

# THE TR 3650—Assignment Summary

## Assignment A--Beam Calculations

See Attached File: •  [Beam Calculation](#) (76.015 KB)

## Assignment B--Chromaticity

Pick three colors from the Cinegel systems--including CalColor, and Storaro (the front section of your swatchbook) that will mix to give you a broad range of color, including white, for a cyclorama. Show the color range you will achieve using the CIE Chromaticity map. Give a brief description of the strengths and weaknesses of your particular color choices.

For each of your colors list the DWL, Brightness, and approximate Purity.

The Color Filter section in Products of the Rosco website contains data for individual colors, including chromaticity maps. The color theory link in the GAM website has valuable information on how to use the Chromaticity map and color theory in general.

## Assignment C--Console Functions

Turn in a diskette with a full system configuration including system settings and macros for the space you are assigned. Document on paper the reasons behind your system setting choices. Below is the list of macros you to include.

M1 = SETUP

M2 = PATCH

M3 = ENABLE QUICKSTEP

M4 = WAIT

M5 = FOLLOW

M6 = TYPE

M7 = PART

M8 =

M9 = TRACKSHEET

M10 = All Dimmers Full

M11 = EXPAND

M12 = SWAP

M999 = Channel Check w/ Glow

## Assignment D—Programming with DMX

Using ETC program 2 static looks that use both conventional and automated fixtures, focusing on the figure in an environment.

## Assignment E—Automated Fixture Exploration

### Assignment F--Developing Palettes

In Maxxyz PC develop a minimum of five palettes for each of the following: intensity (brightness), pan/tilt (angle), color, gobo (texture), using the automated fixtures in the light lab.

### Assignment G--Fixture Selection in Virtual Space

Choose a virtual space for your piece of music and place fixtures in it given the following parameters: budget, effect/wash, moving head/scanner, overall number.

Extra credit: build your own virtual space.

### Assignment H--Virtual Song Palettes

Build palettes for the virtual Kiplinger theatre. Include palettes for each of the following: intensity (brightness), pan/tilt (angle), color, gobo (texture), beam, and beam effects. You need to have enough palettes to be able to light the assigned song in this space.