

TPA 3217 – INTRODUCTION TO LIGHT AND SOUND

Spring Semester 2016

Period: 9 and 10

Class Time: Tuesday / Thursday 4:05 – 6:00

Location: Maguire Pavilion (Constans Theatre Annex) Rm. 219

Instructor: Josh Azoulay

Email: joshuaaz@ufl.edu

Office Hours: **BY APPOINTMENT ONLY**

Required Text:

Gillette, Michael: Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume, and Makeup 7th Edition

ISBN-13: 978-0073382227

Course Objective:

Introduction to electricity and the basic technical skills for theatrical lighting and sound technology.

Course Goals:

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 a basic understanding of lighting and sound in relation to technology and design.

Attendance:

Expected. **More than two unexcused absences will result in the loss of one letter grade step per one absence thereafter** (B+ to a B). Students are responsible for all information presented and/or assigned. Attendance will be taken. Predicted absenteeism should be discussed with the instructor(s) no less than one week prior to the event. **Any student missing a class for any reason is responsible for getting notes and handouts from a fellow student, not the instructor.** Students are expected to enter class on time and stay through the entire lecture. If you are later than 15 minutes to the beginning of class you will be considered absent. Being tardy three times is the equivalent of an absence. **No food or drinks are allowed in the classroom.**

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 will also be required to work at least one strike which will account for three hours of your time. You should expect to average 3 hours per week in the shop to accommodate your 45 hour commitment unless you are crewing a show.

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