

Course Syllabus

Lighting Design

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| Course Credit: | 3 Units |
| Course Meeting: | T, Th 1:00-2:50, (EHFA# 105) |
| Office Hours: | M,W 1:00-2:50 or by appointment |
| Contact Information: | Office: EHFA 132 Phone: 843-349-2555, Cell:917-913-4032 Email: twren@coastal.edu Cell: 917-913-4032 |

Course Description

Principles and theory of theatrical lighting design, including design process and execution, equipment and online request, script analysis and color theory.

Overview/Objectives

1. This course presents a detailed examination of the stage lighting systems, equipment application, and design execution.
2. Revealing the Lighting Design Process by analyzing texts from a lighting prospective, developing a vocabulary to communicate lighting design ideas, and actualize lighting designs that support the text.

Learning Outcomes

1. Experience the role of Lighting Designer in a realized production.
2. Install and operate basic stage lighting equipment.
3. Translate text-based concepts into actionable lighting design ideas.
4. Communicate lighting design concepts to members of the creative team through visually compelling and evocative research.

Recommended Reading (no textbook purchase required)

A Practical Guide to Stage Lighting by Shelley, Steven Louis

Scene Design and Stage Lighting 10th Edition by R. Wolf, Dick Block

Unmasking Theatre Design: A Designer's Guide to Finding Inspiration and Cultivating Creativity by Lynne Porter

Designing with Light by Gillette, Michael J E and McNamara, Michael

Required Materials

8 Gb Flash Drive
Phone with Camera

Organization

Class will be divided into three parts.

1) Lecture: Classroom discussions of lighting design principle and application. Respectful class discussion is essential. Participation in this class should offer a safe and stimulating environment for students to hone their spoken communication skills, and students will be evaluated on both the quality and quantity of their participation. At times, information shared in the class may be of a confidential nature. Students are expected to respect this confidence as needed.

2) Lab Projects: Students will complete assignments in the light lab outside of scheduled class times. These projects will require students to photograph or video tape their projects. Design projects provides an opportunity for students to apply theories from the lectures to practical exercises. Lab projects may take 1-3 hours each to complete.

3) Technical Lab Hours: Students will work a total of 15 hours over the semester either in scheduled Lab Hours or working in specific lighting capacities for specific productions. Scheduled Lab Hours are every Friday from 1p-6p. There will be a limited number of Lab hours on Saturdays throughout the semester and specifics will be given in class. Lighting labs occur in a variety of venues across campus, please ask where any given Light Lab will occur. Completing any one of the following title roles will fully complete your Lab requirement. Failing to fulfill lab hours will lower your final grade one letter grade for every 1.5 hours missing.

Lighting Positions available. Consult the production calendar on Sharepoint for specific dates.

- Assistant Master Electrician: Required 3 weeks prior to Opening and all work calls.
- Lighting Board Programmer: Required evenings/days 9 days prior to Opening.
- Light Board Operator: Required evenings/days 3 days prior to Opening and all Performances.
- Follow Spot Operator: Required evenings 6 days prior to Opening and all Performances.

Course Schedule

| Dates | Topic | Assignments Due |
|--------------|--|------------------------|
| 8/22 | Class Introduction | |
| 8/26- 9/1 | Properties and Functions of Light Light Lab | |
| 9/2 – 9/8 | Fixture Type and Uses Focus | |
| 9/9 – 9/15 | Areas and Systems Control Systems | |
| 9/16-9/22 | Color Color 2 | |
| 9/23- 9/29 | Texture Aesthetics – Putting it together | |
| 9/30- 10/6 | Script Analysis 1 Design Process | |

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|---------------|---------------------|-------------------|
| 10/7 – 10/13 | Mid Term | Mid Term Project: |
| 10/14 – 10/26 | Visual Research | |
| 10/27 – 11/3 | Actionable Ideas | |
| 11/4 – 11/10 | Problem Solving | |
| 11/11 – 11/17 | Light Plot | |
| 11/18 – 11/24 | Lighting Paperwork | |
| 11/25 – 12/1 | Thanksgiving Break | |
| 12/2 – 12/8 | Rock n Roll Project | |
| 12/8 | Final Exam | |

Class schedule and topics are subject to change at the discretion of the instructor

Policies

Attendance

Students are expected to attend class and to be on time. When conflicts are unavoidable, a student must arrange an excused absence with the instructor *at least 48 hours in advance* or provide a signed note from a care provider clearly stating the student is medically required to stay home. Students who miss class, excused or unexcused, are responsible for material covered on that day, for turning in any assignments due that day, and for getting any new assignments. *There are no "free" unexcused absences.* Three unexcused absences will lower the student's final grade by one letter grade and each subsequent absence will further lower the student's final grade by ½ a letter grade. Students with absences, excused or unexcused, totaling 25% of all class meetings will receive a grade of "F". Arriving more than 5 minutes after the start of class shall be considered late arrival. Two late arrivals shall count as an unexcused absence.

Conduct/Collaboration/Cheating

This class is a concepts and skills class. I expect students to help each other to understand the skills used in class and to actively discuss intellectual and conceptual ideas presented. Each student must submit their own work and will be held accountable to explain the tools and processes utilized to solve the specific tasks.

Please review the "2019-2020 Code of Student Conduct" portion of your Student Handbook.

<https://www.coastal.edu/media/2015ccuwebsite/contentassets/documents/deanofstudents/2019-2020CodeofStudentConduct.pdf>

Students are required to silence alerts on all devices and telephones. Any student disrupting class may be required to leave the classroom.

Homework

Assignments for this class consist of visual projects created digitally and in the light lab. Students will be responsible for taking good quality photographs of their work, adding notes and comments to their photos, and uploading Adobe pdf documents to Moodle. Some design projects will require collecting images from the internet, library, or photographs and organizing them into a design presentation with text descriptions of each image. All Images must be of sufficient resolution and size to clearly express your ideas. Projects **MUST** be submitted as *Project_Name_1st Initial of First Name and first 6 letters of Last Name*. For example: my Cue List project would be named *Cue List TWren.pdf*. It is essential files are submitted in the format required by the project rubric or in class instructions. Misnamed or unreadable submissions will receive zero credit. The theatrical review required **MUST** be evaluated by the writing center before final submission.

All printed, digital or paper, assignments must include the following:

- Student's Name
- Name of the Assignment
- Page Numbers, if Multiple page document
- Digital submissions must conform to the file naming format detailed on the assignment
- Multi Page, Printed assignments must be stapled together

Assignments are due at the start of the class on the due date. *Late assignments will not be accepted.*

Students with circumstances affecting their ability to complete assignments on time should arrange **48 hours in advance** of due date/time to be eligible for an extension. Extension granted will only extend due date to the next class meeting.

Students with Disabilities

Coastal Carolina University wants each student to be successful and given equal opportunity to achieve their fullest potential. Any student needing accommodation due to a disability – physical, learning, and/or psychological- will be provided the means necessary to achieve their goals. For further information, please contact Accessibility and Disability Services at 843-349-2341.

Grading Scheme

The class semester grade will be weighted as follows:

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| Attendance | |
| Lab Hours, 15 hours required | One Letter Grade for every 1.5 Hrs Missed |
| Quizzes, 8 x 25 pts each | 200 pts. |
| Homework Assignments | 350 pts |
| Lab Projects | 250 pts. |
| Mid Term Project | 250 pts. |
| Final Project | 300 pts. |
| Rock n Roll Project | 300 pts. |
| Mid Term Exam | 150 pts. |
| Final Exam | 200 pts. |
| Total | 2000 pts. |

Grading will be ABCDF scale:

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|---|-------------------------|--|
| A | 2000-1820 100% - 91% | Exceptional work that consistently <u>exceeds</u> the expectations of students in CoFA |
| B | 1819-1640 90% - 82% | Good work which meets the expectations of students in CoFA |
| C | 1639-1460 81% - 73% | Work below the standards expected in CoFA |
| D | 1459-1280 72% - 64% | Work markedly below the standard of CoFA |
| F | 1279-0 Below 63% | Failing Grade - any required course must be repeated |

NOTES:

A grade of "D" or below may trigger an academic action, including but not limited to a warning letter or imposition of probationary status. Students in the BFA program are expected to maintain a "C" grade in their area of specialization.

Grades in the College of Fine Arts measure a student's progress toward mastery in their field. Expectations of progress are defined within each option and for each level of the curriculum. Faculty consider specific factors in determining grades. Individual rubrics and requirements are made available on a course specific basis. The following are areas of competency in the College of Fine Arts evaluates on a school-wide basis; artistic and professional aptitude and potential, skills mastery, professional conduct and engagement, innovation and positive collaboration.