

1-2014

THTR 460.01: Theatre Lighting II

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COURSE SYLLABUS

THTR 460-SPRING 2014 THEATRE LIGHTING II-3cr.

CLASS SESSIONS: MONDAY & WEDNESDAY - 11:00 - 12:30 PM
McGill 213, PAR/TV 131

PROFESSOR: Mark Dean
Rm. 193. PAR/TV Bldg.
243-2879
mark.dean@umontana.edu

Office Hours; 1:00pm to 2:30pm Tuesday and Thursday except when work on University productions prohibits these times. Please feel free to make appointments or stop by at other times.

TEXT: Mumm, Robert C., The Photometrics Handbook, 2nd Edition

It should be clearly understood that the assigned text for this class will serve only as a resource. While much of the lecture material has its parallels in the text, the sequence of the class does not match the book. In addition, the terminology and approach of the professor differ from the material presented in the text. These factors make class attendance essential if the student wishes to succeed in this class.

In addition, several scripts will be assigned as the basis for project work. The titles of these scripts will be determined during the course of the semester.

All Theatre & Dance students must have an in-depth knowledge of the practices and procedures outlined in the School of Theatre & Dance Student Handbook. The Handbook is available online at <http://www.umt.edu/theatredance/about/handbook>

GOALS AND PURPOSE:

The purpose of this class is to expand the student's abilities as a Lighting Designer to enable him or her to develop and execute lighting designs for a variety of situations. The class lectures will seek to enlarge and refine the basic understanding of stage lighting that each student brings to the class. The projects assigned within the class will aid the student in becoming proficient in lighting various types of productions, under differing conditions, with a variety of equipment. Students will use the resources in the Lighting Laboratory (PAR/TV 131) to demonstrate realized cues and cue sequences. The resources of the Montana Theatre will also be used to allow each a better understanding of computer lighting control and the creation of lighting cues.

The work of this class is designed to sequentially develop the student's understanding and skills. Therefore, it is extremely important that each student completes the assignments according to the class schedule.

OBJECTIVES:

- To build upon and improve the skills gained in THTR 360.
- Refine and improve ones individual design process.
- The ability to understand the evolved concept and communication of the design team for the work being designed.
- The ability to work collaboratively as a lighting designer with the entire design team.
- The ability to understand and use traditional and non-traditional research methods in order to better evolve a lighting design.
- The ability to define and defend a particular lighting design idea, and to execute that idea in many different theatrical spaces.

GRADING:

Final grades for this course will be based on the following

Quick "Modified" McCandless	100 points
Focusing Exercise	50
Dance Cues	100
Dance Plot	200
Attendance and Participation	100

Total -----550 points

Since the completion of many of these projects is dependent upon the completion of the project which precede them, any project not handed in on the date scheduled will be grade down 5% of its maximum value for every class session that it is late

Extra credit is possible and encouraged by the professor, but the student must receive the instructor's permission before starting a project that is to be used for extra credit.

MINIMUM REQUIRED MATERIALS:

In order to complete the projects for this class, each student must obtain a basic set of materials. These will include:

- 16Gb Flash Storage Drive
- Roscolux Gel Swatch Books
- Black Cansom (or equivalent) Pastel Paper for Storyboards
- Set of (24 minimum) Colored Pencils

PROJECTS AND REQUIREMENTS:

Project I - Quick Design- An "overnight" project wherein you are required to apply a modified McCandless lighting approach to a set with which you are not familiar. The purpose is to establish working knowledge of the McCandless system and rapid graphic execution. Creation of a plot, hook-up schedules, and magic sheets are required.

Project II – Focusing Exercise – This project is a hands-on, practical assignment that will take place in the Montana Theatre. Each student will “call the focus” for individual lighting instruments used to illuminate the stage for the Montana State Thespian Festival.

Project III - Dance Cues - From music of your choice, after receiving approval from the Professor, create a series of lighting cues (10 cue minimum) that realize the technical and aesthetic needs for a short (2-4 minutes) portion of that music. Any scenic support you feel necessary may be added. The lighting should be appropriate for the entire stage area of the light lab. This should be accomplished using the lighting inventory of the light lab and the EDI control board.

Project IV - Dance Light Plot - The student will be required to create the lighting for a hypothetical dance production for which you will have seen no choreography. The purpose of this project is to bring the student to quickly apply newly learned information and for the student to create a lighting design strictly from an aural source.

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University.

All students need to be familiar with the Student Conduct code. The Code is available for review online at <http://www.umt.edu/SA/VPSA/Index.cfm/page/1321>

Students with Special Needs

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with DSS, please contact DSS in Lommasson 154. I will work with you and DSS to provide an appropriate accommodation.