

**THETR 3620**  
**Lighting Design**

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**Course Content**

This course involves the theory and practice of lighting design as a medium for artistic communication. We will develop the observation and application skills necessary to design lighting in a variety of forms. Such issues as artistic commitment, collaboration, style, and viewpoint will also be covered.

**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 in the profession and of the tools and techniques used in these practices.
4. To develop the versatility to design within different stylistic and collaborative frameworks while maintaining a strong personal and artistic stand toward one's own work.

**Requirements and Attendance**

Each absence beyond two will lower the final grade one letter. Late work will be lowered at least one letter grade. Chronic tardiness will be considered as absence. Students are required to participate in one four-hour focus call and attend one two-hour cuing/ technical rehearsal. The course is divided into five sections, each totaling 20% of the grade. Each section allows you to experience light in a different manner with different parameters. Realizing lighting in a laboratory setting is a substantial portion of each 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.

**Light and Perception-Film**

Portrait and Quote Labs  
Shot Lab and Analysis  
Production Calls  
Participation

**Light and Composition-Dance**

Movement Labs  
Coverage  
Preliminary Plot  
Composite Magic Sheet

**Light and Text-Theatre**

Text Labs  
Strategy/Analysis  
Moment Sheets Schema and Research

**Light and Environment-Architecture**

Event Lab  
Design Brief  
Documentation and Critique

**Light and Presentation**

Portfolio with Photos

**Text and Materials**

The texts are **Light on the Subject** by David Hays, and play to be determined in class. Information and materials will be posted on Blackboard at: <http://blackboard.cornell.edu/>. Lighting reference books are available in the library. Required materials are: Architect Scale, 3 1/2" Diskettes, 30 and 45 Triangles, Protractor, and Tracing Paper.

### STAGE LIGHTING Daily Schedule

MONDAY	WEDNESDAY
Control— Light Sources, Fixtures	Portrait <b>Lab</b> 1-5
<b>LABOR DAY BREAK</b>	Direction, Brightness 11-14
Quote <b>Lab with Moment Sheets</b>	Strategy and Moment Sheets 6-10
Shot <b>Lab with Analysis</b>	Discuss Text 15-17
<i>Theatre Text Lab</i>	Primary Impulse / Schema
<i>Theatre Text Schema Lab</i>	<b>Theatre Project DUE</b>
<b>FALL BREAK</b>	Distribution- Areas / Washes / Rep
Movement <b>Lab A</b>	Board Functions / Coverage
Movement <b>Lab B</b>	Coverage Work
<b>Dance Project DUE</b>	Architecture-- Collaboration
Color as White— <b>Collaborative Lab</b>	Color as White-- <b>Collaborative Lab</b>
White as Color-- <b>Collaborative Lab</b>	Discuss Portfolio
<b>Architecture Project Due</b>	<b>THANKSGIVING</b>
Portfolio <b>Lab</b>	Portfolio Work

**Presentation Project with Lab**