Prepared to Discuss</i>
Week 1	Monday, August 26, 2019	Introduction KELLER DVD and Designers DVD	Introduction to expectations-getting to know each other -Lighting Designers DVD Wilson, Brickman, NYCO Shelly forward and Chapter 1 EXAM avloiaibe from Aug 24th 12:00 AM unbti Aug 27th at 12:35
Week 1	Wednesday, August 28, 2018	Refresher Equipment and paperwork Vectorworks overview	Keller The History of Light in the Theater, Light and Colour, Handling light and Colour (PP 15-58) , Keller DVD Shelly 2,3,4 Bring your laptop tops with VW spotlight working.
Week 2	Monday, Sept 2 Labor Day no class,	Refresher Equipment and paperwork,optics, lamps and light more on Vectorworks	Shelly 5 Bring your laptop tops with VW spotlight working.
Week 2	Wednesday, Sept 4 , 2019	Preparing for the project - Overview of drafting re-creation project.	Keller Optics, Lamps and Light- (pp 67-94) Shelly 6, 7 Bring your laptop tops with VW spotlight working.
	Monday, September 9, 2019	Lay in Light Lab plot in VW - 3D 2 hours only. See how far you get, in my office, Shelly page XVI and XVII	YOU WILL DRAFT IN CLASS
Week 3	Wednesday, September 11, 2019	Continue Shelly discussions Plots, paperwork, load ins, focus, cue construction, Vectorworks check-up ? How good and how fast are you ?	Shelly 8,9 Bring your laptop tops with VW spotlight working.
Week 4	Monday, September 16, 2019	Review in class drafting results. Discuss systems, Load in and Focus Live focus session. Black Box.	Shelly 12 and 13
Week 4	Wednesday, September 18, 2019	WYSIWYG overview	Keller - Light and Lighting Design, Conceptual lighting design (pp173-188)
Week 5	Monday, September 23, 2019	Listen to music, discuss design approach- WYSIWYG continued	REVIEW and CRITIQUE DRAFTING PROJECT MUSIC FOR PROJECT DUE !
Week 5	Wednesday, September 25, 2019	WYSIWYG scenery, positions, views, focus	Shelly 9 (focus and level setting) Whole Hog introduction
Week 6	Monday, September 30, 2019	WYSIWYG - movers, patching, design, perform level	More Hog/Programming

Week 6	Wednesday October 02, 2019	Whole Hog demos an dWYG Live Connections	Keller Lighting Consoles (pp 147-168) Shelly 12 The Focus Session
Week 7	Monday, October 07, 2019	WYSIWYG Lab Day	Studio Day- Bring computers or work on lab machines
Week 7	Wednesday, October 09, 2019	WYSIWYG Lab Day	Introduction to the Fiber Optic Lab system
Week 8	Monday, October 14, 2019	WYSIWYG LAB	
Week 8	Wednesday, October 16, 2019	WYSIWYG LAB	
Week 9	Monday, October 21, 2019	WYSIWYG LAB	LDI October 19-20-21
Week 9	Wednesday, October 23, 2019	WYSIWYG LAB	View/Critique (2) Music projects
Week 10	Monday, October 28, 2019	WYSIWYG LAB	View/Critique (2) Music projects
Week 10	Wednesday October 30, 2019	Present Music WYG music Project	
Week 11	Monday, November 4, 2019	Doing the light in the theatre how to work in the technical process	
Week 11	Homecoming October 4-5		Homecoming
Week 12	Wednesday , November 06, 2019	Discuss Final Play script and concepts	<i>Present Ideas and inspiration reseach</i>
Week 12	Wednesday, November 11, 2019	Discuss Final Play script and concepts	<i>Present Ideas and inspiration reseach WYG Project Upload Due</i>
Week 13	Monday, November 13, 2019	Catch Up Day	
Week 13	Monday, November 18, 2019	Presentation day	
Week 14	Wednesday, November 20, 2019	Presentation day	
11/27/2019 - 11/30/2019		Thanksgiving Break	No Classes
Week 14	Monday, November 25, 2019	Studio Time	Final Project Presented (1)
Week 15	Monday, Decemberr 2 , 2019	Studio Time	
Week 15	Wednesday, December 4, 2019	Last Day- Wrap up Evaluation	Final Project Presented (1)
Week 16	CRITICAL DUE DATES		
	Small Drafing Project Ligh Lab in 3D		
	Medium Drafting Project DRAFT Shelly Plot and section DUE SEPT 10th		
	Music Projects DUE Nov 7		
	Final Play 1st review Dec 2		Profolio Reviews Dec 6
	Final Play due Dec 13 at the latest		

**Graduate Lighting Design I
Project # 1
Theatrical Lighting Drafting Drill**

Project: Drafting Quality Enhancement Drill

Purpose: The purpose of this project is to insure that your drafting quality is of the highest possible standard and will be respected by Union electrical crews in venues throughout the United States and beyond.

Goals: The overarching goal is to bring your drafting to the highest level and familiarize yourself with Broadway quality drafting expectations on a complex show.

Method: By reviewing the Hokey Plot you will reproduce this from scratch. Through this “copy” exercise you will discover various techniques to achieve proper line weight relationships, clarity of information, notation details, and the general ethic of high quality 3D representation of lighting design schematics as expected by the USA-829 and IATSE. (International Association of Theatrical Stage Employees)

Project Execution: You may execute this exercise on your own computer or on SOTD lab machines. I cannot guarantee the reliability of UF computers or your own. Only you are responsible for maintaining the integrity of your files and ability to complete the project on time and printed. Our printer can be temperamental so I suggest you be prepared to use the Architecture lab or PDF your drafting and bring to Kinkos for printing. You will notice on the schedule that there is a day to review and critique your drafting. Be sure to have printed plates for me to “red line” that day so your final version will benefit from my feedback.

Pride in Work: It is expected in this program that you will strive to produce the highest quality work you are capable of. In this environment where you have the luxury of time you will be motivated to sharpen your skills through practice and focused concentration. Much like mastering a musical instrument, I will serve as your guide to be a master of all the techniques both, technical and artistic to be considered a Master of your craft at the conclusion of your program.

Grading: I will base your grade on these factors:

- | | | |
|---------------|---------------|----------|
| - Preparation | -commitment | -quality |
| - Timeliness | -creativity | |
| - Attitude | -thoroughness | |
| - | | |
| - | | |

You are expected to deliver:

Perfectly printed versions of the drafting plot and section. Printed in black and white and in proper scale. They should be folded as I have instructed you in class and should be of such a quality that you would be prepared to present them to the head electrician on a Local 1 IATSE crew in NYC.

Programming Project
TPA 5025
Fall 2018 Semester

Objective:

The objective of the programming/music project is to make you feel comfortable with the programming of the Hog 4 consoles and introduce you to visualization techniques. 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 the Hog line of 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 (of any scale you wish)
- 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.

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.

Graduate Lighting Design I
Final Project Description
Cueing Design for *Diary of Anne*
Frank oother approved script

Project: Complete Lighting Design for a scenic model The Diary of Anne Frank
All paperwork included below shall be presented neatly in a binder.

You are expected to deliver:

The following paperwork is to be included:

Full light plot ½ Scale—The plot shall be CAD drafted in
Vectorworks Spotlight.

Complete Center-line Section

Complete Hook-up (Lightwright or Excel)

Complete Instrument Schedule (Lightwright of Excel)

Complete shop order (no cable included)

Color Palette

Magic Sheet

Concept Statement with Play Analysis

Concept Research or inspirational material

Rough plots or sketches

Complete Cue Score

Visual Storyboard derived from model cueing with fiber optics or video clips of the cues with a audio narrative explaining what we are seeing. This can be created in imovie or windows moviemaker.

Purpose: The purpose of this project is to build your skills in professional paperwork using Vectorworks and Lightwright. It is intended to exercise your ability for analysis of a script, work with a given scenic design, and imagine the action of the play and how you will enhance the dramatic experience with light.

Goals: The goal is to develop a complete lighting paperwork package that would be acceptable in a professional venue, and would be appropriate for our shop at UF. It is also a way for you to develop visuals ideas that are relevant and useful in presenting your lighting ideas to others on the creative team.

Method: You will use the Photoshop techniques used in Profesor Ciupes's Class Advanced Theatre Graphics

Pride in Work: It is expected in this program that you will strive to produce the highest quality work you are capable of. In this environment where you have the luxury of time you will be motivated to sharpen your skills through practice and focused concentration. Much like mastering a musical instrument, I will serve as your guide to be a master of all the techniques both, technical and artistic to be considered a Master of your craft at the conclusion of your program.

Grading: I will base your grade on these factors:

- Preparation
 - Timeliness
 - Attitude
 -
- commitment
 - creativity
 - thoroughness
- quality

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