

TPA 4021 Lighting Design 2-
Course Syllabus
Spring 2015
University of Florida
College of Fine Arts
School of Theatre and Dance
Professor Stan Kaye

Instructor: Professor Stan Kaye- <mailto:stankaye@arts.ufl.edu>

Office Hours: As Posted or by Appointment
Office telephone 273-0510

Course Meets: Tuesday and Thursday 9:35 – 11:30

TEXTS: A Practical Guide to Stage Lighting By: Steve Shelly; Focal Press, 1999.
<http://www.amazon.com/Practical-Guide-Stage-Lighting-Second/dp/0240811410>

Automated Lighting by Richard Cadena—(optional) Published 2006
Focal Press <http://books.google.com/books?id=zfu9727rvjgC&dq=moving+light+book&psp=1>

Whole Hog PC manual: <http://www.flyingpig.com/HogiPCManuals.shtml>

ETC GIO Manual:
<http://www.etcconnect.com/product.downloads.aspx?ID=22059&lang=us®ion=2>

REQUIRED:

WYSIWYG-34 Latest Version Dongle provided by instructor through your UF lab fees

Attendance: Consistent and punctual attendance is expected. Absences beyond 3 excused or unexcused will be affect your final grade regardless of the quality of your work. You earned grade will be reduced by ONE FULL LETTER GRADE for every absence beyond THREE.

Course Goal: This class is an in-depth study geared to the development of the necessary skills to deign stage lighting for both musical theatrical and dance live performance. Building on existing fundamental knowledge and practice, the course will seek to expand, develop and realize the following objectives:

1. Script analysis as it pertains to lighting design
2. Dance analysis as it pertains to lighting design

3. Music analysis as it pertains to lighting design
4. Comprehensive light plot development
5. Comprehensive lighting paperwork development
6. Creation of cue structures
7. Creation of virtual scenic environments
8. Development of appropriate artistic lighting responses to live performance
9. Mastery of lighting distribution/layout systems
10. Development of color systems
11. Development of the eye to create aesthetic and balanced stage compositions
12. Increased understanding of the human visual system

Course Method: The course is project based and will utilize three complex projects, based in music, drama and once based in dance. The project descriptions are detailed below. By utilizing software of the highest caliber (WYSIWYG 33 or 34) students will learn to conceptualize, structure, build environments, layout lighting systems, conduct visual research, plot and organize lighting and create live cue based dynamic lighting, with moving avatars, moving scenery, video and LED walls to enhance the performance aspect of the project. The project will be run in LIVE mode using a sophisticated lighting control computer such as High End Systems Whole Hog III or other modern control system. The final deliverable assets are described in the project details below.

SYSTEM LAYOUT EXERCISE

You are expected to complete the readings in Shelly on your own and synthesize the methods and concepts into your design work. This should be evident in class work and in your work in the production program. You are expected to bring questions to class that become evident from the reading for deeper clarification from the Professor. To more deeply understand the concept of basic stage lighting systems and to better understand the visual results of these systematic practices onstage you will build the “Shelly” *Hokey Plot* in the 3D Per-visualization software called *WYSIWYG*. This should be a fast moving exercise and should be completed quickly and efficiently. Be sure to read the tips and tricks on the Cast Software website: <http://www.cast-soft.com/resources/tips-tricks>

THEATRE Project

A Midsummer Nights Dream is one of Shakespeare's most visually evocative plays. It is one of his greatest plays and is constantly produced throughout the world. You may do this in a traditional style , or you may conceptualize it as the director of the production. You will serve as director and will conceptualize the production and stage it.

Your project is to create the scenic environment in WYSIWYG in three dimensions, develop a light plot based on the systems approach in the book *A Practical Guide to Stage Lighting* by Steve Shelly, analyze the script for lighting and develop the following items as deliverables.

1. Color research/palette
2. Cue score
3. Lighting plot
4. Lighting section
5. Channel hook-up (Wyg or lightwright)
6. Instrument schedule (Wyg or lightwright)
7. Cheat sheet
8. Magic sheet
9. Video of cues changes as a result of WYG cueing project
10. Full package organized in electronic format.

DANCE Project

We have purchased two DVD's of well known and celebrated dance works of the 20th century. You will select segments or full pieces that form the basis for a lighting cue structure that you will use to create a virtual lighting design. You will create a light plot in three dimensions based on the *Hokey* plot in our text book. The plot will be focused, colored, patched and fully functional in live visualizer mode. You will cue the entire dance on the Whole Hog console, and then export this to video using FRAPS. Then you will import the video and audio into iMovie to create a finished product.

For the live cuing, please pick a dance or section that is no longer than to 4 - 6 minutes. In this instance, you are not limited by the number of cues, but your cue sequence should include the following elements:

- live movement of two moving lights
- live color changes
- at least One Effects Cue
- at least one use of either Multiple Cue Stacks or Subroutines
- use of macro triggers

You will deliver:

1. Color research/palate
2. Cue score
3. Lighting plot
4. Lighting section
5. Chanel hook-up (Wyg or lightwright
6. Instrument schedule (Wyg or lightwright)
7. Cheat sheet
8. Magic sheet
9. Video of cues changes as a result of WYG cueing project
10. Full package organized in a binder

Grading:

Layout Project = 15%
Theatre Project = 25 %
Dance Project = 25%
Timeliness = 10 %
Attitude = 10 %
Attendance
Participation = 15%

100%

Academic Honesty:

UF Honor Code: "... all work submitted for credit done by students at the University of Florida, the pledge is either required or implied: On my honor, I have neither given nor received unauthorized aide in doing this assignment."

Students with Disabilities:

For those students who require in-class accommodations, they will communicate their accommodation needs through a memorandum which is generated by the Office for Students with Disabilities. This memorandum will be developed and prepared through a collaborative effort involving the Assistant Dean for Student Services and the student with a disability.

Attendance at Productions:

By decision of the faculty in the School of Theatre and Dance, the following statement is included on all departmental syllabi: *Since production is the laboratory for all theatre courses, attendance at all mainstage School 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. Attendance at all related events is encouraged.*