

THAR 26 Course Outline as of Fall 2018**CATALOG INFORMATION**

Dept and Nbr: THAR 26 Title: INTRO THEATRE LIGHTING

Full Title: Introduction to Theatrical Lighting

Last Reviewed: 8/28/2017

Units	Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled 35.00
Minimum	3.00	Lab Scheduled	2.00	8	Lab Scheduled 35.00
		Contact DHR	2.00		Contact DHR 35.00
		Contact Total	6.00		Contact Total 105.00
		Non-contact DHR	0		Non-contact DHR 0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable

Grading: Grade Only

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:

An introduction to the basic concepts of theatre lighting, including hands-on instruction in the operation of stage lighting, planning, and rigging. Instruction in light sources, the theory of electricity in the theatre, color media and theory, lighting design, light plots, equipment, control systems, and rehearsal/performance procedures and operation.

Prerequisites/Corequisites:**Recommended Preparation:**

Course Completion or Concurrent Enrollment in THAR 1 and THAR 20

Limits on Enrollment:**Schedule of Classes Information:**

Description: An introduction to the basic concepts of theatre lighting, including hands-on instruction in the operation of stage lighting, planning, and rigging. Instruction in light sources, the theory of electricity in the theatre, color media and theory, lighting design, light plots, equipment, control systems, and rehearsal/performance procedures and operation. (Grade Only)

Prerequisites/Corequisites:

Recommended: Course Completion or Concurrent Enrollment in THAR 1 and THAR 20

Limits on Enrollment:

Transfer Credit: CSU;UC.

Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: **Area** Effective: Inactive:

CSU GE: **Transfer Area** Effective: Inactive:

IGETC: **Transfer Area** Effective: Inactive:

CSU Transfer: Transferable Effective: Fall 1985 Inactive:

UC Transfer: Transferable Effective: Fall 1985 Inactive:

CID:
CID Descriptor: THTR 173 Introduction to Stage Lighting or Lighting Design Fundamentals
SRJC Equivalent Course(s): THAR26

Certificate/Major Applicable:
Both Certificate and Major Applicable

COURSE CONTENT

Student Learning Outcomes:

At the conclusion of this course, the student should be able to:

1. Safely hang, circuit, and focus a lighting plot, applying lighting fundamentals including correct equipment identification and accurate plot interpretation.
2. Conceptualize and draft a basic lighting plot for a theatrical production, applying script analysis, research, lighting theory, lighting terminology, and documentation techniques.

Objectives:

In order to achieve these learning outcomes, during the course the student will:

1. Hang, circuit, and focus lighting equipment for a production.
2. Exhibit safe and well organized work habits, including following basic safety precautions when using catwalks, ladders, and lifts.
3. Identify the function of specific lighting instruments, riggings, control systems, connectors, lamps, special effects equipment, and technical plots.
4. Demonstrate an understanding of lighting theory, basic electrical theory, and the ability to work safely with electronic equipment.
5. Distinguish types of circuits and compute appropriate wattage, resistance, amperage, and voltage.
6. Correctly read and interpret a light plot and supporting paperwork.
7. Design a basic lighting scheme including a plot and supportive data.
8. Define and correctly use common theatrical and lighting design terminology.
9. Evaluate the responsibilities of a theatrical lighting designer and recognize the designer's collaboration with the other production company personnel.
10. Analyze a theatrical text, identifying all potential lighting requirements and design possibilities at a beginning level.
11. Apply elements of color theory and lighting theory, including style, color,

texture, angle, and mood to theatrical lighting.

Topics and Scope:

I. Principles of Light

- A. How light works
- B. Optics

II. Working with Electricity

- A. Safe practices
- B. Basic electrical theory and terms*
 - 1. Wattage
 - 2. Resistance
 - 3. Amperage
 - 4. Voltage
- C. Electrical systems
 - 1. Wiring
 - 2. Types of circuits
 - 3. Dimming systems

III. Lighting Instruments and Equipment

- A. Care and maintenance
- B. Fixture types, features, and uses
- C. Lamps
- D. Gels and gobos
- E. Special effects (fog, smoke, haze, projections)
- F. Practicals

IV. Lighting Control Systems

- A. Board operation in production
- B. Manual vs. computer control
- C. Patching and cueing

V. Lighting Design

- A. Conceptual research*
- B. Integration of design with other aspects of production*
- C. Constructing a plot and supporting paperwork

VI. Color Theory

- A. Additive and subtractive color mixing
- B. Mood

VII. Lighting Theory

- A. Style and mood
- B. Angle, texture, and intensity

VIII. Script Analysis for Lighting Design*

- A. Identifying lighting requirements
 - 1. Style
 - 2. Essential elements
 - 3. Number of locations, time of day, etc.
- B. Working with plays from major historical periods

IX. Safety During the Hang and Focus Process

- A. Proper use of tools and equipment
- B. Correct usage of ladders, lifts, catwalks, and safety harnesses
- C. Emergency procedures

X. Rigging

- A. Knot tying and proper usage
- B. Techniques

XI. Hang and Focus Techniques

- A. Reading and interpreting a light plot
- B. Dividing responsibilities
- C. Hanging light instruments
- D. Circuiting a plot
- E. Focusing instruments
- F. Troubleshooting techniques

XII. Careers in Theatrical Lighting*

- A. Types of positions and responsibilities
 - 1. Lighting designer
 - 2. Master electrician
 - 3. Board operator
- B. Resumes for lighting field
- C. Etiquette and work ethic
- D. Union work
- E. Working with rental companies
- F. Working as an Independent Contractor

All topics are covered in both the lecture and lab parts of the course, except those sections marked with an asterisk. Those sections are only covered in lecture.

Assignment:

Lecture Related Assignments:

- I. Homework
 - A. 10-15 pages of reading per week
 - B. Weekly homework exercises relating to assigned reading and class instruction.

Lecture and Lab Related Assignment:

- I. Quizzes: 5-10 written and/or skill demonstration quizzes based on assigned reading, class discussion, and lecture material.
- II. Two projects
 - A. Midterm project (examples):
 - 1. Light Show: Conceptualize a 5 minute light show to accompany a favorite music selection, applying basic principles including color and pattern; hang, focus and run the light show in a laboratory setting.
 - 2. Research and Design: Selecting a scene from a play, write a detailed description of how it would be lit if staged in Burbank Auditorium. Project includes documentation of conceptual research.
 - B. Final design project (example): Design a lighting plot based on analysis and creative interpretation of an assigned script. The project includes the light plot, section, copy of script with cueing choices, color order, typed design concept paper, and all design paperwork.
- III. Two Exams (midterm and final): Each exam will consist of two sections - a skills portion, covering skills and techniques, and a written portion, covering reading and lecture materials.

Lab Related Assignment:

- I. Completion of 35 hours of practicum experience (DHR)
 - A. 16 hours participating in the hang and focus for one or more SRJC productions during the semester.
 - B. 19 hours participating in related SRJC technical theatre activities, such as

lighting projects, equipment maintenance, event preparation and/or inventory organization.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Project concept paper(s) and documents

Writing
10 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework exercises

Problem solving
5 - 10%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Midterm project; Final project; Quizzes - skill demonstrations; Exams - skills demonstration portion

Skill Demonstrations
30 - 50%

Exams: All forms of formal testing, other than skill performance exams.

Quizzes - written; Exams - written portion (multiple choice, completion, etc.)

Exams
10 - 20%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation; completion of DHR hours

Other Category
15 - 30%

Representative Textbooks and Materials:

Shelley, Steven Louis. A Practical Guide to Stage Lighting, 3rd ed. Focal Press: 2013.

Instructor prepared materials