

TPA 3217 – Introduction to Light and Sound

Section 2710 / Fall 2014

Class Day: Tuesday/Thursday

Period: 8 and 9 (4:05-6:00)

Location: CON 219

Instructor: Patricia Coleman

Email: colem142@ufl.edu

Phone: 702.773.9993

Office Hours: by appointment in graduate office

Remind101: 775.473.2249 Class Code: @intro2LS

(More information on Remind 101 on pg. 4 of Syllabus)

Required Text:

Designing with Light. J. Michael Gillette, Michael McNamara. Sixth Edition.

ISBN-13: 978-0073514239

Make sure that it is the **6th edition** of *Designing with Light*. The chapters and gear information have drastically from the 5th edition to the 6th. Don't be left behind by not having all the information at your disposal for studying!

Course Objectives:

Familiarize student with basic electricity and technical skills of theatrical lighting and sound technology.

Course Description:

This course is a basic introduction to the theory and practice of theatrical lighting, sound technology, and fundamentals of design. Through class lectures, projects, and 'hands on' laboratory experience the student can expect to become familiar with the basics of electricity, stage lighting/sound equipment, and control systems. By the end of the course, the student should have the basic understanding of lighting and sound in relation to technology and design.

Attendance:

Attendance is required and will be taken at the start of every class meeting. You will be allowed **two** unexcused absences; each subsequent absence will result in a **2% deduction** from the final grade. If you *must* miss class, please discuss this with me no less than one week prior to the absence. Students are expected to enter class on time and stay through the entire class period. If you are later than 15 minutes to class you will be considered absent. **3** tardies of greater than 5 minutes will count as **1** unexcused absence. Students are responsible for all information presented and/or assigned at all class meetings. **Any student missing a class for any reason is responsible for getting notes from a fellow student, not the instructor. The instructor, however, will give you any missed handouts or supplies given on missed days.**

Lab Requirement:

All students are required to complete **45 hours** of laboratory time working in the Electrics Shop. Accepting a crew assignment for a production can also fulfill all or part, depending on the show, of the lab requirement for the course. All hours must be done **in addition** to Production and Performance, Stagecraft or any other lab/hour commitment. Failure to complete the lab requirement will result in **failure** of the entire course; **NO incompletes will be given.**

You should expect to average 3 hours per week in the shop to accommodate your 45-hour commitment, unless you are crewing a show. (Continued on next page.)

Please be aware that just because you show interest in a show assignment at the beginning of the semester does NOT mean that you are guaranteed that assignment. Please stay in communication with Todd (Light Shop Supervisor) when it comes to your assignment or your hours. We have a lot of students to get assigned so it is hard to keep in contact with everyone. Please, do your part and step into the light shop to check in until you have a solidified position or work schedule.

Be aware of lab requirements regarding attendance, dress, and policy, which are outlined in the lab syllabus

Dress Code:

Please wear the appropriate clothing to the shop for all lab hours. Appropriate clothing consists of close-toed shoes, boots, or sneakers (**NO sandals, flip flops, toms, or flats of any kind**), pants or shorts **NEED TO HAVE** a belt loop and at least 1 pocket. Do not wear skirts or dresses as much of the work for this class is done on ladders and/or high in the air. Dangling jewelry should not be worn, as it is a hazard. If hair length requires, please bring a hair tie to keep hair out of face and away from eyes. Your clothing may get dirty, torn, and painted upon, so do not wear anything you can't bear to part with.

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."*

The instructor of this course fully supports the intent of the above statement and will not tolerate academic dishonesty. We, the members of the University of Florida Community, pledge to hold you, ourselves, and our peers to the highest standards of honesty and integrity.

Students 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.

Classroom Etiquette:

There is no food or drink permitted in the classroom. **Students must silence or turn off their cell phones before the class period.** The use of cellphones will not be permitted at any point during class including written exams. Students found using their cell phone during lecture will be given a zero participation grade for the day. Cell phone use during an exam will result in zero credit for the exam.

Grading Breakdown:

Lab Hours (45)	1000
Class Participation	100
Quizzes	50
Diaries	100
Exams (3)	300
Production Critiques	100
Sound Project	100
Drafting Project	50
Final Project	200
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Total possible points:	2000

Grading Scale:

A	1940 - 2000
A-	1900 - 1939
B+	1870 - 1899
B	1840 - 1869
B-	1800 - 1839
C+	1770 - 1799
C	1740 - 1769
C-	1700 - 1739
D+	1670 - 1699
D	1650 - 1669
F	0 - 1649

Class Participation:

You will be graded on how actively you participate in class discussions and demonstrations. This will also reflect your attitude and effort during your lab hours and/or show assignment. If you are constantly off task or late in lab or show you will see a lower point assignment for participation.

Reading:

You are expected to have the material read before class on the day it is to be discussed. You may be quizzed on these readings at anytime.

Critiques, Projects and Quizzes:

Late work will not be accepted. Assignments must be submitted and projects presented on the day that they are due. Quizzes will be given at random with no option to make up a missed quiz. There will be no extra credit available for this course.

Projects:

Over the course of the semester, you will be assigned four projects dealing with lighting and/or sound. The details for the projects are included in this syllabus. Please do not lose these assignment pages, as they are the only hard copy you will receive. Any questions or concerns are to be presented as early as possible.

Show Critiques:

You are **required** to attend **all 4** UF productions over the course of the semester. You will choose two of these to write a short 2-3 page, double-spaced critique following the guidelines as given in class. Papers must be typed, 1" margins, Times New Roman 12 pt. font.

Show performance dates are as follows:

Cripple of Inishmaan – September 26 – October 5 (No Monday Shows)

Sweeny Todd: Demon Barber of Fleet Street – October 24 – November 2 (No Monday Shows)

BFA Dance Showcase – November 5 – 9 (No Monday Shows)

Agbedidi – November 20, 21, and 23 (No Saturday Show)

Show critiques **and** ticket stubs are due the Tuesday after show closing (listed in calendar). We will discuss the shows in class, so please come prepared with thoughts and opinions on the lighting and sound for the production. **Each ticket stub is worth 10 points of participation and each critique is worth 50 points toward the critique portion of your grade.** (Continued on next page.)

Papers can be emailed to me; however, they are due at the time that class begins on the due date. Pictures of tickets may also be emailed. It is important that your seat assignment and date of show can be seen in the picture.

Reminders and Email:

Over the course of the semester, I may wish to remind you of upcoming due dates or to bring certain materials to class. The university only allows me to email you through your UF email, so please either check this often or make sure that your UF email is being forwarded to an account that you check often.

Please also make sure that your email is in working order. I have had students in the past lose points over a malfunctioning account. Don't let this happen to you.

Also, I am trying a new reminder service this semester called 'Remind101'. It is a service that lets me communicate to the class and send out mass text reminders without needing your personal phone number. If you would like to opt to receive these text messages the directions to subscribe are below. The only texts that will be sent to you from me through this 3rd party are reminders about some due dates, material needs, or last minute changes for the following class.

To receive messages via text, text **@intro2ls** to **(775) 473-2249**. You can opt-out of messages at anytime by replying, 'unsubscribe @intro2ls'.



Or to receive messages via email, send an email to **intro2ls@mail.remind101.com**. To unsubscribe, reply with 'unsubscribe' in the subject line.



****Syllabus subject to change at discretion of instructor. Notice will be given if such a circumstance occurs.****

Date	Topic Discussed in Class	Readings Discussed in Class	Notes:
Tue, 26 Aug	Introduction / Syllabus / Tour / Lab Hours		
Thu, 28 Aug	Theatre Organization / Etiquette		
Tue, 2 Sep	Lab Lecture: Introduction to shop / Lighting Equipment / Parts of a Light		Lab Hours Due / Come in Lab Clothing
Thu, 4 Sep	Intorduction to Sound / How Sound Works / Basic Principles	Sound Handout #1	
Tue, 9 Sep	Sound Equipment	Sound Handout #2	Assign Sound Project (#1)
Thu, 11 Sep	Lab Lecture: Set Up Sound System		
Tue, 16 Sep	Sound Editing	Download Audacity and LameMP3	Bring Laptop to Class
Thu, 18 Sep	Sound Design / Putting it Together		
Tue, 23 Sep	Review for Test #1		
Thu, 25 Sep	Test #1		
Tue, 30 Sep	Lab Day: In Class Editing	Work Day	
Thu, 2 Oct	In Class Sound Presentations		Project #1 Due
Tue, 7 Oct	Intro to Light and the Eye	Chapter 1	Cripple of Inishmaan Critique Due
Thu, 9 Oct	Electricity	Chapter 3	
Tue, 14 Oct	Lab Day: Cables / Connectors / Basic Trouble Shooting	Chapter 5	
Thu, 16 Oct	Lamps / Lenses / Instruments	Chapter 4 and 6	
Tue, 21 Oct	Review for Test #2		
Thu, 23 Oct	Test #2		
Tue, 28 Oct	Lab Lecture: Systems/Plots/Paper Work/Drafting Examples	Chapter 14 and 15	Assign Drafting Project (#2)
Thu, 30 Oct	Lab Lecture: Color / Finish Lab work	Chapter 8	
Tue, 4 Nov	Design Approaches / Finish Lab Work	Chapter 11 and 12	Sweeny Todd Critique Due Assign Final Project (#3)
Thu, 6 Nov	Design for Specific Stage Types	Chapter 16	
Tue, 11 Nov	NO CLASS : VETERAN'S DAY		
Thu, 13 Nov	Lab Lecture: Console Training		BFA Dance Showcase Critique Due
Tue, 18 Nov	Technology / Movers / Projectors	Chapter 9 and 10	Drafting Project Due (#2)
Thu, 20 Nov	Lab Day: Lighting Lab Questions	Work Day	Paper Project Rough Due
Tue, 25 Nov	Review for Test #3	Work Day	Agbedidi Critique Due
Thu, 27 Nov	Test # 3		
Tue, 2 Dec	Final Projects		Final Projects DUE
Thu, 4 Dec	Final Projects		Final Projects DUE
Tue, 9 Dec	Paperwork Due		PAPERWORK FOR PROJECT #3 DUE