## Syllabus: Intro to Stage Lighting and Sound ENG 172/173

Instructor: Gordon G. Rice

Credits: 04

Day/s & Time/s: T & Th. 11:05-12:20

Lab Days & Times; Light Lab: TBA Sound Lab: TBA

Location: Todd 202F / Todd Theatre

First Class: 08/29/19 Labs begin: 08/30/19

Entrance Prerequisites: none, Intro to Theatre Technology recommended and helpful.

#### **Course Description:**

Introduction to the various types of equipment for lighting and sound in the theatre.

Practical introduction to the safe operation and handling of lighting and sound equipment, safety, tools and the science and history of these wonderful technologies.

#### Course Aims & Objectives:

- To introduce students to the various types of equipment available for lighting and sound for the stage.
- To develop necessary skills to safely operate lighting and sound equipment.
- To develop an understanding of the theories and practices associated with lighting and sound.
- To provide the foundation for further exploration in lighting and sound.

#### **Required Texts:**

Gillette, J. Michael, *Theatrical Design and Production*, 6th ed., McGraw Hill. Price: \$90 Carter, Paul, *Backstage Handbook*, Broadway press. Price: \$25

#### **Other Recommended Reading:**

Parker and Wolf, Stage Design and Stage Lighting, Wadsworth

#### **Expectations and Requirements:**

- \*Regular / prompt attendance and active participation are essential components of this course.\*
- Complete reading and written assignments as scheduled.
- Positive / enthusiastic attitude.
- Respect for the tools / equipment, theatre and fellow students.
- Attend a performance of each of this semester's URITP Theatre Productions.
- Attend at least 2 outside Arts Events. See attached document

#### **Recommended Attire:**

Casual / work attire.

There will be occasions when class work will involve ladders, scaffolds and equipment that may be dirty. Please-No open toed shoes / sandals or high heeled shoes.

### **Lab Requirement:**

There is a weekly Lab component to this course. You are required to complete 60 hours minimum for a passing grade. The balance of your grade will be based on your attendance, enthusiasm, attitude, perseverance, following the rules and working collaboratively with staff and students. This experience should be rewarding and enjoyable. CELL PHONES ARE PROHIBITTED DURING LABS

#### **Assessment**:

Lab 50%

Active classroom participation 15% (if your late or absent – your not participating)

Tests/Written assignments 20%

Arts Attendance 15% (see attached <u>Arts Explorer Initiative</u>)

F19

#### Lab Requirement:

This requirement should not be taken lightly. 60 hours minimum required for a passing grade. Students are responsible "Clocking In/Out" their hours each lab session with the supervisor.

(report to your lab supervisor Sam Okinow (Lighting) or James Dietz (Sound) ).

Each student is expected to work approximately 4-6 hours per week. This will insure that you meet the 60 hour minimum by semester end. Lab grade will be based on the following criteria:

Note: This class is **not** an *easy* "A"...it will challenge your commitment, work ethic, maturity.

Attendance & Attitude 25%: Attending lab as scheduled, not arriving late, not leaving early. Making arrangements for alternative times prior to scheduled hours. Respect for others, tools and theatre.

Task Completion 25%: Positive, enthusiastic, supportive behavior goes a very long way!

Initiative 25%: Helpful, volunteering, not sitting around watching others work. Thinking ahead. Proactive.

Skill Application 25%: Safety First. Safety glasses and hearing protection is available, use them! Applying what you have learned. Maintain a clean, safe working environment. Clean up work area.

### Lab Grade Rubric (50% of Final Grade):

- 20% = Weekly Lab
- 50% = During the weeks of Load-In and Tech Rehearsals (25% each production)
- 30% = Strike (15% each production)

#### Hang & Focus:

The period between 09/20-29 and 11/22-12-05 is very crucial for Light Lab. This is when the lighting for the production will be positioned on the grid, cabled (hang) and focused. It is <u>imperative</u> that you arrange your schedule to maximize your availability during this time.

Strike: The dismantling and/or storage of scenery, lighting, sound, props & costumes

Attendance is <u>mandatory</u>: 10/12-13 and 12/07-09. Precise times and schedule will be forthcoming.

#### **Performances: Required**

Students are required to attend a performance for each production. Write a brief reflection on the Technical Aspects of the production. Typed, double-spaced, Times 12 font. Please no more than 2 pages, at *least* 1 page. This is a critique on how successful the technology (lighting, sound, video, scenery, props, costumes) was to supporting / enhancing the performance...or not. **I expect a college level paper!** 

#### **Arts Explorer Initiative**: See attached document

Write a brief reflection of your experience with the event. Honest reposes are always appreciated. Typed, double-spaced, Times 12 font. Please no more than 2 pages, college level work expected.

Contact Info:

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### UR International Theatre Program

# **Introduction to Stage Lighting and Sound** Content / Weekly Outline

Date	Topic	Readings
Sep. 03	Introduction, General Theatre Terms, Vocabulary	Chapter 1
05	Designing with Light & the Lighting Production Team	14
10	Conventional Lighting Instruments (ERS, Fresnel, PAR) & their accessories	16
12	Hanging & Focusing Lighting Instruments	
17	H & F and reading a light Plot	
19	LED Lighting Instruments	
24	Cables and Connectors	15
26	Electrical theory and practice	
Oct. 01	Intensity control- Dimmers and Consoles	6
03	Practicals and FX	
08	Color	
10	Review	
17	MidTerm Exam	
22	Intro to Sound and Production team	
24	Designing with Sound	21
29	Standard Audio Equipment (Source, Mixers, Amps, Loudspeakers)	
31	Standard Audio Equipment (Source, Mixers, Amps, Loudspeakers)	
Nov. 05	Microphones	
07	Cables and Connectors	
12	Inputs and Outputs	
14	Assembling a basic system	
19	Assembling a basic system	
21	Sound-waves and Frequencies	
26	TBA	
Dec. 03	Signal Processors and FX	
05	Project presentations	
10	Final Exam	