

**TPA 4021 Lighting Design 2-(Digital
Visualization)**

Course Syllabus
Spring 2023

University of Florida College of Fine Arts
School of Theatre and Dance
Professor Stan Kaye

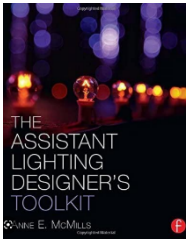
Instructor: Professor Stan Kaye- <mailto:stankaye@arts.ufl.edu>

Teaching Assistant: Eli Carnahan- ecarnahan@ufl.edu

Office Hours: As posted on or by Appointment (Stan Kaye) Office McGuire
207 telephone 273-0510 cell 3562-317-2855

Course Meets: Tuesday and Thursday 10:40 – 12:35 Constans 217 and VIA
ZOOM

TEXTS: [A Practical Guide to Stage Lighting](#) By: Steve Shelly; Focal Press,
1999.



[The Assistant Lighting Designers Toolkit, Anne McMills,](#)

Automated Lighting by Richard Cadena—(optional)
Published 2006 Focal Press

<http://books.google.com/books?id=zfu9727rvjgC&dq=moving+light+book&psp=1>



Whole Hog PC manual required

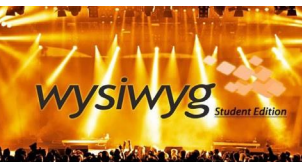
https://www.highend.com/pub/support/controllers/documents/H4_manual.pdf



ETC GIO Manual: <https://www.etcconnect.com/Support/Search-Manuals.aspx?LangType=1033> required

REQUIRED: WYSIWYG- (64 bit) or Academic Version)

wysiwyg
Student Edition





Lumion Student: Will require a PC or use of BOXX machines in Computer Lab- SK will help set up.

Attendance: Consistent and punctual attendance is expected. Unexcused absences will affect your final grade regardless of the quality of your work. You earned grade will be reduced by ONE FULL LETTER GRADE for every unexcused absence.

Student fees: \$ 138.33

Student Learning Outcomes: This class is an in-depth study geared to the development of the necessary skills to design stage lighting for both musical theatre/dance in live performance. Building on existing fundamental knowledge and practice, the course will seek to expand, develop, and realize the following objectives: Extensive use of three-dimensional software's will be a key component of the course.

- Script analysis as it pertains to lighting design
- Dance analysis as it pertains to lighting design
- Music analysis as it pertains to lighting design
- Comprehensive light plot development
- Comprehensive lighting paperwork development
- Creation of cue structures
- Creation of virtual scenic environments
- Development of appropriate artistic lighting responses to live performance
- Mastery of lighting distribution/layout systems
- Development of color systems

- Development of the eye to create aesthetic and balanced stage compositions
- Increased understanding of the human visual system
- Use and mastery of sophisticated three-dimensional visualization software to explore interaction of object, colors time effects, motion, fabric, surface and light interaction.

Course Method: The course is project based and will utilize two complex projects, based in repertory light plot development, for dance and musical theatre. The project descriptions are detailed below. By utilizing software of the highest caliber (WYSIWYG) students will learn to:

- conceptualize, structure, build environments
- layout lighting systems, conduct visual research,
- plot and organize lighting
- create live cue based dynamic lighting
- moving avatars, moving scenery, video
- LED walls to enhance the performance aspect of the project.
- The project will be run in LIVE mode using a sophisticated lighting control computer such as High End Systems Whole Hog 4 ETC EOS or another modern control system. The final deliverable assets are described in the project details below.

Repertory dance plot exercise and sample dance piece

You are expected to have completed the readings in Shelly's book from lighting design. 1 This should be evident in class work and in your work in the production program. You are expected to bring questions to class that become evident from the reading for deeper clarification from the Professor. To understand the concept of basic stage lighting systems more deeply and to better understand the visual results of these systematic practices onstage you will build an **IDEAL** *light Plot* in the 3D Pre- visualization software called WYSIWYG.

You will build this plot for the G6 dance studio, then you will light a sample dance piece in the studio using WYG perform and program on the Hog and capture it in video.

Be sure to read the tips and tricks on the Cast Software website:
<http://www.cast-soft.com/resources/tips-tricks>

Deliverables:

- Lighting Plot generated in WYG Layouts and meeting USITT Graphic Standards
- Lighting section generated in WYG Layouts and meeting USITT Graphic Standards
- Lighting Isometric view generated in WYG Layouts and meeting USITT Graphic Standards
- Lighting Hook-up generated via WYG Data Module and exported and cleaned up in Lightwright
- Lighting Instrument Schedule generated via WYG Data Module exported and cleaned up in Lightwright

MUSICAL THEATRE PROJECT

You will choose a musical theatre sequences selected by the instructors.

You may use the G6 rep or the Constans Teaching File for this project. Each number will have various moods, changing scenery etc....

You will alter as much as you wish the light plot you created in project 1. Then you will add the equipment you need for your design. You are the director, choreographer, costume designer, scenic designer and lighting designer for this production number.

Your project is to create the scenic environment in WYSIWYG in three dimensions, include 3 dimensional characters with costumes in WYG, and develop a light plot based on the systems methods in the **book A Practical Guide to Stage Lighting** by Steve Shelly,

You will deliver the following:

- Color research/pallet
- Cue score
- Lighting plot
- Lighting section
- Chanel hook-up (Wyg and exported to lightwright)
- Instrument schedule (Wyg and exported to lightwright)
- Magic sheet
- Video of cues changes as a result of WYG cueing project
- Full package organized in electronic format.
- Color research/palate
- Full package organized in a binder or single PDF document as if you are presenting your work to a potential client whom you wish to be hired by.

For presentation to the class:

- A fully programmed number will be generated and include the following. live movement of at least two moving lights
- live color changes
- at least One Effects Cue
- at least one use of either Multiple Cue Stacks use of macro triggers
- □moving scenery or backdrops
- captured video via WYSIWG

SoTD Lab Hours: Evening Hours for Studio and Labs

MFA degree program leaders. Please assign one GTA to be present in the building during one day per week. Include their phone number and email. (Please coordinate with your shops to make the assignments on a per semester basis)

Notes on the purpose:

- Supervision and presence in the McGuire Pavilion during the evening to be available to undergraduate students who will be using various studios and labs

- GTA's may be assigned shop work during these hours or may do homework or work they have to accomplish
- GTA's must be in the building and available and check on activities of the undergrads in the studios and open the studios and provide access to the building.
- GTA's will be responsible for unlocking and locking the following rooms: costume shop, light lab, design studio (218), computer lab, and scene shop

Date	Activity	Assignment	Take Note
Week 1	Introduction to WYSIWYG – set up visualization suite lab	Set up lab	
Week 1	Topography of WYG Modules		
Week 2	CAD in WYSWYG – Stan @ URTA Jan 25-27	Begin building G6	
Week 2	CAD and Importing Exercises –		
Week 3	Materials and importing—optimizing the 3D environment		
Week 3	Fixtures, positions, library and application Setting		
Week 4	Shortcuts, grouping, focusing- Lumion and WYG	G6 space building complete target date	
Week 4	Design module Lumion Basics		
Week 5	Design—looks, groups, cues, timelines, Lumion keyframes	STUDIO	
Week 5	Camera paths and 3D mouse WYGF and Lumion	STUDIO	
Week 6	Data – paperwork patch Universe and control Layouts, paperwork and Printing	STUDIO	
Week 6	Layouts, paperwork and Printing Present All Rigs to Class	Project 1 Paperwork Due	
Week 7	Whole hog basics Hedge Hog	STUDIO	
Week 7	Live Programming Session – More console training	STUDIO	
Week 8	More Console Live Training	Dance piece video complete	
Week 8	Review Musical Theatre Numbers – Design Discussions		
Not applicable	SPRING BREAK		
Week 10	Advanced cueing and timing	STUDIO	
Week 10	Cueing in Class	STUDIO	
Week 11	Studio Day	STUDIO	
Week 12	Studio Day	STUDIO	

Week 13	Putting in all together –Troubleshoot-Studio Day	STUDIO	
Week 14	Supervised Studio	STUDIO	
Week 14	Supervised Studio	STUDIO	
Week 15	Project Organization and Presentation/Critique	Review progress	
Week 15	Project Organization and Presentation/Critique	Review progress	
		Final Project Due	

Academic Honesty:

- UF Honor Code: "... all work submitted for credit done by students at the University of Florida, the pledge is either required or implied: On my honor, I have neither given nor received unauthorized aid in doing this assignment."

Students with Disabilities:

- For those students who require in-class accommodations, they will communicate their accommodation needs through a memorandum which is generated by the Office for Students with Disabilities. This memorandum will be developed and prepared through a collaborative effort involving the Assistant Dean for Student Services and the student with a disability.

Attendance at Productions:

- By decision of the faculty in the School of Theatre and Dance, the following statement is included on all departmental syllabus: *Since production is the laboratory for all theatre courses, attendance at all mainstage School of Theatre and Dance productions is required of students enrolled in classes with the following prefix d*

esignations: THE, TPA, TPP, ORI. Critiques of and/or responses to these productions may be required. Attendance at all related events is encouraged.

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at gatorevals.ua.ufl.edu/students/. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via ufl.bluera.com/ufl/. Summaries of course evaluation results are available to students at gatorevals.ua.ufl.edu/public-results/.

Health and Wellness

U Matter, We Care: If you or someone you know is in distress, please contact umatter@ufl.edu, 352-392-1575, or visit umatter.ufl.edu/ to refer or report a concern and a team member will reach out to the student in distress.

Counseling and Wellness Center: Visit counseling.ufl.edu/ or call 352-392-1575 for information on crisis services as well as non-crisis services.

Student Health Care Center: Call 352-392-1161 for 24/7 information to help you find the care you need, or visit shcc.ufl.edu/.

University Police Department: Visit police.ufl.edu/ or call 352-392-1111 (or 9-1-1 for emergencies). UF Health Shands Emergency Room / Trauma Center: For immediate medical care call 352-733-0111 or go to the emergency room at 1515 SW Archer Road, Gainesville, FL 32608; ufhealth.org/emergency-room-trauma-center.

Academic Resources

- E-learning technical support: Contact the UF Computing Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.
- Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services career.ufl.edu/.

- Library Support: cms.uflib.ufl.edu/ask various ways to receive assistance with respect to using the libraries or finding resources.
- Teaching Center: Broward Hall, 352-392-2010 or to make an appointment 352- 392-6420. General study skills and tutoring. teachingcenter.ufl.edu/
- Writing Studio: 2215 Turlington Hall, 352-846-1138. Help brainstorming, formatting, and writing papers. writing.ufl.edu/writing-studio/
- Student Complaints On-Campus: [sccr.dso.ufl.edu/policies/student-honor-](https://sccr.dso.ufl.edu/policies/student-honor-code) code student- conduct- code/
- On-Line Students Complaints: [distance.ufl.edu/student-complaint-process/ /](https://distance.ufl.edu/student-complaint-process/)
- Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.ua.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.ua.ufl.edu/public-results/>
- Recording

Students are allowed to record video or audio of class lectures. However, the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal educational use, (2) in connection with a complaint to the university, or (3) as evidence in, or in preparation for, a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor. A “class lecture” is an educational presentation intended to inform or teach enrolled students about a

particular subject, including any instructor-led discussions that form part of the presentation, and delivered by any instructor hired or appointed by the University, or by a guest instructor, as part of a University of Florida course. A class lecture does not include lab sessions, student presentations, clinical presentations such as patient history, academic exercises involving solely student participation, assessments (quizzes, tests, exams), field trips, private conversations between students in the class or between a student and the faculty or lecturer during a class session. Publication without permission of the instructor is prohibited. To “publish” means to share, transmit, circulate, distribute, or provide access to a recording, regardless of format or medium, to another person (or persons), including but not limited to another student within the same class section. Additionally, a recording, or transcript of a recording, is considered published if it is posted on or uploaded to, in whole or in part, any media platform, including but not limited to social media, book, magazine, newspaper, leaflet, or third party note/tutoring services. A student who publishes a recording without written consent may be subject to a civil cause of action instituted by a person injured by the publication and/or discipline under UF Regulation 4.040