

#### **COURSE OUTLINE**

THR152	Lighting Technology			3	
Course Number	Course Title			Credits	
2	2	0	0	15 week	
Class or Lecture Hours	Laboratory or Work Hours	Clinical or Studio Hours	Practicum, Co-op, Internship	Course Length (15 week, 10 week	
	n Examination/Derapplicable); minimum		Alternate Deliver (Online, Telecourse	ry Methods [give title of videos])	

### **Required Materials:**

Gillette, Michael, J., <u>Designing with Light: An Introduction to Stage Lighting</u>, Mayfield Publishing Company, October 1997.

Horizon by Rosco laboratories, Lighting Control Software, free download Color Media Samples, Rosco, Lee Filter and GAM

#### **Catalog Description:**

Introduction to stage lighting and to the aesthetics of scenic lighting as a visual art. Hanging, alignment, focusing, maintenance and operation of various types of stage lighting fixtures. Students will be required to work as a lighting technician at approved venues.

**Prerequisites:** Corequisite:

**EET102** 

**<u>Last Revised</u>**: Spring 2019

Course Coordinator: Jody P. Gazenbeek-Person (after

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# **Students with Disabilities**

Any student in this class who has special needs because of a disability is entitled to receive accommodations. Eligible students at Mercer County Community College are assured services under the Americans with Disabilities Act and Section 504 of the Rehabilitation Act of 1973.

If you believe you are eligible for services, please contact Arlene Stinson, the Director of Academic Support Services. Ms. Stinson's office is LB221, and she can be reached at (609) 570-3525.

#### **Academic Integrity**

As per the student handbook, "A student will be guilty of violating academic integrity if he/she (a) knowingly represents the work of others as his/her own, (b) uses or obtains unauthorized assistance in the execution of academic work, or (c) gives fraudulent assistance to another student." Students should read the Academic Integrity policy in the MCCC Rights and Responsibilities Student Handbook. *Academic Dishonesty will result in failure of this course.* 

#### **Available Resources:**

#### **Books**

Stage Lighting Revealed: A Design

and Execution Handbook ISBN: 1558702903

Author: Glen Cunningham

Publisher: F & W Publications, Incorporated

Date Published: March 1993

Theatre Backstage from A to Z

**ISBN:** 0295977175

Author: Warren C. Lounsbury, Norman C.

Boulanger

Publisher: University of Washington Press

Date Published: January 1999

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The ABC of Stage Lighting

ISBN: 0896761193 Author: Francis Reid

Publisher: Quite Specific Media Group, Limited

Date Published: September 1992

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Discovering Stage Lighting

ISBN: 0240515455 Author: Francis Reid

**Publisher:** Butterworth-Heinemann **Date Published:** December 1998

Lighting the Stage: A Lighting

Designer's Experiences ISBN: 0240513754 Author: Francis Reid

Publisher: Butterworth-Heinemann

**Date Published:** July 1995 **Format:** Trade Paper

Scene Design and Stage Lighting

**ISBN:** 0155016202

**Author:** W. Oren Parker, R. Craig Wolf **Publisher:** Harcourt Brace College Publishers

Date Published: February 1996

Light on the Subject

**ISBN:** 0879101261

Author: David Hays, Designed by Peter Brook

Publisher: Limelight

Date Published: November 1989

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The Stage Lighting Handbook

ISBN: 0878300643 Author: Francis Reid Publisher: Routledge

Date Published: October 1996

Stage Lighting Design: The Art, the Craft,

the Life

ISBN: 0896761398 Author: Richard Pilbrow

**Publisher:** Quite Specific Media **Date Published:** October 1997

Concert Lighting: Techniques, Art and Business

ISBN: 0240802934 Author: James L. Moody

**Publisher:** Butterworth-Heinemann **Date Published:** November 1997

The Lighting Art: The Aesthetics of

Stage Lighting Design ISBN: 0135010810

Author: Richard H. Palmer Publisher: Prentice Hall Date Published: August 1993

Effects for the Theatre

**ISBN:** 0896761363

**Author:** Graham Walne, Joe Aveline **Publisher:** Quite Specific Media Group

Date Published: June 1995

**Lighting and Sound** 

ISBN: 071482514X Author: Neil Fraser

**Publisher:** Chronicle Books **Date Published:** August 1995

Concert Sound and Lighting Systems

ISBN: 024080192X Author: John Vasey

**Publisher:** Butterworth-Heinemann **Date Published:** February 1994

Theater Technology ISBN: 0300067666

Author: George C. Izenour Publisher: Yale University Press Date Published: July 1999

Stage Lighting for Theatre Designers

ISBN: 0435086855 Author: Nigel H. Morgan Publisher: Heinemann

Date Published: December 1997

Lighting and the Design Idea

ISBN: 0155020692 Author: Linda Essig

Publisher: Harcourt Brace & Company

**Date Published:** April 1998 Stage Lighting Controls ISBN: 0240514769

Author: Uif Sandstrom

**Publisher:** Butterworth-Heinemann **Date Published:** November 1997

Easy Stage Lighting ISBN: 0834194341 Author: Tim Freeman

Publisher: Lillenas Publishing Company

Date Published: January 1996

Designing with Light: An Introduction to

Stage Lighting
ISBN: 1559345276
Author: J. Michael Gillette

**Publisher:** Mayfield Publishing Company

Date Published: October 1997

A Practical Guide to Stage Lighting

**ISBN:** 0240803531

Author: Steven Louis Shelley
Publisher: Butterworth-Heinemann
Date Published: March 1999

# Magazines:

**Lighting Dimensions Magazine**is the leading international trade magazine for lighting professionals targeting designers and specifiers of entertainment, architectural and commercial lighting. Its editorial reports on the latest technologies and applications for theatre, film, television, clubs, concerts and tours, theme parks, industrial and architectural lighting projects.

#### **Websites**

Entertainment Design on-line <a href="http://www.entertainmentdesignmag.com/">http://www.entertainmentdesignmag.com/</a>

Lighting Dimensions Online http://www.lightingdimensions.com/

Stage Lighting Links http://www.people.virginia.edu/~rlk3p/desource/links/LinkList.html

#### Upon Successful completion of this course, the student will be able to:

- Demonstrate conceptual and working knowledge of the basic principles, practices and concepts of lighting technology through classroom discussion, written assignments, and lighting laboratory exercises, and use appropriate technical terminology in articulating these concepts;
- Demonstrate conceptual and working knowledge of the basic principles of light, basic electricity and color theory through classroom discussion, written assignments, and audio laboratory exercises;
- 3. Proficiently operate a variety of lighting control consoles.
- 4. Hang, align, focus, maintain and operate various types of stage lighting fixtures.
- 5. Read a lighting plot to hang a show.
- 6. Set up a dimmer patch and moving light patch.
- 7. Create lighting cues on computer based lighting desk
- 8. Work on teams, teach others, serve customers, negotiate and work well with people from culturally diverse backgrounds.

#### MCCC Core Skills

- Goal A. Written and Oral Communication in English. Students will communicate effectively in speech and writing, and demonstrate proficiency in reading.
- Goal B. Critical Thinking and Problem-solving. Students will use critical thinking and problem solving skills in analyzing information.
- Goal D. Information Literacy. Students will recognize when information is needed and have the knowledge and skills to locate, evaluate, and effectively use information for college level work.
- **Goal E. Computer Literacy.** Students will use computers to access, analyze or present information, solve problems, and communicate with others.
- **Goal F. Collaboration and Cooperation.** Students will develop the interpersonal skills required for effective performance in group situations.
- Goal G. Intra-Cultural and Inter-Cultural Responsibility. Students will demonstrate an awareness of the responsibilities of intelligent citizenship in a diverse and pluralistic society, and will demonstrate cultural, global, and environmental awareness.

#### **Unit I: An Introduction to Lighting Design**

The Student will be able to:

- 1. Define and explain in their own words common terms in the stage lighting business such as; dimmer, control board, cable, instruments, color media, etc. (CG1)
- 2. Explain the relationship between light and perception and its impact on lighting design (CG1&2)
- 3. Define, explain and analyze the design characteristics of light. (CG2)
- 4. Define the term lighting design and list and explain the functions of stage lighting. (CG1)
- 5. Explain the definition of the lighting production team (CG1)
- 6. Describe the organization and responsibilities of the members of the lighting production. (CG1)

# Unit II: Basic Electricity for Lighting Design

The student will be able to:

- 1. Explain in his/her words the definition of electricity. (CG2)
- 2. Explain and draw the basic structure of the atom. (CG2)
- 3. Discuss how electricity flows in a circuit. (CG2)
- 4. Define basic electrical terms such as potential, voltage, current and wattage. (CG2)
- 5. Differentiate between alternating current and direct current. (CG2)
- 6. Use a Volt-Ohm Meter.(CG1&2)
- 7. Calculate Voltage, Current, and Power (GB, CG2)
- 8. Analyze simple AC and DC Circuits (GB, CG2)
- 9. Describe the differences between series and parallel circuits. (GB, CG2)
- 10. Define and explain the differences between two wire single phase AC, three wire single phase ac and four wire three phase AC. (CG2)
- 11. Calculate lighting loads for theatrical productions. (CG2)
- 12. List current capacity for different gauges of wire and calculate minimum wire sizes for lighting distribution given the power requirements of the lighting instruments used. (CG1&2)

#### Unit III: Lighting Instruments and their Components

The student will be able to:

- 1. List, describe and analyze the three primary types of lens systems used for various lighting instruments. (CG1)
- 2. List and explain the characteristics of lenses. (CG1)
- 3. List and describe that various types of lamps used in stage lighting instruments. (CG1)
- 4. List, describe and explain the components of the ellipsoidal spotlight, fesnel spotlight, beam projector, followspot, PAR can, striplight, cyc light, etc. (CG1)
- 5. Analyze the differences between various lighting instruments and evaluate their effectiveness for different situations. (GB, CG1&2)
- 6. Identify the various types of rigging systems used to hold lighting instruments. (CG1)
- 7. Hang and focus lighting instruments. (CG1&3)

#### Unit IV: Electrical Distribution, Dimming and Control

- 1. The student will be able to:
- 2. List, describe and evaluate for use the various types of electrical connectors used in stage lighting such as Edison, twistlock, grounded pin, etc. (CG1)
- 3. Make a stage lighting extension cord that meets all specifications. (CG1)
- 4. Identify and list the current ratings for different wire gauges. (CG1)
- 5. Calculate the correct gauge wire to use given a specific lighting load. (CG1)
- 6. Describe the different types of circuiting used to wire lighting instruments to the dimmers. (CG1)
- 7. Describe the different types of dimmers. (CG1)
- 8. Describe and compare and contrast the different types of dimmer control such as analog, digital, AMX, DMX, etc. (CG1)
- 9. Explain multiplexing and gating. (GB, CG1)
- 10. Describe control consoles and the compare and contrast the categories they fall into. (CG1,CG3)
- 11. Use a fully computerized control console and a manual control console. (CG1&3)
- 12. Draw a lighting system electrical flow diagram. (GB,D&E, CG1&2)

# Unit V: The Lighting Plot. Dimmer Patch and Cue Building

The student will be able to:

- Read a lighting plot. (CG1&4)
- Hang, gel and focus a show using the lighting plot (CG1,2,4&5)
- Patch the lighting board using information from the lighting plot.(GB, CG1, 3&6)
- Write cues based on the lighting plot and the lighting designer's design. (GB,D&E, CG1,3,6&7)

#### Unit VI: Color Theory and its Application to Lighting Design

The student will be able to:

- 1. Paraphrase the definition of color. (CG2)
- 2. Describe the terms used to describe color attributes and compare and contract the differences in the meaning of these terms. (CG2)
- 3. Explain how we see color. (CG2)
- 4. Explain the terms used for color mixing and compare and contrast the differences in meaning of these terms. (CG2)
- 5. Analyze the meaning of color and evaluate the general emotional impact of each of the colors in the rainbow. (GB, CG2)
- 6. Compare and contract the difference between the additive color mixing and subtractive color mixing in light and identify the three primary colors for each. (CG2)
- 7. Write a paper that that integrates the basics of color theory to its practical application of colored light the theater. (GA,CG2)
- 8. Compare and contrast the different types of color media used in lighting design. (CG2)

# Unit VII: Projections, Practicals, Effects and Advanced Technology Instruments

The student will be able to:

- 1. Describe the advantages and disadvantages of using projection. (CG2)
- 2. List the different types of projectors and describe the operation of each. (CG2)
- 3. Create a slide presentation for use on a computer. (CG2)
- 4. Use gobo for a dramatic presentation. (CG2)
- 5. Describe the most common types of practical use in lighting design. (CG2)
- 6. Design and build a simple practical. (CG2)
- 7. Describe the various types of advanced technology instruments used in theatre, concert, club and amusement venues. (CG2)
- 8. Create a lighting design that uses advanced technology instruments. (GB, D&E, CG2.3.6&7)
- 9. Program an advanced technology instrument using one of the computerized control consoles. (GB, D&E, CG2,3,6&7)

#### **Unit X: The Practicum**

The student will be able to:

- Maintain and keep in good working order a variety of lighting equipment. (CG1,2&4)
- Hang, focus and gel a lighting plot in an assigned venue. (GB,D&E, CG1,2, 4&5)
- Work on teams, teach others, serve customers, negotiate and work well with people from culturally diverse backgrounds. (GF&G, CG1&8)
- Work collaboratively with the creative team. (GF&G, CG8)

# **Evaluation of Student Learning.**

Students' achievement of the course objectives will be evaluated through the use of the following tools:

# Students' achievement of the course objectives will be evaluated through the use of the following:

- Active participation in class.
- A series of Unit tests assessing students' comprehension of basic lighting terminology and practices (CG1&2)
- A series of essays and short papers assessing students' comprehension of basic concepts and practices. (GA&B, CG1&2)
- A practicum where students will hang and focus lights in an approved local venue. (Goals B,F&G; CG 1,2,4,5&8))
- An individual project where students will design lights, given a repertory plot in the studio theatre, using music from a musical, film or concert soundtrack. Students will be graded on concept, lighting plot implementation and execution. (GB; CG1,2,3,4,5,6,&7)

<b>Evaluation Tools</b>	Percentage Of Grade	)	
Unit Tests		20%	
Unit essays and papers		20%	
Practicum		25%	
Final design project		30%	
PRACTICUM EVALUATION OF THR152 STUDENTS			
Entertainment Technology Program			

Student's Name:			Your Name	:				
Company/Org:								
Title:								
Date:								
		Excellent	Very Good	Average	Marginal	Unsatisfactory		
Quality of Work								
Attitude								
Dependability								
Attendance								
Ability to take direction								
Interpersonal Skills								
Work with people of culturally diverse background								
Collaboration with the I	Design team							
Read a lighting plot								
Hang, Focus and Gel								
Instrument Check								
Running Board								
Load-in								
Loud out								
I would rate the stude	ent's overall performar	nce as:						
Excellent Very Good Average Marginal Unsatisfactory								
Indicate behaviors which may help and/or hinder this student's advancement:								
How well does this student interact with peers and the design team or producer?								