

LIGHTING AND SOUND CRAFTS (Introductory technology course-undergraduate)

Vandy Scoates

COURSE OBJECTIVES AND LEARNING OUTCOMES:

Students will learn the basic objectives of costume design, the design process and how it relates to all elements of a theatrical production. Attendance and reflections of department productions will provide opportunities for students to develop critical understanding and appreciation for the arts.

The student will be provided a basic knowledge of the craft of costuming. Practical experience learning to read modern and historical costume patterns will be explored as well as the development of hand sewing and machine skills necessary to execute basic costume construction techniques.

Students will be able to identify period costume silhouettes and how they relate to the costume design process. Research of a specific period will accompany a historical garment construction and design presentation. Research, written and oral skills will be utilized in order to successfully complete the course.

STUDENT LEARNING OBJECTIVES:

By the end of the semester students should be able to:

- Demonstrate an increased sensitivity to performing and visual artistic representations of the Human experience
- Comprehensive and nuanced understanding of the meaning of the work and can discern principles
- Display analytical Skills in regards to the qualities and historical context of the work
- Demonstrate oral communication skills through presentation
- Use Multi-media recourses and skills to present work
- Express informed personal responses to Artistic creations
- Name and use theatrical terminology and technology
- Repeat building tasks to develop a craftsman's approach to sound and lighting construction and installation

TEXTS & MATERIALS:

REQUIRED MATERIALS:

- Laptop computer
- Flashdrive (32gb minimum)
- Download **Vectorworks 2020**: You may create a free account and download software from <https://student.myvectorworks.net/>

RECCOMENDED TEXTS and MATERIALS:

- Mixing a Musical 2nd edition by Shannon Slaton
- Vectorworks for Entertainment Design by Kevin Lee Allen
- Stage Lighting: The Technicians Guide by Skip Mort
- Theatre Sound by John A Leonard
- Qlab 4.6.6 download (Free but only for MacOS): <https://qlab.app/>
- Lightwright 6 download: <https://www.lightwright.com/products>
- ETC nomad offline console: <https://www.etcconnect.com/Products/Consoles/Eos-Family/ETCnomad-ETCnomad-Puck/Software.aspx>
- ETC Training videos: <https://www.etcconnect.com/eoslearning/>

GRADING:

Grading Breakdown:

Class Participation	15% of Final Grade	Sound Design	10% of Final Grade
Production Response	10% of Final Grade	Lighting Design	10% of Final Grade
Electrics Test	4% of Final Grade	Drafting HW 1	5% of Final Grade
Patch Test	5 % of Final Grade	Drafting HW 2	5% of Final Grade
Lab Hours	10% of Final Grade	LIGHT PLOT/GP	15% of Final Grade
Script Analysis/Breakdown	10% of Final Grade		

PROJECTS AND ASSIGNMENTS:

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READINGS:

You will have readings from various texts given to you as handouts posted on Blackboard. Readings are extremely important and will cover things we cannot get to in class. If I find that the class is not keeping up with the readings, pop quizzes will be given during each class period and those grades will factor into your class participation grade. There are also recommended readings on the calendar. These are not required but may help you better comprehend the material.

LAB HOURS: (10% of Final Grade)

Each Student will spend 2 hours helping tech the department productions preferably spending one hour in sound and 1 hour in lights. A list of possible times to help will be given at the beginning of the semester and each student will choose evening when they will help out with the technical process. **You will sign up 4 “shifts” that you are available by 1.19.21 @5:10p and I will let you know your 2 “Shifts” on 1.20.21 during class.** Once you have been confirmed for a slot you are not able to change it unless you have someone to take your “shift” and you have notified me at least 1 week in advance of the shift swap. Please note: You may not know your actual shift time until a few days prior to please block out the entire shift block on your calendar.

There may also be time in class and/or during non-specified days throughout the semester. I will inform everyone of times available and these may substitute for assigned shifts or use them as extra credit times. In addition, if any slots are unfilled, I will let you know the class period prior as to any open shifts available for extra credit or make up. You may receive up to 10% extra credit, earning 1% per lab hour above your original 2. If you are serving as any part of a production (designer or crew), you may not use this time for lab hours but may work in the other area or on there productions where you are not in lighting or sound production role. Students who need original 2 hours will be given first pick before extra credit hours can be assigned.

If you are a theatre major and/or have sound or light board experience, you will probably do your shift on the first show: *This Random World* so please focus your shift options there.

Your grade will be based on you showing up, following instructions and stay attentive throughout all your lab hours.

SOUND AND LIGHT DESIGN PROJECT:

You will be working on 2 mood designs (Sound and Lights) throughout the semester and executing them in specific programs for the class. For these designs there will be several components:

THE PLAY CHOICE:

You will choose 3 options from a list of 20 plays in which to read and base your designs. These options will be numbered with your preference (1st choice, 2nd choice etc...) and **emailed to me.** Play assignments will be given the next day in class and you will be emailed a PDF of the script. After you are assigned a play you cannot change it. If you have no preference, I will assign a play for you.

THE PLAY ANALYSIS: (10% of Final Grade)

Next you will read your play and complete and script analysis as well as a breakdown of all needed sound and light cues. **Please read your play early so that you have plenty of time to work on the other aspects of the project.**

The analysis and breakdown is worth 10% of your final grade. The analysis and breakdown will be done in outline format and be a minimum of 2 pages double-spaced. **You will turn in your script analysis digitally** via email or Blackboard. The papers will include the given circumstance for the play that we will discuss in class. You will be given a template in class and on Blackboard in which to follow for the script analysis. **You must download and use this Microsoft Word template for the assignment.**

Supplemental information about script analysis will be provided and discussed in class.

THE SOUND DESIGN: (10% of your Final Grade)

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You will create an emotional/mood soundtrack for your play (Maximum 10 min) that tells the story and dramatic structure of your particular piece. It may include music, sound effects and words but cannot have any of the actual text. This will be done in Qlab (or another program if you are not a mac user) and be complete with volume, fades, follows and/or transitions needed to tell the story and the mood of the play's action.

It will be submitted on Blackboard as a Qlab file (or mp3). Please note, if submitting as Qlab file, you will need to also attach all content in the file so that I can play it.

THE LIGHTING DESIGN: (10% of your Final Grade)

You will now take your sound design and turn it into a lighting designing. Using the lights available to you in The Empty Space Theater, you will create a series of cues and effects that accompany your sound design. You will have limited class time to work on this project and write your cues so you will need to schedule time in the theater when it is available to work on your project. Calendars will be up on the theater door shortly after the semester begins.

You will present these designs in class by group (2 groups will be assigned at the beginning of the semester). An order will be selected at random and you will be given a block of cue numbers to use when you write. For the presentation day, you will run both sound and lights or may find "board ops" to run it for you as you call the cues.

You may also utilize the offline version of the console available for both Mac and PC (<https://www.etconnect.com/Products/Consoles/Eos-Family/ETCnomad-ETCnomad-Puck/Software.aspx>) **When you start programing, you will save and date the "show" to both the console and to your individual flash drive each time you start and end your programing session.**

In addition to your design, you will choose one item (placed on an acting block) or a piece of furniture to "light" that speaks to your play. You may use more than 1 if you wish but all items but me able to be placed and struck quickly as to not take up time for other presentations.

CAD: COMPUTER AIDED DRAFTING PROJECTS:

For the second half of the semester, we will be focusing mostly on computer drafting for the course.

DRAFTING HOMEWORK #1: 5% of your Final Grade.

Draw a basic set and theater according to the following specifications always keeping in mind proper line weight and line style:

- Drawing will be on 8.5 x 11 paper in Portrait Format
- Drawing will be in 1/4" Scale
- First draw a square shaped Acting area that 20'-0" x 20'-0"
- notate below the acting area "Audience"
- Draw and notate a Center Line of the acting space
- Next Draw 1 4'-0" x 8'-0" platform at exact center, center of space. This platform should also indicate the height of 10"
- On Top of the platform, draw 1 square table 4'-0" x 4'-0" with a square base of 1'-0" x 1'-0" shown with hidden lines.
 - This Table should be place on the exact center of platform
- On each side of the table, draw 2 round stools (one for each side) with an 18" diameter seat.
- Next, draw a 12'-0" flat (center of flat Upstage Center) that is 4" wide
 - The front of the Flat should sit 5'-0" from the upstage side of the platform
- On either side of the flat draw a 4'-0" wide curtain that has a curtain height of 16'-0"
- Draw a dimension line that shows the 5'-0" spacing between the platform and the flat.
- Insert a Page Border around sheet.
 - Also add a Simple title Block" at the bottom of the sheet and label with your name and indicating scale
- Turn in on Blackboard as a Vectorworks file AND export as a PDF

DRAFTING HOMEWORK 2: 5% of Final Grade

Use your Drafting Assignment as a basis for your organization, creating Classes and Layers for all objects in your drawing.

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- Create a copy of your drafting assignment so you have a new Vectorworks document entitled: VWX Organization- Your Name
- Drawing will still be on an 8.5” x 11” paper and be in 1/4 scale
- Re-name your Design Layer with your name and make sure that it is in 1/4” scale

- Create 3 new Classes with the following attributes
 - Scenery-Platforms (Fill: none, Line: Solid .5)
 - Scenery- Furniture (Fill: Solid, White; Line: Solid, Black, .2)
 - Scenery- Walls (Fill: Pattern, Cross Hatch, Black and White; Line: Solid, Black, .25)
 - Soft Goods (Fill: Solid, Black; Line: Dashed, Black, .15)
 - Notes (Fill: None; Line: Solid, Black, .05)
- Change the current classes in the document to the following attributes:
 - Dimension (Fill: none; Line: Solid, Red, .05)
- Go to your design layer and change your drafting objects to the following classes
 - Platform and Acting Space: Scenery-Platforms
 - Table: Scenery- Furniture
 - Stools: Scenery- Furniture
 - Flat: Scenery- Walls
 - Curtains: Soft Goods
 - Platform Height Information and Center Line: Notes
 - Dimension Line: Dimension
- Select everything on your page (with the exception of your border and title block) and in your Attributes Palette click on the dropdown selection “Make all Attributes by class”
 - After this all your object should change to your class attributes. If this is not the case, check the attributes in your classes and, if correct, go to the help section and troubleshoot why it is not working.
- Erase your Dimension Line and your border/title Block (or drawing label)
- Next, go back to your Design Layer and create a Viewport and change the following information in the edit pop-up
 - “Create on Layer”: Choose “New Sheet Layer” and make the Sheet Number: GP 1 and the Sheet Title: Ground Plan Drafting
 - Make sure the scale is 1/4” and press “OK”
- This should bring you to your Sheet Layer you just created
- Create a new border and title block on the sheet layer that includes all the information about your drawing
- Double click on your Viewport in your Sheet Layer and select “Annotations”
 - Add dimension lines to show the size of the platform, table, stool diameter, and flat length
 - Select all dimensions and “Make All Attributes by class”
 - Delete the Drawing Label that is located somewhere on your page (probably at the bottom of the viewport)
 - Exit the annotations
- Double check page set up and Export your Sheet Layer as a PDF as an 8.5 x 11 sheet
- Turn in both your Vectorworks file and your PDF on Blackboard

FINAL DRAFTING PROJECT: 15% of Final Grade

For your final project, you will create a ground plan version of the theatre space and the light plot that is currently hanging in the space. This can be done in any scale you choose and you will be given a N.T.S (Not to scale) image of the theatre with measurements in which to base your drafting. Your ground plan/light plot will include:

- The entire space with all walls, doors and alcoves
- The whole grid in correct placement
- All hanging instruments with correct symbols on that grid with channel and dimmer number
- Exported as a PDF and Vectorworks file and submitted on Blackboard

You will have limited class time to work on this project but I will have times that I am available in the design studio for groups of 4 to work on the project and have me answer questions. These times will be posted on Blackboard at the beginning of each week after we start the CAD portion of the class.

For 10% extra credit, you may draft the theatre in 3D as well and submit 4 PDF views for your space.

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WRITTEN WORK:

Production Response- (10% of Final Grade)

You are required to see one (1) costumed production at High Point University this semester. We would prefer you stream the production live but if you plan on attending in person, please email me and let me know what night you are coming so we can make sure we have availability with social distancing. I am looking for a clear and concise 2-3 page, double spaced paper in Garamond 12 pt. font.

Review should include:

- A detailed description of design using terms we learned in class
- A design rationale: Why do you think it was designed this way?
- Your opinion: Did the design help or hinder the piece and why?
- What moment or visual aspect of the design in the second half of the show affected you the greatest and why?

You will also include a screen shot of the digital program and answer a question specific to each show. Specific questions will be posted on the assignment page the day of closing.

You may do up to two (2) addition production responses for 5% extra credit each.

QUIZES AND TESTS:

Electricity Test: 5% of your Final Grade

This will be a short written and practical test taken in class on 2.2.21. If you need to do the written portion in the testing center, you must schedule this at least 1 week prior to the testing day so that I can coordinate with the testing center. The practical portion must be done in class.

You will have the entire class period to finish both portions of the test but, unless you have specific time accommodations, you will not be given more that 15 min to finish the practical portion.. There will be numerous testing stations set up so you can go to that area to complete the practical portion. I will randomly select students to take the practical portion. You may choose to wait and your name will be put back in the hat to be chosen later. If you have not finished the written portion by the time your name is called, please put the test face down under your seat while you take the practicable portion.

Patch/ Cue Test (5% of Final Grade)

Each student will be given 2 channels to patch and 1 cues to write into the board

- 1 patch will be a regular incandescent plugged into a dimmer
- 1 patch will be an LED prograded to an address
- 1 cue will be a simple Lights up set up

Each component of the test is worth 30.3% of the project grade. There will be a 5 min time limit for you to complete the test so make sure you practice during lab hours and ask questions a head of time. Each “question” will be written down and you can choose to do one at a time and show me after each, or do everything and then we will test everything at once. The test will be one at a time and all other students will wait in the lobby while the individual tests are taking place. We will sign up for 8 min test time slots the class period before with slots starting at 9am. If you are no there when you name is called, you will receive an F for the assignment. After you are done with you test, you may leave and send the next person in for their test. **PLEAS ARRIVE EARLY TO YOUR TEST TIME SO YOU DO NOT MISS YOUR TURN.**

Reading Pop Quizzes- (Each quiz is equal to 1% of your Class Participation Grade)

If I find that the class is not keeping up with the readings pop quizzes will be given during each class period and they will go into your class participation grade. These quizzes will not be given if you keep up with your reading and participate in active discussion in class that pertain to the reading. Quizzes will be graded as pass/fail with scores above 60% equaling pass and below 60%, fail.

CLASS PARTICIPATION : (15% of final grade):

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This class is based on discussions and learning from your classmates. You must actively participate in discussions and answer questions in order to succeed. If you are not in class you cannot participate so excessive absences will also contribute to your participation grade.

I consider good class participation to be:

- Active listening
- Asking and answering questions
- Participating in class discussions
- Making helpful comments on your classmates' and your own work
- Keeping up with assignments and readings in order to be informed for discussions

If I find that the class is not keeping up with the readings pop quizzes will be given during each class period and they will go into your class participation grade.

EXTRA CREDIT:

Some assignments have extra credit possibilities. There will also be other extra credit opportunities that may arise during the semester and you will be told about them in class as they come up.

GRADE PERCENTAGE BREAKDOWN:

97%-100%+ = A+	94%-96.9%----A	90%-93.9%----A-
87%-89.9%----B+	84%-86.9%----B	80%-83.9%----B-
77%-79.9%----C+	74%-76.9%----C	70%-73.9%----C-
67%-69.9%----D+	64%-66.9%----D	60%-63.9%----D-