

Theatre 250: Fundamentals of Theatre Design and Technology

Lighting Section

Instructor: Ed Intemann 254-2716 (edi1)

Objectives

1. To develop an awareness of light as a visual medium and the ways in which it affects us.
2. To be capable of translating dramatic action into visual terms by analysis, imagery, and metaphor using light as the means of visual communication.
3. To gain a basic understanding of lighting practices of the tools and techniques used in these practices

Requirements and Attendance

Each absence beyond one will lower the final grade one letter. Late work will be lowered at least one letter grade. Chronic tardiness will be considered as absence. Realizing lighting in a laboratory setting is a substantial portion of this section, as is the ability to respond to others' work. This class will uphold all University policies regarding academic integrity, discrimination, plagiarism, observance of religious holidays, and assistance with student impairment.

Class #1: Visual Awareness and Lighting Design

Designer's tools and objectives

Assign: Images

Class #2: Qualities/ Direction, Intensity, Movement

1-10 Game and Control

Due: Image Assign: Magic Sheets

Class #3: Qualities/ Color, Texture, Distribution

Equipment and Color

Due: Magic Sheets Assign: Lab

Class #4: Class Lab Session

Due: Image Lab

Assign: Final Lab

Class #5: Script Analysis & Strategy

Assign: Final Paperwork

Class #6: Strategy and Translation/ Review

Class #7: Catch-up, Questions, and Demos

Class #8: Final Projects and Discussion

Group I: Lab Group II: Paperwork

Class #9: Final Projects and Discussion

Group I: Paperwork Group II: Lab