

# Syllabus for THTRE 393C

## Lighting Design

Spring 2022

Tuesday/Thursday

11:00 AM - 12:15 PM

Instructor: Will Coeur

Room Number: Carver 0338

Office: Carver 0326

Office Hours: MWF 10:00 am – 12:00 pm

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## Course Goals

An introduction to the basic concepts and technologies involved in both stage electrics and theatrical lighting design. This course is designed to equip students with the knowledge and skills necessary to pursue a career in theatrical lighting design.

## Course Requirements

1. Attendance of all ISU Department of Music and Theatre productions.
2. Successful completion of all class exercises and projects.
3. Participation in all classroom discussions.
4. Attendance to all class sessions.
  - a. Attendance counts as 10% of your total grade with each absence subtracting from that amount, approximately 0.33% per absence.
  - b. Daily Engagement points will also be deducted per absence, approximately 0.17% per absence.
  - c. If you are absent on a day you have a presentation due you will receive a 0% on that presentation unless you can provide proof of an emergent situation.
5. Late work will not be accepted. Exceptions to this requirement are not likely, but are solely at the discretion of the Instructor. Life happens so talk to me if you think your situation may require an exception.
6. An active ISU email account.

## Texts

*Photometrics Handbook*

by Robert C. Mumm

Publisher: Broadway Press; 2nd Edition (October 15, 1997)

Language: English

ISBN-10: 911747370

ISBN-13: 978-0911747379

## Scripts

### *Antigone*

This play will be provided.

### *Rock of Ages*

This play will be provided and will serve as the script for your Final Project.

## Required Software

**Please note that you are not required to purchase any of this software. There should be a free or free-for-student version available.**

Vectorworks 2023

ETC Eos Nomad

Microsoft Office Excel or equivalent spreadsheet program

Microsoft PowerPoint or equivalent presentation option

## Grading and Major Assignments

Attendance	10%
Engagement	5%
Design Projects	40%
Design Research	10%
Programming Project	10%
Practical Project	10%
Production Critique	10%
Quizzes	5%

### Grading Scale

A	93% - 100%	C	73% - 76%
A-	90% - 92%	C-	70% - 72%
B+	87% - 89%	D+	67% - 69%
B	83% - 86%	D	63% - 66%
B-	80% - 82%	D-	60% - 62%
C+	77% - 79%	F	0% - 59%

## Attendance (10%)

As mentioned in the Course Requirements, Attendance is 10% of your overall grade. However, multiple absences will not result in an automatic academic penalty, though you will lose your daily points. Attendance will be counted until roughly 40% of the class time has expired, at which point you will be counted absent unless you have given me prior notification that you are running late, but are on your way. I must receive that notification before class begins.

## **Engagement (5%)**

Engagement is worth 5% of your overall grade. To receive full daily points for Engagement you do not necessarily need to contribute to the discussion, but you must be obviously fully-engaged in the conversation/lecture. Contributing to the conversation will practically guarantee you full Engagement points for the day. While you can arrive slightly late and still receive full Attendance points, you will begin to lose Engagement points from the moment class starts if you are absent, so try to arrive on time. However, late arrival can be counteracted by an engaged contribution to the discussion.

## **Design Projects (40%)**

Students will complete two theoretical lighting designs with varying parameters and increasingly complete paperwork packets, as well as research a notable professional Lighting Designer. The purpose of these projects will be to learn and demonstrate common design and prep practices. All projects will be designed around provided scenic designs.

### **Design Project 1 - Antigone (10%)**

Students will have no conventional inventory or circuit limits in this project. LED and automated moving lights are not allowed to be used.

Paperwork required: Light Plot, Channel Hookup, Instrument Schedule

### **Design Project 1 Revisions (5%)**

Students will be given the opportunity to revise their Antigone projects based on inclass critique. In addition, they will be required to add a Centerline Section and a Cue List to their paperwork.

Paperwork required: Light Plot, Center Line Section, Channel Hookup, Instrument Schedule, Cue List

### **Design Project 2 - Rock of Ages (20%)**

This project will double as the student's final. Students will be given a budget and a rental inventory listing the base price of each lighting instrument, accessory, and consumable item available to them. They may rent as many instruments as they can afford, with the exception that they may only rent a maximum of ten automated moving lights. In addition to drafting the lighting design, students must demonstrate the ability to work with provided scenic drawings by drafting their own version of the scenic model in 3D.

Paperwork required: Full Lighting Packet (See details in "Note on Final Project" below)

### **Look Up a Lighting Designer (5%)**

Students will be given a list of Lighting Designers to choose from to do a PowerPoint presentation on. Students cannot choose the same designer so it will be first come first serve. Students should research the designer's background, theatre (and relevant areas) work, and specific style to create a cohesive presentation around these points.

### **Programming Project (10%)**

Students will produce a “cue to music” project using a provided virtual lighting rig. Students will choose a 2-3 minute piece of music and craft a light show that expresses the theme of the music. These projects will then be presented to the class with each designer executing their own show. These light shows should contain a minimum of 40 light cues and showcase the various skills and techniques taught in class.

### **Practical Projects (10%)**

Students will complete two practical electricians projects. The purpose of these projects is to prove an understanding of the base skills and safety practices expected of a theatrical electrician.

#### **Project 1 - Wiring (5%)**

Students will be provided the materials to complete a take home wiring project that will demonstrate their ability to construct working electrical practicals.

#### **Project 2 - Hang and Focus (5%)**

Students will complete an electrical obstacle course designed to simulate the minimum tasks expected at all lighting hangs and focuses. This project will be completed by each student individually and privately during a designated date.

### **Design Research (10%)**

Students must collect and present research imagery for both Antigone and Rock of Ages. These images may be presented in any way the student prefers, with the exception of using a Pinterest board. If you wish to collect your images via Pinterest, that is fine, but the presentation must be done via a different medium.

#### **Design Research - Antigone (5%)**

Students will create a packet of research images related to their designs of Antigone. These images should, in some way, express the stylistic and artistic themes the student imagines of their lighting design. An example would be images of light coming through trees in a wooded area as research for Into the Woods. Students must include at least ten images in their packet and are expected to present the entire packet explaining each image's significance.

#### **Design Research - Rock of Ages (5%)**

Students will create a packet of research images related to their designs of Rock of Ages. These images should, in some way, express the stylistic and artistic themes the student imagines of their lighting design. An example would be imagery of Neverland for Peter and the Starcatcher. Students must include at least twenty images in their packet and are expected to present the entire packet explaining each image's significance.

## Production Critique (10%)

Students will be expected to attend and critique all main season shows that are produced during the term. These critiques should be a minimum of three pages long and follow proper MLA format. Critiques should focus on the lighting design and how the other design elements interacted with the lighting.

## Quizzes (5%)

There will be five short online quizzes covering varying topics in both lighting design and electrics.

## Note on Programming Project Grading

This project is designed to increase your understanding of automated lighting programming concepts. You will be graded primarily on your ability to execute an action by any method necessary, with class time discussion being used to analyze your cue structure and ways to improve it. Emphasis will be put on creativity and a general desire to succeed.

## Note on Final Project

The final project requires a full lighting packet including the following paperwork:

- Light Plot
- Center Line Section
- Channel Hookup
- Instrument Schedule
- Color Schedule
- Gobo Schedule
- Shop Order
- Magic Sheet
- Cue List

Examples of all of these types of paperwork will be available on Canvas.

## Class Schedule

### Week 1

- T 1/16 Syllabus given to students via Canvas  
**Assignment: Download Vectorworks and ETC Eos Nomad Softwares**
- R 1/18 No Class (KCACTF)

### Week 2

- T 1/23 Lighting Design Fundamentals
- R 1/25 Color Theory  
**Assignment: Quiz 1 - Design Elements of Lighting (Canvas)**

### Week 3

- T 1/30 2D Vectorworks Bootcamp Part 1  
**\* Due: Quiz 1 - Design Elements of Lighting (Canvas)**
- R 2/1 2D Vectorworks Bootcamp Part 2  
**Assignment: Read *Antigone***  
**EXTRA CREDIT Barjche Production Critique**

### Week 4

- T 2/6 3D Vectorworks Bootcamp Part 1
- R 2/8 3D Vectorworks Bootcamp Part 2  
**Assignment: Quiz 2 - Vectorworks (Canvas)**  
**\* Due: EXTRA CREDIT Barjche Production Critique (Canvas)**

### Week 5

- T 2/13 Laying Out the Light Plot
- R 2/15 Types of Paperwork  
**Assignment: Design Project 1 - *Antigone***  
**Design Research - *Antigone***  
**\* Due: Quiz 2 - Vectorworks (Canvas)**

### Week 6

- T 2/20 Introduction to Electrics and Fabrication of Practicals  
**Assignment: Practical Project 1 - Wiring**  
**Quiz 3 - Electrical (Canvas)**
- R 2/22 The Artistry of Lighting Design/How to Research a Lighting Designer  
**Assignment: Look Up a Lighting Designer**

### Week 7

- T 2/27 Programming 101 Part 1  
**Assignment: Choose a music piece for Programming Project**  
**\* Due: Quiz 3 - Electrical (Canvas)**  
**Practical Project 1 - Wiring (In Class)**
- R 2/29 Programming 101 Part 2  
**Assignment: *Starlight* Production Critique**  
**Programming Project**  
**Quiz 4 - Programming (Canvas)**

### Week 8

- T 3/5 *Antigone* Research Presentations  
\* **Due:** **Design Research - *Antigone* (Canvas)**
- R 3/7 Design Project 1 Work Day/Review How to Present a Lighting Design  
**Assignment: Read *Rock of Ages***  
\* **Due:** ***Starlight* Production Critique (Canvas)**  
**Quiz 4 - Programming (Canvas)**

### Week 9

- T 3/12 **SPRING BREAK**  
R 3/14 **SPRING BREAK**

### Week 10

- T 3/19 Design Project 1 Presentations  
\* **Due:** **Design Project 1 - *Antigone* (Canvas)**
- R 3/21 Design Project 1 Presentations  
**Assignment: Design Project 1 Revisions**

### Week 11

- T 3/26 Look Up a Lighting Designer Presentations  
\* **Due:** **Look Up a Lighting Designer Presentation**
- R 3/28 Programming Project Work Day

### Week 12

- T 4/2 Programming Project Presentations  
\* **Due:** **Programming Project (In Class)**
- R 4/4 Budgets and Expenses in Lighting  
**Assignment: Design Project 2 - *Rock of Ages***  
**Design Research - *Rock of Ages***  
\* **Due:** **Design Project 1 Revisions (Canvas)**

### Week 13

- T 4/9 Stage Electrics Fundamentals (Meet at Fisher Theatre)  
**Assignment: Quiz 5 - Anatomy of a Light Fixture**
- R 4/11 Group A Practical Exam - Hang and Focus (Meet at Fisher Theatre)

### Week 14

- T 4/16 Group B Practical Exam - Hang and Focus (Meet at Fisher Theatre)  
\* **Due:** **Quiz 5 - Anatomy of a Light Fixture**
- R 4/18 Group C Practical Exam - Hang and Focus (Meet at Fisher Theatre)  
**Assignment: *Crucible/John Proctor* Rep Production Critique (Canvas)**

Week 15

T 4/23 *Rock of Ages* Research Presentations

\* **Due:** **Design Research - *Rock of Ages* (Canvas)**

R 4/25 Final Project Work Day/How To Create Advanced Paperwork

Week 16

T 4/30 Final Project Work Day

R 5/2 Final Project Work Day

\* **Due:** ***Crucible/John Proctor* Rep Production Critique (Canvas)**

**Finals:** **Final Design Project Presentations (Wednesday, May 8 9:45 - 11:45)**

\* **Due:** **Final Design Project - *Rock of Ages* (Canvas)**



## **Iowa State University Policies**

The following policies are universal of all Iowa State University courses and must be abided by at all times.

### **Academic Dishonesty**

The class will follow Iowa State University's policy on academic dishonesty. Anyone suspected of academic dishonesty will be reported to the Dean of Students Office.

### **Accessibility Statement**

Iowa State University is committed to assuring that all educational activities are free from discrimination and harassment based on disability status. Students requesting accommodations for a documented disability are required to work directly with staff in Student Accessibility Services (SAS) to establish eligibility and learn about related processes before accommodations will be identified. After eligibility is established, SAS staff will create and issue a Notification Letter for each course listing approved reasonable accommodations. This document will be made available to the student and instructor either electronically or in hard-copy every semester. Students and instructors are encouraged to review contents of the Notification Letters as early in the semester as possible to identify a specific, timely plan to deliver/receive the indicated accommodations. Reasonable accommodations are not retroactive in nature and are not intended to be an unfair advantage. Additional information or assistance is available online at [www.sas.dso.iastate.edu](http://www.sas.dso.iastate.edu), by contacting SAS staff by email at [accessibility@iastate.edu](mailto:accessibility@iastate.edu), or by calling 515-294-7220. Student Accessibility Services is a unit in the Dean of Students Office located at 1076 Student Services Building.

### **Prep Week**

This class follows the Iowa State University Prep Week policy as noted in section 10.6.4 of the Faculty Handbook.

### **Discrimination and Harassment**

Iowa State University does not discriminate on the basis of race, color, age, ethnicity, religion, national origin, pregnancy, sexual orientation, gender identity, genetic information, sex, marital status, disability, or status as a U.S. Veteran. Inquiries regarding non-discrimination policies may be directed to Office of Equal Opportunity, 3410 Beardshear Hall, 515 Morrill Road, Ames, Iowa 50011, Tel. 515-294-7612, Hotline 515-294-1222, email [eooffice@iastate.edu](mailto:eooffice@iastate.edu).

### **Religious Accommodation**

Iowa State University welcomes diversity of religious beliefs and practices, recognizing the contributions differing experiences and viewpoints can bring to the community. There may be times when an academic requirement conflicts with religious observances and practices. If that happens, students may request the reasonable accommodation for religious practices. In all cases, you must put your request in writing. The instructor will review the situation in an effort to provide a reasonable accommodation when possible to do so without fundamentally altering a course. For students, you should first discuss the conflict and your requested accommodation with your professor at the earliest possible time. You or your instructor may also seek assistance from the Dean of Students Office at 515-294-1020 or the Office of Equal Opportunity at 515-294-7612.

### **Free Expression**

Iowa State University supports and upholds the First Amendment protection of freedom of speech and the principle of academic freedom in order to foster a learning environment where open inquiry and the vigorous debate of a diversity of ideas are encouraged. Students will not be penalized for the content or viewpoints of their speech as long as student expression in a class context is germane to the subject matter of the class and conveyed in an appropriate manner.

### **Contact Information for Academic Issues**

If you are experiencing, or have experienced, a problem with any of the above statements, email [academicissues@iastate.edu](mailto:academicissues@iastate.edu).