

# Cover Sheet: Request 14631

## Practical Stage Lighting

### Info

Process	Course New Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Stanley Kaye stankaye@ufl.edu
Created	1/18/2020 3:43:09 PM
Updated	10/23/2020 1:23:03 PM
Description of request	This course replaces TPA 3217 (Introduction to Light and Sound) The areas of lighting and sound technology have advanced dramatically over the last 25 years and it is no longer possible to cover the material of both areas in one class, in one semester, and provide a adequate foundation in the respective areas. We are creating two new full semester courses in each of the respective subjects, lighting and sound with this one as the lighting class.

### Actions

Step	Status	Group	User	Comment	Updated
Department	Transferred	CFA - Fine Arts 13010000	Jennifer Setlow		2/10/2020
No document changes					
Department	Approved	CFA - Theatre and Dance 13040000	Peter Carpenter		10/12/2020
No document changes					
College	Approved	CFA - College of Fine Arts	Jennifer Setlow		10/23/2020
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			10/23/2020
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

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**Submitter:** Stanley Kaye stankaye@ufl.edu

**Created:** 10/19/2020 4:55:39 PM

**Form version:** 9

## Responses

**Recommended Prefix** TPA

**Course Level** 3

**Course Number** XXX

**Category of Instruction** Intermediate

**Lab Code** C

**Course Title** Practical Stage Lighting

**Transcript Title** Practical Stage Light

**Degree Type** Baccalaureate

**Delivery Method(s)** On-Campus

**Co-Listing** No

**Effective Term** Earliest Available

**Effective Year** 2021

**Rotating Topic?** No

**Repeatable Credit?** No

**Amount of Credit** 4

**S/U Only?** No

**Contact Type** Regularly Scheduled

**Weekly Contact Hours** 3 + 1

**Course Description** Fundamentals of stage lighting for live events, CAD schematic drawing, lighting fixtures, digital controls and technical methods and practices.

**Prerequisites** TPA2202C Stagecraft with a grade of C or better

**Co-requisites** none

**Rationale and Placement in Curriculum** This course replaces TPA 3217 (Introduction to Light and Sound) The areas of lighting and sound technology have advanced dramatically over the last 25 years and it is no longer possible to cover the material of both areas in one class, in one semester, and provide a adequate foundation in the respective areas. We are creating two new full semester courses in each of the respective subjects, lighting and sound with this one as the lighting class.

**Course Objectives** • Understanding of the past, present, and future applications of stage lighting for live events.

- Development of vocabulary and knowledge at a fundamental level for engagement on a production and theatrical drafting .
- Educate students on school equipment providing solutions for stage lighting.
- Introduction to the lighting lab design and production environments
- To identify lighting applications and solutions in contemporary live performance applications.

**Course Textbook(s) and/or Other Assigned Reading** A Practical Guide to Stage Lighting , by.Steven Shelly

**Weekly Schedule of Topics** Week 1

A brief history of the development of Stage Lighting technology

Vectorworks introduction, workspace, organization, layers, view-ports, sheets, classes

Week 2

Vectorworks – tools, lines, shapes, spotlight tool, snapping, attributes, dimensions, key notes, title block and border tools

Week 3

Vectorworks- resource browser, symbols, label legend, XML and Lightwright paperwork

Week 4

Vectorworks- line-weight, styles, fonts, USITT and United Scenic Artists standards

Week 5

Vectorworks, 3D techniques, extrusion, model space views, saved views, fly overs

Week 6

Electrics – AC and DC, Ohms law, power formula, cables and connectors, electrical safety, rigging safety

Week 7

Electrics/Lighting Design

Week 8

Lighting Design- layout and distribution, focus, color and color mixing basics, , emotional impact, telling a story with light, time and movement of light.

Week 9

Spring Break

Week10

Light Lab Introduction- computer controls , console geography

Week 11

Lab Time- console syntax and reference palette concepts – multi attribute technology

Week 12

Lab Time- tracking vs, cue only methods

Week 13

Lab Time- cue structure and timing variables , cross fades, split times, follows and waits, macros and triggers, sub masters and cue editing/updating

Week 14

Lab Time- special effects, chases- artistic composition, lighting – highlight and contrast, opponent color, interaction of color, contrast vs, analogous color

Week 15

Lab Time/Final Projects

**Grading Scheme** Assignment

Percentage of Grade

All Quizzes

10 %

CAD Assignments

10 %

Project 1

30 %

Final Project

35 %

Participation/Lab 15 %  
TOTAL

100 %

Quizzes will be administrated after each assigned reading via Canvas

Multiple small, incremental projects in computer aided design software will be assigned to refine and sharpen the use of CAD tools learned in classroom demonstrations

Project 1 = is a execution of a digital three dimensional model of the schools lighting laboratory with all architectural elements, and lighting equipment with proper workflows and nomenclature as instructed in classroom demonstrations and lectures

Production Lab = students will participate in safely hanging, focusing, programing and executing a lighting design for a School of Theater and Dance production.

Final Project = Students will create a per-visualized light show to a select piece of music utilizing lighting control software

**Instructor(s)** Stan Kaye, staff, or graduate GTA

**Attendance & Make-up** Yes

**Accomodations** Yes

**UF Grading Policies for assigning Grade Points** Yes

**Course Evaluation Policy** Yes