

## GRADUATE LIGHTING DESIGN I –TPA 5025

Course Syllabus Fall 2020

The University of Florida College of the Arts

School of Theatre and Dance, Professor Stan Kaye

### Essentials.

Office Hours Via Zoom Monday & Wednesday 11:00- 11:45

Class Meets M W – 5 & 6 (11:45 – 1:40)

MESSAGES: DEPARTMENT OFFICE 273-0510 direct line

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

Email ALL: [STANKAYE@arts.ufl.edu](mailto:STANKAYE@arts.ufl.edu) (CHECKED FREQUENTLY)

### TEXTS:

**NOTE:** Reading assignments should be completed for the week in which they are scheduled.

- 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*, 3<sup>rd</sup> 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 3<sup>RD</sup> 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, 3<sup>rd</sup> Edition, Focal Press ISBN: 978-1-138-85089-7 (**HIGHLY RECOMMENDED**)

## **BIG NOTE:**

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.*

## **Software Needed:**

Software Required: Vectorworks Spotlight 2020 student edition or (latest edition) –

Lighting Design Software: Student Version. WYSIWYG Student or Design or you may use the lab machines.

This link will help you get the software. You need to get this software up and running immediately. \$ 99.00 per year.

<https://cast-soft.com/students/>

## **Computer System:**

**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 and Microsoft office Suite.

## **GRADING BREAKDOWN:**

1. Quizzes on Practical Guide to Stage Lighting = **123** points

PROJECT # 1- Light Plot Reconstruction Small Light Lab = **100** points

PROJECT # 2 = Construction of the Hokey Plot and Section = **200** points

PROJECT # 3 = Music Project in WYSIWYG = **300** points

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 = **300** points  
Class participation = **300** points

**Total points available = 1323 points**

## **Final Project**

The final project paperwork shall include:

2. 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.*

### **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. **This is suspended during COVID – 19**

## Notes on Assignments and Projects:

- 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 you will not stray off track.
- The final project play is *determined collaboratively by us in class*. See the final project sheet. We will discuss this in class.

# Graduate Lighting Design 1 TPA 5025

## Weekly Schedule Fall 2020

Week	Date	Topic	Reading Prepared to Discuss
Week 1	Monday, August 31 2020	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
Week 1	Wed, Sept 2 2020	Refresher on equipment and paperwork Vectorworks overview	Keller The History of Light in the Theater, Light and Color, Handling light and Color (PP 15-58) , Keller DVD Shelly 2,3,4 with VW spotlight tips and tricks for working designers.

Week 2	Monday, Sept 7 2020 NO CLASS	NO CLASS Labor Day	Shelly 5 Bring your laptop tops with VW spotlight working methods. XML with Lightwright and classes, sheets etc.
Week 2	Wednesday, Sept 9, 2020	Preparing for the project - Overview of drafting re-creation project.	Keller Optics, Lamps and Light- (pp 67-94) Shelly 6, 7
Week 3	Wednesday , September 16 2020	Lay in Light Lab plot in VW - 3D <b>2 hours only</b> . See how far you get, in my office, Shelly page XVI and XVII drafting quality examples	<b>Draft IN CLASS with observation</b>

Week 3	Monday September 21, 2020	Continue Shelly discussions Plots, paperwork, load ns, focus, cue construction, Vectorworks check-up ? How good and how fast are you ?	Shelly 8,9 VW spotlight working during class with observation.
Week 4	Wednesday September 23 2020	Review in class drafting results. Discuss. Critique systems, Load in and Focus Live focus session methods demonstrated in WYSIWYG	Shelly 12 and 13 Small Drafting Project due
Week 4	Monday, September 28 2020	WYSIWYG overview	Keller - Light and Lighting Design, Conceptual lighting design (pp173-188)



Week 5	Wed, September 30 , 2020	Listen to music, discuss design approach- WYSIWYG continued	Review and critique Hokey Plot drafting For the music project
Week 5	Mon, October 5, 2020	WYSIWYG scenery, positions, views, focus	Shelly 9 (focus and level setting) Whole Hog introduction
Week 6	Wed, October 7 2020	WYSIWYG - movers, patching, design, perform level	More Hog/Programming

Week 6	Mon Oct 12, 2020	Whole Hog demos and WYG Live Connections	Keller Lighting Consoles (pp 147-168) Shelly 12 The Focus Session
Week 7	Wed October 14, 2020	WYSIWYG Lab Day	Studio Day- Bring computers or work on lab machines
Week 7	Mon, October 19 2020	WYSIWYG Lab Day	Introduction to the Fiber Optic Lab system
Week 8	Wed October 21, 2020	WYSIWYG LAB	
Week 8	Mon, October 26 2020	WYSIWYG LAB	
Week 9	Wed, October 28 2020	WYSIWYG LAB	LDI October 19-20-21
Week 9	Mon, Nov 1, 2020	WYSIWYG LAB	View/Critique (2) Music projects
Week 10	Wed, Nov 4, 2020	WYSIWYG LAB	View/Critique (2) Music projects
Week 10	Mon Nov 9, 2020	Present Music WYG music Project	
Week 11	Wed, Nov 11 2020	Doing the light in the theatre how to work in	

		the technical process	
Week 11	Homecoming October 2-3		Homecoming
Week 12	Mon , November 16, 2020	Discuss Final Play script and concepts	Present Ideas and inspiration research
Week 12	Wednesday, November 18 2020	Discuss Final Play script and concepts	Present Ideas and inspiration research WYG Project Upload Due
Week 13	Monday, November 23, 2020	Catch Up Day	
Week 13	Mon, November 30, 2020	Presentation day	
Week 14	Wed, December 2 2020	Presentation day	
	11/25/2020 - 11/28/2020	Thanksgiving Break	No Classes
Week 14	Mon Dec 7, 202	Studio Time	Final Project Presented (1)
Week 15	Wed Dec 9, 2020	Studio Time Last Day- Wrap	Final Project

	CRITICAL DUE DATES		<b>Sept 23<sup>rd</sup></b> Small drafting project <b>Sept 30</b> Medium Drafting project <b>Nov 18<sup>th</sup></b> WYSIWYG Music Project <b>Dec 9<sup>th</sup></b> Final Project
	Small Drafting Project Ligh Lab in 3D		<b>Sept 23<sup>rd</sup></b> Small drafting project
	Medium Drafting Project DRAFT Shelly Plot and section DUE SEPT 10th		<b>Sept 30</b> Medium Drafting project
	Music Projects DUE Nov 7		<b>Nov 18<sup>th</sup></b> WYSIWYG Music Project
	Final Play 1st review Dec 2		
	Final Play due Dec 13 at the latest		<b>Dec 9<sup>th</sup></b> Final Project
			Portfolio Reviews Dec 11

Appendix  
for Project  
Descriptions

## **Project # Small Drafting Project 1 :**

This is a small drafting recreation project in 3D to test your speed and basic competency in Vectorworks style drafting.

You will “reproduce the SoTD Lighting Lab in 3D from a 2D pan and section that are provide via canvas.

You will be graded on the following:

- Overall quality
- Line type and weight
- Precision and dimensioning
- Understanding of 3D components
- Understanding of print layouts and scales

## **Project: Drafting Quality Enhancement Drill**

**Purpose:** The purpose of this project is to ensure 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:**

- See Canvas Rubrics
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**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 # 3**

### **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:**

See Canvas rubrics

### **Technical:**

See Canvas Rubrics

### **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 (via a shared screen zoom) . 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 learn how to communicate in the design world.

## **Final Project # 4 Full design package.**

### **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 visual ideas that are relevant and useful in presenting your lighting ideas to others on the creative team.

### **Method:**

You may use the Photoshop techniques used in Professor Ciupes's Class Advanced Theatre Graphics or other methods discussed in class.

**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.

**The final project paperwork shall include:**

1. Rough plots and/or sketches
2. Complete Cue Score
3. Full light plot ½ Scale—The plot shall be CAD drafted in Vectorworks Spotlight.
4. Complete Center-line Section
5. Complete Hook-up (Lightwright or Excel)
6. Complete Instrument Schedule (Lightwright or Excel)
7. Complete shop order (no cable included)
8. Color Palette
9. Magic Sheet/s Consider using the ETC EOS magic sheets
10. Concept Statement with Play Analysis (minimum 1000 word Play analysis) Concept Research or inspirational material
11. 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.*

**Grading:**

See Canvas Rubrics

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## **Industry Resources:**

### **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 -- <https://www.iald.org/trust>

**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/>

### **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) 2<sup>nd</sup> 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/>

## **COVID**

Students who elect to enroll in a hybrid course are expected to participate in in-person instruction. If a student feels unsafe attending in-person, the student should elect courses that are delivered online only and plan to take the hybrid course in a future semester. In the case that the student does not have the option to take the class at a later time (ie. a graduating senior), the student must make arrangements with the instructor to “attend” all class meetings synchronously, when available, or synchronously if approved



by the instructor."

\*COVID-19 Accommodation: Students who are medically required to quarantine will have documentation from a medical provider. Students who self-quarantine must communicate with the instructor and "attend" courses remotely synchronously, when available, or asynchronously if approved by the instructor."

