

THEA 456

Fall 2018

Instructor: Todd Wren

## Course Syllabus Lighting Design II

<b>Course Credit:</b>	3 Units
<b>Course Meeting:</b>	T,Th 11:00-12:50, EHFA #105
<b>Office Hours:</b>	M,W 11:00-1:00 or by appointment
<b>Contact Information:</b>	Office: EHFA 132 Phone: O: 843-349-2555 C: 917-913-4032 Email: twren@coastal.edu

### Course Description

Students will learn principles and theory of non-theatrical lighting design, including design for Rock-n-Roll, Architectural Lighting, and Video Production

### Overview/Objectives

1. This class presents an overview of non-theatrical lighting design, equipment applications, and design process development.
2. The Lighting Design process is revealed by analyzing texts, music, and architecture from a lighting perspective, developing a vocabulary to communicate design ideals, and actualize designs that support the contextual narrative.

**Learning Outcomes:** Upon successful completion of this course students will be able to:

1. Understand the role of the Lighting Designer in non-theatrical productions
2. Actualize virtual designs with Vectorworks and ESP Vision.
3. Translate text and visual concepts into actionable lighting design ideas.
4. Create professionally formatted lighting paperwork.

### Recommended Reading

***A Practical Guide to Stage Lighting, 2nd Edition*** by Shelley, Steven Louis

***Stage Lighting for Students*** by Salzberg, Jeffrey E. and Judith Kupferman

[www.stagelightingprimer.com](http://www.stagelightingprimer.com)

***Motion Picture and Video Lighting, 2nd Edition*** by Brown, Blain

***Designing with Light: The Art, Science and, Practice of Architectural Lighting Design, 1st Edition*** by Livingston, Jason

## 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) **Design Projects:** Assignments will be complete outside of scheduled class times in the computer lab, at various campus venues, and in a video studio. Design projects provide an opportunity for students to apply theories from the lectures to practical exercises.
- 3) **Technical Lab:** The class will meet outside of class times to work as crew members for lighting installation and strikes.

## Required Materials

### Tools:

- 8" Adjustable Wrench
- #2 Phillips Screw Driver
- 1/4" Slot Screw Driver
- Pair of form fitting work gloves

### 16Gb Flash drive

## Class Schedule

Date	Topics	Assignment
8/21-8/23	Class Business <ul style="list-style-type: none"><li>• Project Overview</li><li>• Vectorworks</li><li>• Light Plot</li><li>• Importing DWG + PDF</li></ul>	
8/25-8/29	Light Plot <ul style="list-style-type: none"><li>• Lighting Positions</li><li>• Fixture Libraries</li><li>• Lightwright</li></ul>	
9/1-9/5	Light Plot <ul style="list-style-type: none"><li>• Anatomy of a Light Plot</li><li>• Work Session</li></ul>	
9/8-9/12	3D Vectorworks <ul style="list-style-type: none"><li>• Simple 3D Shapes</li><li>• 3D Textures</li><li>• Rock and Roll Set</li></ul>	Light Plot
9/15-9/19	3D Vectorworks <ul style="list-style-type: none"><li>• Rock and Roll Plot</li><li>• Fixture Choices</li></ul>	

9/22-9/26	ESP Vision <ul style="list-style-type: none"> <li>• Importing to ESP</li> <li>• Console Patching</li> <li>• Camera Placement</li> </ul>	
9/29-10/3	ESP Vision <ul style="list-style-type: none"> <li>• Camera Placement</li> <li>• Rendering</li> </ul> Mid Term Exam	
10/6-10/10	Architectural Lighting <ul style="list-style-type: none"> <li>• Design Considerations</li> <li>• Fixture Selections</li> </ul>	Rock-n-Roll Project
10/13-10/17	Architectural Lighting <ul style="list-style-type: none"> <li>• Project Proposal</li> <li>• Lumen Calculations AGi32</li> </ul>	
10/20-10/24	Architectural Project <ul style="list-style-type: none"> <li>• Homecoming Display</li> </ul>	Architectural project
10/27-10/31	Light as Art <ul style="list-style-type: none"> <li>• Festival Of Light</li> <li>• Projection Art</li> </ul>	
11/3-11/7	Light as Art <ul style="list-style-type: none"> <li>• Media Design and Masking</li> </ul>	
11/10-11/14	Light as Art <ul style="list-style-type: none"> <li>• Light Project Installation</li> </ul>	Light as Art
11/17-11/21	Video Project	
11/24-11/28	Thanksgiving	
12/1-12/3	Video Project	Video Project
12/5-12/12	Final Exams	

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 *in advance*. Students who miss class 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 tardy arrivals will constitute an unexcused absence. More than three unexcused absences will result in lowering a student's final grade by one letter grade. Seven or more unexcused absences will trigger a failing grade.

## Conduct/Collaboration/Cheating

This class is a skills class. I expect students to help each other to understand the concepts and ideas expressed in class by working with one another. Each student must submit their own work and will be held accountable to explain the tools and possesses utilized to solve specific tasks.

Please review the "2014-2015 Code of Student Conduct" portion of your Student Handbook.

<http://www.coastal.edu/media/studentaffairs/deanofstudents/pdf/CCU%20Code%20of%20Student%20Conduct%20Aug13%20WEB.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 images and written documents. All visual images submitted must be printed in full color, clear, appropriately sized, and labeled. All written documents must be grammatically correct, spelling corrected, and clearly formatted. All work must be completed to a presentation standard and include your name, the name of the assignment, the name of the course, and the date it is completed.

**Students submitting assignments on multiple pages must include their name on each page, and properly secure the work such that it will not become separated or submit it bound or in a folder. Before turning in any assignment, students should proofread for clarity, grammatical errors, and spelling.**

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

Students with special circumstances affecting their ability to complete assignments on time should arrange **in advance** for extensions on a case-by-case basis.

## Grading Scheme:

Attendance/Participation: 5 pts per class x25 classes.	125 pts
Lab Assignments (25 hours required)	225 pts
Quizzes:	250 pts
Project #1-Light Plot	300 pts
Project #2-ESP Vision	400 pts
Project #3-Architectural Design	400 pts
Project #4-Video Lighting Design	400 pts
Mid Term Exam:	200 pts
Final Exam:	<u>200 pts</u>
Total:	2500 pts

Grading will be ABCDF scale:

A	100-91	2500-2276	Exceptional work that consistently <u>exceeds</u> the expectations of students in CoFA
B	90-81	2275-2026	Work which exceeds the expectations of students in CoFA
C	80-71	2025-1776	Work at the standards expected in CoFA
D	70-61	1775-1525	Work markedly below the standard of CoFA
F	60-0	1525-0	Failing Grade - any required course must be repeated

**NOTE:**

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 "B" 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.

**Accommodation:**

Coastal Carolina University is committed to equitable access and inclusion of individuals with disabilities in accordance with the Americans with Disabilities Act and Section 504 of the Rehabilitation Act. Individuals seeking reasonable accommodations should contact Accessibility & Disability Services (843-349-2503 or <https://www.coastal.edu/disabilityservices/>).

## Revisions:

- Photo diary of images: look at light. Check in every two weeks. Rubric for images.
  - Must be original photo, can play with in photoshop
  - Must have description of relevant lighting
  - Hints: Can be on macro scale,
- Visual research. Spend more time with this!! Find images where it's not about the things. I need to learn how to teach this better. Provide better feedback.
  - Research feelings, the research places, then combine the two? Find subjects that are contrary to one another?
  - Research places but cannot have the place as the subject.
- Rock and roll project: put big ass beam through the middle of the space and force them to work around it. Create basic stage and room layout, let them solve how to light it. Provide fixtures? Or let them choose. Use Grand MA Dot2 visualizer
- Busking on their plot: Present in class: Use large TV as playback source and have Dot2 in the room.
- Guests via skype: Burke, Disney, Architecture Lighting.
- Field trip to Atlanta? To Playmakers?
- Project: Led Ball, Programming
- Lumen calculator
- Lumen code: recommendation
- Problem solving: Lead certification
- Schedule work load:
- Drafting: Plots: Take away given symbols and title block and venue
- Light as Art project? What do you want to light? Create?
- Movement to control light? Wii?
- Master Electrician and planning skills – Project management