

THAR 26 Course Outline as of Fall 1985**CATALOG INFORMATION**

Dept and Nbr: THAR 26 Title: THEATRICAL LIGHTING

Full Title: 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	11	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: 39 - Total 2 Times

Also Listed As:

Formerly:

Catalog Description:

An introduction to the basic concepts of theatre lighting, including 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 system, and rehearsal/performance procedures and operation.

Prerequisites/Corequisites:

THAR 20.

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

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

Prerequisites/Corequisites: THAR 20.

Recommended:
Limits on Enrollment:
Transfer Credit: CSU;UC.
Repeatability: Total 2 Times

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:
Not Certificate/Major Applicable

COURSE CONTENT

Outcomes and Objectives:

The students will:

1. Evaluate the responsibilities of a theatrical lighting designer and recognize the designer's collaboration with the other production company personnel.
2. Demonstrate an understanding of the fundamentals of stage lighting, the basic concepts of electricity and lighting design.
3. Demonstrate an understanding of the function of various lighting instruments, rigging, control systems and technical plots.
4. Distinguish types of circuits and compute appropriate wattage, resistance, amperage, and voltage.
5. Demonstrate an understanding of style, color, texture angle and mood in theatrical lighting.
6. Design a basic lighting scheme including a plot and supportive data.
7. Exhibit neat, orderly, and well organized work habits.
8. Define commonly used terminology including lighting instruments, connectors, lamps, dimmer boards, control boards and special effects.
9. Assess and apply the specifics of a light plot in order to hang, circuit and focus the lighting equipment for a production.

Topics and Scope:

1. Lighting instruments and equipment.
2. Basic color theory.
3. Basic lighting theory.
4. Basic electrical theory.

5. Lighting design.
 - A. Textual analysis.
 - B. Integration of design with other aspects of production.
 - C. Constructing a plot.
 - D. Rigging, hanging and focusing.
6. Board operation in production.

Assignment:

1. Regular diagnostic quizzes based on assigned reading and lecture material.
2. A study of basic safety precautions.
3. A production assignment (in conjunction with Theatre Arts 25).
4. A lighting plot based on an assigned production.

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.

Written homework, Reading reports

Writing
10 - 20%

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

Homework problems, Quizzes

Problem solving
40 - 50%

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

Class performances

Skill Demonstrations
20 - 30%

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

Multiple choice, Matching items

Exams
10 - 20%

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

REGULAR ATTENDANCE AND PARTICIPATION

Other Category
10 - 30%

Representative Textbooks and Materials:

SCENE DESIGN AND STAGE LIGHTING, 1985