

TPA 4020

Lighting Design 1

Tuesday Thursday Periods 5+6

(11:45 AM – 1:40 PM)

Course Syllabus

Professor: Myka Ahlemann, Graduate Assistant	Semester: Fall 2020
Office: CON 216	Cell Phone: 801-913-1392
Office Hours: By Appointment	Email: lahlemann@ufl.edu

Textbooks:

The Assistant Lighting Designer's Toolkit by Anne McMills **(REQUIRED)**

A Practical Guide to Stage Lighting(3rd Edition) by Steven Louis Shelley**(REQUIRED)**

From Page to Stage: How theatre designers make connections between scripts and images by Rosemary Ingham **(Suggested)** In UF Library

The Dramatic Imagination by Robert Edmond Jones **(Suggested)**

Software:

If you don't have a copy of Vectorworks 2018 or later installed on your computer, please go to the following link to get your free student copy.

<https://student.myvectorworks.net/>

The course is very heavily loaded with software and technical training. We will be moving quickly through much of the material, so it is imperative that you keep on top of the homework and reading. The homework especially is not for me, it is so that you can fully apply the concepts being taught. Only then will you be able to enjoy the designing which comes later.

Scripts(Scripts are either available through Canvas as PDFs or should be purchased):

Trifles by Susan Glaspell **(Canvas)**

The Sound Judgement by Peggy McCarthy **(Canvas)**

Constellations by Nick Payne **(Canvas)**

The Pillowman by Martin McDonagh **(Purchase)**

Other Materials:

Students should come to class always prepared with the following items:

- A working flash drive
- A pen or pencil
- Some way to take notes
- Paper to perform impromptu writing assignments on

Course Objectives

1. Develop the technical skills necessary to effectively manipulate theatrical lighting equipment.
2. Develop an understanding of how elements of design apply to theatrical lighting.
3. Develop an aesthetic language for lighting and design.
4. Understand and apply the tools and techniques necessary for a successful design process.

Course Description

This course is designed to develop your technical skills as a lighting designer as well as your appreciation for the art of lighting design. The first part of the semester we will cover text analysis as well as the goals and tools of lighting design. The next part of the semester is devoted to Vectorworks and drafting. Then we will discuss a wide variety of skills needed for a lighting designer to be successful. Throughout the entire semester there will be an emphasis on how design thinking can be fit into all of these skills.

eLearning

We will be using the e-Learning system this semester as a way for you to keep track of your progress in the course, as well as exams, quizzes, and to make any course information you may need always available to you including readings and supplemental course material. Please be sure to check eLearning on a regular basis. Any notices I send via eLearning are considered as important as in class announcement.

In Person vs. Distance Learning

While this course would ideally be taught primarily in person, due to ongoing global events that is currently not feasible. The majority of this class will take place through the use of Zoom, and will utilize screensharing and other methods of demonstrating work and facilitating discussions. We will initially meet online, and I will give as much advanced notice as possible for days when we will meet in person. I ask that you all strive to maintain engagement in class conversations online, as well as grant myself and your other professors flexibility as we navigate this process together.

Attendance and class participation:

Attendance for TPA 4020 is mandatory. The course is based in discussion and practical application. You will not be able to learn the information presented in this course from the textbook alone. You are allowed 2 unexcused absences. Subsequent unexcused absences will result in the loss of one grade level per absence (i.e. B+ would be reduced to a B for one absence). In order for an absence to be excused you must provide a written doctor's note or have written approval from the instructor prior to the absence.

Readings listed in the syllabus should be completed for the class period in which they are scheduled. It's imperative that you complete these readings so we can have a productive conversation in class. This class will largely be discussion based, so please come prepared.

Grading

Your final grades will be based on the percentages below:

Class Participation	10 %
Weekly Lighting Journals	15 %
Other Homework	15 %
Designer Presentation	10 %
Vectorworks Copy Project	10 %
Re-Interpretation Project	10 %
Final Project	20 %
Music Project	10 %
TOTAL	100 %

Academic Honesty

As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity. You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit 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.

It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks(e.g. assignments, papers, quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all university policies and procedures regarding academic integrity and the Student Honor Code. Violations of the Honor Code at the University of Florida will not be tolerated. Violations will be reported to the Dean of Students Office for consideration of disciplinary action. For more information regarding the Student Honor Code, please see: <https://www.dso.ufl.edu/sccr/process/studentEconductEhonorEcode/>

Software Use

All faculty, staff and students of the university are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against university policies and rules, disciplinary action will be taken as appropriate.

Campus Helping Resources

Students experiencing a crisis or personal problems that interfere with their general well-being are encouraged to utilize the university's counseling resources. The Counseling & Wellness Center provides confidential counseling services at no cost for currently enrolled students. Resources are available on campus for students having personal problems or lacking clear career or academic goals, which interfere with their academic performance.

University Counseling & Wellness Center, 3190 Radio Road, 352 392 1575

www.counseling.ufl.edu/cwc/

1. Counseling Services
2. Groups and Workshops
3. Outreach and Consultation
4. Self Help Library
5. Training Programs

Community Provider Database Career Resource Center, First
Floor JWRU, 3921601 www.crc.ufl.edu/

Services for Students with Disabilities

The Disability Resource Center coordinates the needed accommodations of students with disabilities. This includes registering disabilities, recommending academic accommodations within the classroom, accessing special adaptive computer equipment, providing interpretation services and mediating faculty student disability related issues. Students requesting 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.

Reid Hall

352-392-8565

www.dso.ufl.edu/drc/

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 while using their phones.

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/>

Date	Material Covered	Reading Due	Assignments Due
9/1	Introductions/What is a Lighting Designer?/Controllable Qualities and Goals		
9/3	Controllable Qualities and Goals in more Detail.	Shelley Chapter 1(Get an early start on this if you can).	
9/8	Continued Discussion of Controllable Qualities and Goals.	Ingham Chapter 1 & 2	
9/10	Play Analysis/Discussion of Re-Interpretation Project	Trifles & The Sound Judgement	
9/15	Systems, Light Keys, and Plot Setup	Shelley Chapter 6	Constellations Analysis due 11:59 PM 9/13
9/17	In Class Design Exercise	Jones Chapter 6	
9/22	Vectorworks	Shelley Chapter 5	Designer Choices Due 11:59 PM 9/21
9/24	Vectorworks	McMills pages 121-160	
9/29	Vectorworks/Start of Studio Days	Shelley Chapter 9	
10/1	Studio Day		
10/6	Studio Day		Vectorworks Copy Project Due at End of Class
10/8	Control, Power, and Electricity	Re-Read Shelley pages 14-43	
10/13	Re-Interpretation Project Presentation		Re-Interpretation Photos uploaded(before class)
10/15	Power Point Intensive	Beverly Emmons Reading	
10/20	Designer Presentations		Designer Presentations due 11:59 PM 10/19
10/22	Excel Budgets and Cue Scores	Shelley Chapter 7	
10/27	How to Visual Research		
10/29	Lightwright/Assistant Lighting Designers	McMills pages 160-169	Visual Research due 11:59 PM 10/28
11/3	Magic Sheets and Channeling	McMills pages 171-194	Paperwork due 11:59 PM 11/2
11/5	Basic Musical Analysis and Terminology	Watch/Read the materials in the music theory folder on Canvas.	
11/10	Working on Large Scale Productions(Whose Job is it Anyway).	McMills Chapters 4 & 11	Music Design Assignment due 11:59 PM 11/9
11/12	Board Op Boot Camp		Magic Sheet Due 11:59 PM 11/11
11/17	Board Op Boot Camp		
11/19	Board Op Boot Camp		
11/24	Studio Day		
11/26	THANKSGIVING		
12/1	Studio Day		
12/3	Studio Day		
12/8	Final Design Presentations		Final Project PowerPoints due 11:59 PM 12/7
12/16	Final Exam Block	Final Music Project Presentations (12:30PM-2:30 PM)	Final Music Project Presentations (12:30PM-2:30 PM)
12/18	Final Projects Due 11:59 PM		

Major Assignments:

Weekly Lighting Journals:

Every week students will be responsible for writing two small journal entries relating to something interesting they observed in their surroundings that has to do with light. These entries don't have to be longer than a few sentences, and are simply to encourage students to think about light in the context of the world around them. Note, the due dates for these entries are not on the schedule, but they will be every Friday night at 11:59 PM.

Re-Interpretation Project:

Students will each select a piece of artwork that they find unique, interesting, or otherwise cool. This artwork does not have to be visual, it can be a poem for example. The only thing it cannot be is a song (we're doing those later don't worry). Once the student has selected the artwork they are tasked with taking 2 photographs that represent 2 DIFFERENT interpretations of the piece selected. These photographs should be carefully composed and thought out, students are encouraged to use various lighting implements they may have (table lamps, flashlights, computer screens, windows, etc.). Digital photo retouching is allowed, however this is not a photoshop class so making the retouching the focus of the work is discouraged.

Vectorworks Copy Project:

Students will be asked to copy a professional quality light plot in Vectorworks. They will be copying the plot and section from *Shelley* as seen on pages x-xiii. They will receive a digital version of the plot they are supposed to copy. Students may update the lighting instruments used to reflect a modern plot. All position, channel, and address information should be retained between the 2 plots. Students are responsible for aesthetic decisions such as:

- Title Block Layout
- Line Weights
- Fonts
- Label Legend Layouts
- Instrument Symbols

Designer Presentation:

Students will be asked to give a presentation about a lighting designer who is currently working on a large scale, such as Broadway or The West End. Students will make a list of 3 designers they would like to present on and submit it by 9/4. I will then decide who they present on based on that list. The presentation should be 7-12 minutes, well rehearsed and thought out. It should be aesthetically sound and communicate effectively. This is an opportunity for you to dive deep into a given designer, tell me things I can't find on their Wikipedia pages. Reach out to them and see if they'll do an interview with you. This is not just a biography, identify what makes their work special, why do they keep getting hired?

Music Project:

Students will be asked to create a lighting design to accompany a 2-3 minute song. These will be showcased during our final exam block. The lighting design will take place in the UF Lighting Lab. The assignment has the following parameters:

- 2-3 minute song or cut of a song
- No fewer than 20 cues
- When possible the cues must be built using palettes
- No songs with slurs or excessive profanity(some swearing is fine, ALL swearing is not)

In addition to the project presentation students must submit the following deliverables:

- A cue score(a rough cue score is fine)
- 100-200 words discussing your concept for the song
- The ETC IOS show file that you presented
- At least 5-10 research images

Final Design Project:

Students will be asked to put together a full design package for a production of *The Pillowman*. They will be given a scenic design for the production, and it will take place in the UF blackbox. The final package should include:

- A 5-10 minute power point presentation.
- 750 word analysis and connection to the controllable qualities of light and the goals of lighting design.
- 15 or more research images.
- A complete cue score.
- A rental budget in Excel(assuming all instruments are rented for 6 weeks).
- A full Lightwright paperwork package.
- A magic sheet.
- A full drafting package including both plan view and section view.
- All items should be submitted in a professional PDF package in addition to the base files.