

**THAR 26 Course Outline as of Spring 2012****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	17.5	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 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:**

Course Completion of THAR 20

**Recommended Preparation:****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: Course Completion of THAR 20

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

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective: Fall 1985	Inactive:
<b>UC Transfer:</b>	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:**  
Certificate Applicable Course

## **COURSE CONTENT**

### **Outcomes and Objectives:**

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

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

Repeating students will:

1. Safely hang, circuit, and focus a lighting plot, applying lighting fundamentals including correct equipment identification and accurate plot interpretation at increasingly complex levels.
2. Conceptualize and draft a more complex lighting plot for a theatrical production,

applying script analysis, research, lighting theory, lighting terminology, and documentation techniques with greater confidence and proficiency.

## **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. Safety procedures
  - B. Reading and interpreting a light plot
  - C. Dividing responsibilities
  - D. Hanging light instruments
  - E. Circuiting a plot
  - F. Focusing instruments
  - G. 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

Repeating students will:

1. Develop higher proficiency in each of the techniques listed above.
2. Apply techniques to different plays each semester.

**Assignment:**

1. Homework
  - A. 10-15 pages of reading per week
  - B. Weekly homework exercises relating to assigned reading and class instruction.
2. Quizzes:
  - 5-10 written and/or skill demonstration quizzes based on assigned reading, class discussion, and lecture material.
3. Two projects
  - A. Midterm project
    - Project examples
      - a. 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.
      - b. 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.
4. 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.
5. Hang and Focus hours:
  - Completion of 35 hours (DHR) participating in the hang and focus process for one or more SRJC productions during the semester.

## 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; Skills quizzes; 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.  
2nd ed. Focal Press: 2009.

Instructor prepared materials