

## **THETR 462 Lighting Design**

E.D. Intemann (edi1)

### **Overview**

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 theatrical lighting in a variety of venues. Such issues as artistic commitment, style, and viewpoint will also be covered.

### **Objectives**

1. To develop an awareness of light as a visual medium and how we are affected by it.
2. To be capable of translating the dramatic action into visual terms through the use of analysis, imagery, and metaphor using light as the means of visual communication.
3. To gain an understanding of professional lighting practices and develop a portfolio of professional caliber designs.
4. To develop and maintain 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. Attendance at each of Cornell's plays is also mandatory. Late work will be lowered at least one letter grade. We will be completing five projects, each totaling 20% of the grade. One of the projects will be a realized design. This class will uphold all University policies regarding academic integrity, discrimination, plagiarism, observance of religious holidays, and assistance with student impairment.

### **Course Content**

Each project will explore specific artistic and mechanical concerns in a distinct venue. The specifics of each particular project are subject to change. Students will realize actual lighting in a laboratory setting as a substantial portion of each section and be expected to photograph their realized lighting for inclusion in their project presentations. On each project we will spend one to two weeks developing the design and one or two weeks on the mechanics. Projects and their parameters are:

<u>Project</u>	<u>Venue</u>	<u>Genre</u>	<u>Aesthetic</u>	<u>Mechanics</u>
<b>La Traviata</b>	Multiset	Opera	Musicality	Timing
<b>Dance</b>	Realized	Dance	Collaboration	Focus/Cuing
<b>Tartuffe</b>	Arena	Comedy	Representation	Paperwork
<b>Oppenheimer</b>	Proscenium	Episodic	Integration	Research
<b>Portfolio</b>			Revision	Presentation

### **Text and Materials**

In addition to the scripts of the plays we will be designing 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.