Course Description
Study of design principles and techniques of lighting for the stage. Theatre 1120 must be taken in conjunction with this course.

Learning Outcomes
1. The student will define stage lighting terminology
2. The student will distinguish the physical stage and its equipment
3. The student will understand the functions of stage lighting
4. The student will recognize the different types of stage lighting
5. The student will have hands-on experience in stage lighting
6. The student will understand mechanical drafting fundamentals and have experience in basic computer drafting for theatre

Course Requirements
- Participation
- Lighting Design Exercises
- Console Programming Exercises
- Sound Exercises
- Overture Lighting (group)
- Performance Critiques
- Drafting Assignments
- Quizzes covering class lectures and discussions
- Midterm & Final Exam

Course Attire
Since the majority of this class will be held in a theatre, proper attire must be worn. Closed-toed shoes, and either shorts or long-pants must be worn at all times. Sandals, flip-flops, skirts, or dresses are not allowed. Also, keep in mind that the nature of the technical theatre is messy, so you should plan on wearing clothes that are not valuable, either in sentiment or in worth.
Texts
♦  *Illustrated Theatre Production Guide* – John Holloway

A note about the text...it does not really matter to me which edition you choose to purchase for this class, provided that if you use an edition different from mine, you check with me to make sure that the reading assignments match up, and that the information contained within is all there. It is also permissible to share texts, though it will be difficult at times throughout the semester.

**Grading Policy**

*Grade Distribution (with competency for Learning Outcomes given):*

<table>
<thead>
<tr>
<th>Assignment</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Overture Lighting (group) (1,3,4,5,6)</td>
<td>15%</td>
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<tr>
<td>Performance Critiques (1,2,3,4)</td>
<td>10%</td>
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<tr>
<td>Drafting Assignments (1,3,4,5,6)</td>
<td>10%</td>
</tr>
<tr>
<td>Lighting Design Exercises (1,2,3,4,5,6)</td>
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<tr>
<td>Console Programming (1,2,3,4,5,6)</td>
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<tr>
<td>Sound Exercises (1,2,3,4,5,6)</td>
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<tr>
<td>Quizzes (1,2,3,4,5,6)</td>
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<tr>
<td>Exams (1,2,3,4,5,6)</td>
<td>15%</td>
</tr>
<tr>
<td>Attendance/Participation (1,2,3,4,5,6)</td>
<td>10%</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>100%</strong></td>
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</table>

The grade of “C” is given for work that completes all of the assignment requirements and is submitted on time. Grades “A” or “B” are given for work that meets the “C” requirements and clearly demonstrates **thought and development** in appropriate skills and aesthetic understanding.

I will **NOT** accept any late assignments, except due to excused illnesses. Each assignment has been created so that it emphasizes the current topic in class and prepares the foundations for the next project. Skipping an assignment will more than likely be a hindrance and detrimental to your work on the proceeding assignments.

**Grade Appeal Process**

As stated in the ASU Operating Policy and Procedure (OP10.03) a student who believes that he or she has not been held to appropriate academic standards as outlined in the class syllabus, equitable evaluation procedures, or appropriate grading, may appeal the final grade given the course. The burden of proof is upon the student to demonstrate the appropriateness of the appeal. A student with a complaint about a grade is encouraged to first discuss the matter with the instructor. For complete details, incuding the responsibilities of the parties involved in the process and the number of days allowed for completing the steps in the process, see OP10.03 at www.angelo.edu/opmanual/docs/Section_10_Academic_Policies-Students/OP_10.03_Grade_Grievance.doc

**Contact Information**

**Professor Mike Burnett**
E-mail: michael.burnett@angelo.edu  
Office Phone: 325-486-6190  
Office Location: Carr Fine Arts/Education, Room #165  
Office Hours:  
**Monday/Wednesday** 1p-300p  
**Tuesday/Thursday** 11a-12p, 1p-2p  
**Friday** by appointment (most Fridays I will be in either my office or the theatre)  

All Power Point presentations presented in class as well as other information for this class will eventually end upon Blackboard.
Attendance and Participation Policy

Quality participation in class is required. Students contribute to the learning environment and demonstrate their understanding of the material by participation. Therefore, class attendance is required and the attendance policy is as follows:

- Attendance will be taken at the beginning of each class period. 0-5 minutes late will count as a tardy. Students who are more than 5 minutes late for class will be considered absent for that class. Tardiness is seriously frowned upon. 2 Tardies count as 1 absence.
- My attendance policy is strict. **Missing 4 classes will lower your final grade by 1 letter grade. Every 2 classes missed after that will result in another letter grade reduction.** Absences count regardless of the reason...so use them wisely. Sickness absences will be excused if I have both an email from you PRIOR to class and a doctor note within 24hrs of class.
- Students who are late for class on quiz or exam days will only be given the allotted class time to complete their quiz.
- Students representing ASU (traveling groups, class field trips, etc.) will be granted an excused absence, but prior notification must be given to me in writing at least one week in advance.
- Excused absences still count towards your total missed classes. Excused absences will allow you to make up the work/assignment due that day.
- Remember, an absence is not an excuse for a late assignment. If you have prior knowledge of your absence, please turn in your assignment prior to your absence.
- Missing class on a scheduled presentation day can jeopardize your grade for the semester. Missing class because you haven’t finished an assignment is a questionable choice and results in both a lower grade on the assignment and the loss of valuable class time.

Rationale:

I value attendance and participation. A class is only as useful as the time you put into it, and, more than lecturing, I think we learn from active discussion and debate.

Base Score:

The 10% points for participation includes coming to class and participating, if not in the large class discussion, in the smaller groups at least. If you are reserved, I understand, and I won’t ask you to do anything that I might assign in class that an actor might enjoy. But, oral communication is a key part of the theatre and it is essential that you learn to communicate as a theatre artist. Using class time to discuss non-class topics, non-engagement, and absence will eat away at your grade.

The Catch:

Worse than absence and not participating is actively detracting from the learning environment. I really, really, really, really hate having to stop the class because someone is chatting with their friends, writing notes to each other, making faces, texting, or reading the newspaper. It is disrespectful to those of your classmates who have paid good money and want to learn something. This has a far worse effect on your grade. In other words, if I have to say something to you, or if I just have a bad feeling of any kind about you that day, I will subtract points from your participation grade. If you are continually disruptive, I will ask you to leave the classroom, which will result in an absence for that day being recorded.

The Solution:

If you feel like sleeping, chatting, giggling, or being anywhere else, just don’t show up. Believe me, it will be better for your grade than being asked to leave class.
**Plagiarism**

**Plagiarism: What it means to do it, and the consequences of being caught.**

I was a student myself, and I understand the pressures students face in this department. It's getting close to the end of the semester and you just opened a show. You have two research papers due, an acting scene, and some final exams. You haven't started on your final project because you've been in rehearsal every night until midnight. Your scene partner has been flaking out on you. You've fallen behind in all of your classes - and you don't particularly like anything we've studied in this class. Really - you'd rather deal with any other assignments than think about tech theatre. Understandable. You can cut down on all of this, you think, if you just find some quick material on the internet on a Technical Brief and copy it in, work in some of the material from your friend's notes (you didn't go to class the day we discussed it), and "voila!" A paper! Worse yet, you find just the paper you're looking for from the internet. Only $10 a page... this is too perfect!

After the final exam you get an email from me telling you that your paper seems to match another one found online. It will be investigated. You find yourself in a disciplinary hearing - your scholarship is revoked, you flunk Theatre History or, worse, you are expelled from the University.

You want to finish your degree elsewhere. You audition for another grad program. They'd take you in a heartbeat, they say, but it appears that you were expelled from a school for academic misconduct; they can't possibly admit you to the program. Other graduate programs turn you down. Employers for stupid bank jobs even balk at your record. You waste your life working in an insurance office job that your loser brother got you in Kalamazoo.

Materials that are available for you to plagiarize are available to me to review. I have read most of the printed sources you are likely to use, and I also can purchase ready-made essays from the same vendors...if they can sell to you, what is to stop them from making money from me? Plagiarism is a lousy shortcut, not just because it leads to the tragic scenario I outlined above, but also because:

1. Projects and Papers put together from lifted sources are usually of poor quality. If you think the people who produce these papers for hire are better writers than you, think again. They are usually 'C' quality papers at best.

2. You lose my respect, and the respect of others on faculty. It will affect the way we evaluate you in the future.

3. You cheat yourself of an opportunity to learn. I don't assign projects for my own enjoyment! I assign papers because I want to give you an opportunity to explore in greater depth a topic you find interesting. I want to help you learn to be a better writer - to organize your thoughts, to think on a deeper level, and to analyze materials more effectively. What a great opportunity! You paid a lot of money for such an opportunity - and you cheat yourself of that. Think of how much money you are wasting by just 'getting by.'

Remember: Any paper you write yourself, with your own research, will usually be good enough for a 'B' grade or better. I appreciate the effort a student puts into a research project. Find a topic you like. ASK ME if you have any problems. I am happy to help you - even if you have to remind me a gazillion times. I take plagiarism very seriously, and I WILL catch you. I'm terribly zealous about it. So, don't do it.

*The above text was taken from http://www-personal.umich.edu/~jewestla/plagiarism.html and adapted in places to fit this course.*
## Academic Advising

The College of Arts and Sciences and Department of Visual & Performing Arts require that students meet with a Faculty Advisor as soon as they are ready to declare a major. The Faculty Advisor will set up a degree plan, which must be signed by the student, faculty advisor, and the department chair. VPA majors who have questions about advising or declaring a major in the department, can call 942-2085. Undeclared majors are supported by ASU’s Center for Academic Excellence located in Library A312, and can be reached at 942-2710.

## Academic Honor Code

Violations of academic integrity are very serious matters and are clearly documented in the ASU Student Handbook. The work a student submits in a class is expected to be the student’s own work and must be work completed for that particular class and assignment. Plagiarism means intentionally or knowingly representing the words or ideas of another as one’s own. This may include your own previous work. Plagiarism includes quoting or paraphrasing from other sources without acknowledging/citing the source of your information or presenting quoted material as your own words. You must be very clear about attribution of sources and you must know how to cite sources in a paper. Please see full Honor Code Policy at [http://www.angelo.edu/cstudent/documents/pdf/Student_Handbook.pdf](http://www.angelo.edu/cstudent/documents/pdf/Student_Handbook.pdf)

## Non-Discrimination

Prejudice of any kind will not be accepted in the classroom. This includes age, race, political stance, religious preference, and ethnicity. Students are allowed to disagree and voice opinions if they do so in a non-offensive manner.

## Incomplete Grades

The grade I is given when the student is unable to complete the course because of illness or personal misfortune. An I that is not removed before the end of the next long semester automatically becomes an F. A graduate student will be allowed one year to remove a grade of I before it automatically becomes an F. To graduate from ASU, a student must complete all I’s.

## Students with Disabilities

Angelo State University complies with the Americans with Disabilities Act in making reasonable accommodations for qualified students with disabilities. If you suspect that you may have a disability (physical impairment, learning disability, psychiatric disability, etc.), please contact the Dean of Student Life and Student Services at 942-2191. If you need disability accommodations in this class, please see me as soon as possible.

## In General

I do not accept late assignments. However, if you are having trouble keeping up - please come and see me. I would much rather you come and talk to me than let your work slide. I am in during my office hours, during the shop, and other times, and I can be easily reached by email. You will find I am usually pretty agreeable if you take the initiative and communicate with me.
**Formating/Paper Requirements**

- All written assignments are to be TYPED using either Times New Roman, Arial, Century, or Cambria, in Size 12 of course.
- Double-spaced.
- All written assignments should be well thought-out and in complete sentences. (FYI: Yes. No. are not complete sentences!)
- Don’t forget: Spell check is your friend!
- Proof reading helps a lot, too!
- Papers must be saved in Microsoft Word format (either .doc or .docx). If it is not in this format, I will not grade it and you will get a failing grade for the assignment.
- All Assignments will need to be submitted via Blackboard by the assignment deadline. I will not accept printed papers.
- Late assignments will not be accepted.
- HAND WRITTEN assignments are to be in ALL CAPS BLOCK PRINT.

**Readings for Class**

There will be dates this semester where we will discuss, in depth, *Illustrated Theatre Production Guide* and other assigned readings. Students are expected to read the selection prior to arriving in class.

**Performance Attendance/Critique**

For this particular class, you will be required to attend the 2 live theatrical productions presented by the Arts @ ASU. For each production, you will complete a critique.

This semester, the required productions are *Student One Acts* and *W;t*. Please, get your tickets in advance. Waiting until the last performance will put you at a disadvantage. Production response papers should be 2-3 pages in length and will be due within a week after the play closes. These papers are designed to get you to put your impressions (likes, dislikes, etc.) of the lighting and sound elements of the production into a coherent expression of words. I don’t grade you on WHAT YOUR OPINION IS, I grade these on how well you support your opinion. Copying another person's production critique (or collaborating with another student on this paper) WILL result in at least a zero (0) for the assignment for both students—and could result in an “F” for the course and disciplinary action from the Dean.

*Spitfire Grill*– due February 28  
*Doubt* – due May 2 (note: this is due prior to the production’s final performance)

**For extra credit**, you may to attend up to 3 live theatrical productions produced by either another college/university, a local established community theatre, or a professional theatre company, but it may not be your church’s Christmas pageant, your little sister's high school production, or an “improv”/ comedy show. If you are not sure that a performance you are planning to attend fits the criteria. Be sure to ask me first, not later.

You may attend these extra credit theatrical productions at any time throughout the semester. Once you have attended the performance, you will complete a critique for the production. The critique, a scan of the coverpage and cast/production staff from your program, and a scan of your ticket stub are due for the full extra credit amount (each extra credit journal may count up to ½ of a critique grade).

Extra credit critiques are due no later than **Friday, April 28**.
### Software
Each student is required to download and install 2 free software titles for this class. These need to be downloaded and installed by the end of the 1st week of class.

- Vectorworks 2018 - [http://student.myvectorworks.net](http://student.myvectorworks.net)
- ETC EOSNomad – [https://www.etconncet.com/Products/Consoles/Eos-Family/ETCnomad-ETCnomad-Puck/Software.aspx](https://www.etconncet.com/Products/Consoles/Eos-Family/ETCnomad-ETCnomad-Puck/Software.aspx)
- QLab 4 - [https://figure53.com/qlab/](https://figure53.com/qlab/)
- Audacity - [http://www.audacityteam.org](http://www.audacityteam.org)

### Drafting Assignments
Drafting Assignments must be completed using Vectorworks. A handout for each assignment will be given in class. Assignments are to be turned in via BlackBoard.

### Console Programming Assignments
Drafting Assignments must be completed using ETC EOSNomad. A handout for each assignment will be given in class. Assignments are to be turned in via BlackBoard.

### Sound Exercises
Sound Exercises must be completed using Audacity and QLab. A handout for each assignment will be given in class. Assignments are to be turned in via BlackBoard.

### Lighting Design Exercises
There are 7 lighting design exercises for this course which focus on analyzing how light reacts and different styles of lighting. A complete description of these exercises will be handed out to you. Assignments are done on paper and turned in in class.

1) Analyzing Light  
2) What is a Luminare? (group)  
3) 9 Directional Sources of Light  
4) Analyzing Color  
5) Gobos  
6) Characterization in Lights

### Quizzes & Exam
Quizzes are given at the beginning of the class period and will cover the reading assignment. If you are tardy on a day that a quiz or test is given, you will not be given extra time to complete the examination. The midterm exam is completed in class. The final exam is a take home final, due in class at the assigned final exam time.

### Overture Lighting (group assignment)
**Project overview:**
For this assignment each student will assigned to a group. Each group will be given a portion of a light plot to hang in the Studio Theatre and will be graded on how accurate their hang/focus is. Each group will also choose an overture from a musical and create a lighting design for the overture using the lighting hang in the Studio Theatre. This will be presented on Thursday, December 6 in class. Complete details for this assignment will be assigned midway thru the semester.

**This is a group project.** However, if the group dynamic is such that one member is not pulling his/her own weight, the “Survivor” method will be brought into play. If there is a problem, the entire team should schedule a time to meet with the professor. If, after this meeting, there are still problems, the team can cast a vote to have one member removed from the “team.” If you are removed from the team, you will not be reassigned to another team. You will complete the project on your own, with a grade reduction. In past semesters, there have been groups to vote members out, so please take this seriously.

**IMPORTANT NOTE – DO NOT IGNORE**
Since a large part of technical theatre deals with the ability to communicate effectively, you are expected to follow standard rules of grammar/spelling in your papers and presentations. Errors in grammar/spelling and poor writing will be counted against the final grade.
## Course Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Topic</th>
<th>Reading</th>
<th>Due</th>
<th>Quiz/Exam</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tues</td>
<td>16-Jan Intro to Class / Theatre Organization</td>
<td></td>
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<tr>
<td>Thurs</td>
<td>18-Jan Intro to Lighting / Functions of Light</td>
<td>Ch 1 &amp; 2</td>
<td>Quiz Ch 1 &amp; 2</td>
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<tr>
<td>Tues</td>
<td>23-Jan Theatre Architecture / Stage and its Equipment (meet in Auditorium)</td>
<td>Ch 3 &amp; 5</td>
<td>LDE1a,b,c (analyzing light)</td>
<td>Quiz Ch 3 &amp; 5</td>
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<tr>
<td>Thurs</td>
<td>25-Jan GROUP WORK DAY (work on LDE #2)</td>
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<tr>
<td>Tues</td>
<td>30-Jan Reading a Plot and Paperwork</td>
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<td>LDE 2 (what is a luminaire)</td>
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<tr>
<td>Thurs</td>
<td>1-Feb Photometrics &amp; Hanging a Light</td>
<td>Ch 9</td>
<td>Quiz Ch 9</td>
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<td>Tues</td>
<td>6-Feb Light Sources, Lenses, Reflectors, Types of Instruments</td>
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<td>LDE 3 (9 directions)</td>
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<td>Thurs</td>
<td>8-Feb Electricity &amp; Power Distribution</td>
<td>Ch 6 &amp; 7</td>
<td>Quiz Ch 6 &amp; 7</td>
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<tr>
<td>Tues</td>
<td>13-Feb Angles and Basic Lighting Systems, Practicals, Specials</td>
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<td>LDE 4 (color)</td>
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<tr>
<td>Thurs</td>
<td>15-Feb Color</td>
<td></td>
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<tr>
<td>Tues</td>
<td>20-Feb Dimmers &amp; Lighting Control</td>
<td>Ch 8</td>
<td>LDE 5 (Gobos)</td>
<td>Quiz Ch 8</td>
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<tr>
<td>Thurs</td>
<td>22-Feb In Class Work Day - Bench Focus &amp; Hang</td>
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<tr>
<td>Tues</td>
<td>27-Feb NO CLASS - KCCTF</td>
<td>Critique - Student One Acts</td>
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<tr>
<td>Thurs</td>
<td>1-Mar NO CLASS - KCCTF</td>
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<td>Tues</td>
<td>6-Mar Light Plots &amp; Drafting</td>
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<td>LDE 6 (characterization)</td>
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<td>Thurs</td>
<td>8-Mar MIDTERM EXAM</td>
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<tr>
<td>Tues</td>
<td>13-Mar NO CLASS - SPRING BREAK</td>
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<td>Thurs</td>
<td>15-Mar NO CLASS - SPRING BREAK</td>
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<td>Tues</td>
<td>20-Mar Vectorworks</td>
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<td>Thurs</td>
<td>22-Mar Console Programming</td>
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<td>Tues</td>
<td>27-Mar Vectorworks</td>
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<td>Console 1</td>
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<td>Thurs</td>
<td>29-Mar Console Programming</td>
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<td>Tues</td>
<td>3-Apr Vectorworks</td>
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<td>5-Apr Console Programming</td>
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<td>Thurs</td>
<td>12-Apr TBD</td>
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<td>Drafting 4</td>
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<td>Tues</td>
<td>17-Apr Sound</td>
<td>Ch 11</td>
<td>Drafting 5</td>
<td>Quiz Ch 11</td>
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<td>Thurs</td>
<td>19-Apr Sound</td>
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<td>Sound 1</td>
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<td>Tues</td>
<td>24-Apr Sound</td>
<td></td>
<td>Sound 2</td>
<td></td>
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<td>Thurs</td>
<td>26-Apr Sound</td>
<td></td>
<td>Sound 3</td>
<td></td>
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<td>Tues</td>
<td>1-May Overture In-Class Work (Groups 1, 2, 3)</td>
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<td>Critique - W/t</td>
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<td>Thurs</td>
<td>3-May Overture In-Class Work (Groups 4, 5, 6)</td>
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<tr>
<td>Thurs</td>
<td>10-May Overture Presentations Due (Final Exam Period)</td>
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<td>Final Exam</td>
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