

GRAD LIGHTING 1 - TPA 5025

Fall 2022

Class Time: Monday / Wednesday Period 4 and 5 (10:40 – 12:45)

Location: Remote

Instructor: Topher Stumreiter

Phone: [see in class]

Email: tstumreiter@ufl.edu

Office Hours: TBA and by appointment

REQUIRED TEXTS:

Light Fantastic: The Art and Design of Stage Lighting by Max Keller, Second Edition

Practical Guide to Stage Lighting by Steven Shelley. Second Edition

The Assistant Lighting Designers Toolkit by Anne E. McMills

Related (But Undiscussed) Texts:

Light Plot Deconstructed by Gregg Hillmar. 3rd Edition or later

The Automated Lighting Programmers Handbook by Brad Schiller 3rd Edition

Automated Lighting: The Art and Science of Moving and Color-Changing Lights by Richard Cadena, 3rd Edition

REQUIRED SOFTWARE:

Vectorworks Spotlight 2022 Student Edition

Lightwright 6 Student Trial

Required Computer System

Computer system (lap-top or desktop) capable of running Vectorworks, Lightwright, WYSIWYG or EOS Augment3d. Word processor, PDF editor / markup, and Photoshop are helpful tools.

TIME COMMITMENT

(A note from Stan) Students are expected to spend 2-3 hours per credit hour per week on work outside of class on the applicable subject matter. This means that you should be spending at least 9 hours per week outside of class time on subject matter. In my view this is a minimum as ours is a highly technical and artistic field that is changing at breathtaking speed and requires exercising and practicing the necessary skills.

COURSE OBJECTIVES:

- Establish a baseline of information and skills for incoming graduate students and apply these concepts in practical projects.
- Prepare for upcoming design and assisting assignments / opportunities.
- Set goals and expectations for your time in graduate school and learn applicable skills and habits.

COURSE DESCRIPTION:

Through discussions and readings we will explore the expectations and tools used by professional lighting teams. We will start to develop and test these skills through projects and exercises tailored to your experience level so far.

Advanced applications. In-depth practice of design concept formulation, use of advanced equipment, and complex scenographic documentation. Introduction to CAD for the lighting designer.

ATTENDANCE:

Attendance is necessary to comprehend and learn the information covered in this course. More than two unexcused absences will result in the loss of **one full letter grade per absence**.

Students are responsible for all information presented and/or assigned on days missed, either excused or unexcused. Attendance will be taken every class period. If you must miss class for any reason, please discuss with me no less than one week prior. Students are expected to enter class video call on time and stay through the entire class duration until dismissed. If you arrive later than 15 minutes into class you will be considered absent; in addition, more than 3 tardies will result in each subsequent tardy counting as an absence.

LATE WORK:

You are expected to complete all assigned work on time. No late work will be accepted, even in the case of an excused absence.

ACADEMIC HONESTY:

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."

I fully support the intent of the above statement and will not tolerate academic dishonesty. We, the members of the University of Florida Community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity. Academic dishonesty will be handled on a case-by-case basis and disciplinary actions may range from no credit for the assignment to expulsion from the University.

STUDENT WITH DISABILITIES:

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.

PROJECTS / GRADING

Quizzes	100
Participation	300
3D Drafting Project	50
Light Plot Recreation	150
Previz Programming Project	200
Full Design Package	200
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TOTAL:	1000

GRADING RUBRIC

	B+ 870 - 899	C+ 770 - 799	D+ 670 - 699
A 940 - 1000	B 840 - 869	C 740 - 769	D 650 - 669
A- 900 - 939	B- 800 - 839	C- 700 - 739	F 0 - 649

SUBJECT TO CHANGE

This Syllabus is subject to change. There may be additional exams and projects should I feel they are necessary. We will discuss these, their due date, and how they affect grading at the time of assignment.

Class meeting time is subject to change at the agreement of all students and instructor based on the weekly needs or availability of instructor, students, or guest lecturers.

COURSE CALENDAR

Date	Topic Discussed in Class	Readings and Assignments Due	Notes
W Aug 24	Introduction / Syllabus / Get to Know Each Other / Expectations		
M Aug 29	History of LX, Research LX Refresher / Up to speed Brief VWX, LW, XML check in	- Keller The History of Light in the Dark <i>through</i> The History of Light in the Theater (17-38) - Shelley 2, 3, 4	
W Aug 31	Color, Prelim Design Drafting Project Prep / VWX	- Keller Light and Colour <i>through</i> Handling Light and Colour (43-85) - Shelley 5 - XML with Lightwright and classes, sheets etc.	
M Sept 5	HOLIDAY – NO CLASS		
W Sept 7	Sources, Final Paperwork Drafting Project Prep / VWX	- Keller Optics, Lamps and Light- (pp 93-138) - Shelley 6, 7	Distribute Drafting 1 plot / sections
M Sept 12	Catch up / In Class Drafting Draft light lab / vwx help	<i>[Lots of reading discussed next week]</i>	<i>[Rhino Week]</i>
W Sept 14	Load In, Focus, Running Focus Continue Shelley Discussions, plots, plots, paperwork, load in, focus, cue creation.	-Shelley 8,9, (10, 11), 12	<i>[Rhino Week]</i>
M Sept 19	Discuss / Explore Drafting Project 1	- Shelley 13 and 14 - Small Drafting Project due	3D plot due

	Assign / Select Drafting Recreation Project Shelley Cueing, Advanced Drafting Techniques Drafting Examples		
W Sept 21	Cue Creation / Cueing / Tech Previz Project Overview	Keller Development of Stage Lighting, Theatres, Choosing Angles, Light and Lighting Design, Conceptual Lighting Design, Creating Light/Light Creations (203-250,283-289)	Assign Previz Project
M Sept 26	Previz Day Previz Intro / Set Up	Previz Song Choice	
W Sept 28	Consoles Playback vs Busking, Tracking, Marking, Networking, Reference Data Console Selection / Intro	Keller Lighting Consoles (193-202)	
M Oct 3	Review and Critique Drafting Recreation Project Previz / Console Catchup	- Review and critique Drafting Recreation Project <i>[Start McMills!]</i>	Drafting Recreation Due
W Oct 5	Advanced Programming Deep Reference Data, Macros, Methods, Speeds, Tools		
M Oct 10	Previz Day Review Previz Progress / Plot / Scenery		
W Oct 12	ALD Intro Assoc vs ALD	McMills chapters 1-10	

M Oct 17	Previz Day		[Cab Week]
W Oct 19	Previz Day		[Cab Week]
M Oct 24	Professional Lighting Life	McMills chapters 11-14	
W Oct 26	Previz Day Programming Help / Special Topics		
M Oct 31	Special Topics vs Previz Day Magic Sheets?		[Cab closed and struck]
W Nov 2	Special Topics vs Previz Day		
M Nov 7	Present Music Project Playing the Game		Music Project Due
W Nov 9	Professional Lighting Life Catchup / Continue / MORE! (Unions / Geography / Accounting) Assign Final Project		
M Nov 14	Discuss Final Play scrips / Concepts	Present Ideas and inspiration research	
W Nov 16	Lecture Catch Up Day / Special Topics		LDI Weekend >
M Nov 21	Final Project Questions Career Plan		
W Nov 23	THANKGIVING BREAK		
M Nov 28	<i>Final Project Work</i> Remote Tech?		
W Nov 30	<i>Final Project Work</i> Remote Tech?		
M Dec 5	Present Final Projects	Final Project Due	
W Dec 7	Last Day Wrap / Portfolio Status		