EXPANDED COURSE DESCRIPTION
THEATRE
School of the Arts, Media, Performance and Design
Department of Theatre
FA / THEA 4130 3.0 SECTION A
LIGHTING AND MEDIA DESIGN
FALL 2019 / WINTER 2020

Last Modified Date: 09/11/2019

COURSE CALENDAR DESCRIPTION

Explores the intensive application and further development of work begun in Lighting Design I. Meets for the full academic year. Prerequisites: FA/THEA 3131 3.00, FA/THEA 3145 3.00 or permission of the Theatre Department.

Explores the intensive application and further development of work begun in Lighting Design I. Meets for the full academic year. Prerequisite: FA/THEA 3130 6.00, FA/THEA 3142 3.00, FA/THEA 3145 3.00 or permission of the Theatre Department.

INSTRUCTOR(S)

<table>
<thead>
<tr>
<th>Name</th>
<th>Section / Format / Term</th>
<th>Contact Email</th>
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<tbody>
<tr>
<td>McDonald, Gavin</td>
<td>Sec. A / STDO / Y</td>
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SPECIAL FEATURES

YORK UNIVERSITY

DEPARTMENT OF THEATRE      AMPD
COURSE OUTLINE
THEA 4130 3.0
Lighting & Media Design Fall/Winter 2019-2020

Course Description:
This course explores the intensive application of design thinking for use in Lighting and Media Design. For those focusing on lighting design, this course will further develop the work begun in Lighting Design I and II (THEA 3130 and THEA 3131). For those who are (also) focused on media design, this course will introduce and accelerate the refinement of the use of media such as sound and video in design for performance. This course meets for the full academic year.

Course Director:
Gavin McDonald
Office:
CFT 332
Office Hours:
Wednesdays, 11:30am-2:15pm
E-Mail:
gavmcd@yorku.ca
Phone:
(416) 565-6464
Class time:
Tuesdays, 11:30am-2:20pm
Location:
CFT 104A

Pre-Requisites:
THEA 3130 – Lighting Design I
THEA 3142 – Drawing for the Theatre I
THEA 3145 – Technical Drawing for the Theatre OR with the permission of the Theatre Department.

Introduction:
The purpose of the course is to thoroughly familiarize students with the process of lighting, media, and sound design in theatrical production. This course is partially a continuation of THEA3130 and THEA3131, Lighting Design I & II. Through the study of different theatre styles and production types, innovation and problem solving will be emphasized through both theoretical and practical projects. While this course is of a very practical nature, the aesthetic of any visual presentation will be stressed.

We will continue to study colour theory, paperwork, perception, production aesthetics, script analysis, and style through course discussion, comparison, and design.

Studio work is the main feature of the course, but equally important is the students’ ability to constructively critique the work of their peers and share insights and ideas through class discussion.

Learning Outcomes:
By the completion of this course, the student will be able to:
• Generate and read technical drawings and documentation for lighting, sound and/or video in service of executing a design in one or more of those fields.
• Interpret dramatic text and other source material into design concepts.
• Defend their design concepts and choices.
• Analyze, compare, and contrast design ideas and their suitability in a production.
• Evaluate lighting, sound, and/or video equipment for use in their designs.

Graded Assessment:
Students will prepare and present all of the following, according to the attached schedule:
1. Media Gallery
   5%
2. Design Project #1: Senza Luce
   20%
3. Design Project #2: Terra Nova
   20%
4. Final Packet (Choice from Design Project #1 or #2)
   15%
5. Scenes by Design Support
15%. Designer/Artist Report

5%. Practical Design: A combination of at least one of each below, with a total of:

8. Practical Projects (based on complexity): 5%-15%
9. Off-Campus Production Critique 5% each

20%

Each of these projects will be evaluated as follows:

1. Media Gallery – Ongoing

Each student will curate their own Media Gallery within Moodle.
• The first assignment will be a short video introducing yourself using lighting, audio, or video design-based examples or influences that best introduce who you are, show your eye and/or ear, inspirations, and your interests in what you’re hoping to learn in the course.
• Each successive class when another project is not due, there will be an assignment given for the following week for you to add to your Media Gallery. The task will take the place of an idea, theme, question, or statement given by the Course Director that will act as inspiration for what you produce. Media can take the form of still images, audio, or video files.
• The Media Gallery will be available for everyone enrolled in the course to view.
• Note: You submit your Media Gallery Assignments to the Moodle Gallery linked in the “General” heading. You do not submit them to the “Media Gallery” Assignment.

2&3. Design Projects #1 & #2

For each of these Design Projects, we’ll be creating a theoretical design based on a work presented to you. In the Fall term, on Design Project #1 based on a production of Neil Bertram & Brian Hill’s musical, Senza Luce. In the Winter term, we’ll use a production of Ted Terry’s play, Terra Nova. For each of these, you will be responsible for choosing a design discipline (Lighting, Audio, or Video), and producing a theoretical design up until the Preliminary Stage. You will then choose one of these two designs to be carried through to a “Final” version when you submit your “Final Packet” Assignment. The projects are broken down into three submissions as your design develops:
• Script Analysis/Concept (30%)
• Rough Design (30%) o Rough Spatial Drafting (Plot/Section) - (33.33%)
  o Rough Schematic Drafting (Plot Schematic/System Diagram/Magic Sheet) - (33.33%) o Supporting Documentation (Hook-ups/Shop Order/Media) - (33.33%)
• Prelim Design (40%) o CAD Spatial Drafting (Plot/Section) - (33.33%) o CAD Schematic Drafting (Plot Schematic/System Diagram/Magic Sheet) - (33.33%) o Supporting Documentation (Hook-ups/Shop Order/Media) - (33.33%)

4. Final Packet – Due Tuesday, March 31st, 2020

Your final packet will be the capital-F-“FINAL” version of one of your two Design Projects.
• Concept Statement (10%)
• Overhead Plot (15%)
• Centreline Section(s) (15%)
• Important Detail Drawings (10%)
• Additional Documentation (40%), LIGHTING
  ? Channel Hook-up (10%)
  ? Instrument Schedules (10%)
  ? Magic Sheet (10%)
  ? Cue Sheet/Timeline (10%) SOUND/VIDEO
  ? Plot Schematic/System Diagram (10%)
  ? Shop Order/Gear List (10%)
The class will work with the curator of Scenes by Design to design, plan, and execute a collaborative lighting, media, and sound design to enhance the final exhibition at the end of the year. This will use the same criteria as the design projects. The class will divide up the work across the various departments based on the analysis and needs of the Scenes done together in class.

Submit a 500-1000 word report on your experience on the project, with the crew, how your design evolved through the process, and whether you think your design execution was successful and why.

6. Designer/Artist Reports

Reports are a 500-1000 word paper and a 5-10 minute PowerPoint (or similar) presentation on the selected/assigned artist or designer to include:
- A brief biography
- Place in history (Influencers and those influenced)
- Impact on their discipline
- Examples of their work

7. Practical Design

This is where class meets the professional world: Either Practical Projects where you execute a fully-realized lighting, audio, or video design for an actual production/event/exhibition, or Off-Campus Production Critiques, where you have seen professional productions and report. You must complete at least one of each of these projects, but you will likely require more than one of each to realize the full 20% of your grade.

Practical Projects

You will complete projects over the course of the year which will demonstrate real world design skills and abilities, but not necessarily with the size and scope of a Theatre@York production.

These can be just about anything with a public component and may include projects such as:
- Design for pieces in the Department of Dance or Music
- Design for On-campus events supported by FAPF (I.E. TEDxYorkU)
- Extracurricular Production (Vanier College, DT Projects)
- An Installation of your own making/collaboration, on or off campus
- Off-campus productions ? “The Podcast” project. Practical Projects will be marked as follows:
  - Design (25%)
  - Technical Execution/Programming (25%)
  - Ambition (25%)
  - Professionalism (25%)

Off-Campus Productions Critiques

The best way to learn about design (for theatre, for performance, for installation) is to experience it! For these assignments you will go see a show or exhibition and write a critical analysis of an aspect of its lighting or media design. This should focus on what ideas and themes you took for the design, if you thought it was successful or not, and why. This is not whether or not you liked something or thought it was “good”. Consider the script analysis outline that we use for our projects, consider the meaning and intentions of the designer, and consider what “works”.

You will turn in a 500-1000 word paper (roughly 1 to 3 pages depending on formatting) along with the ticket stub from the event for credit.

LATE ASSIGNMENTS

- Late assignments are generally not accepted.
- Extensions may be requested by 5:00 pm on the Friday preceding the class in which the assignment is due, and are granted solely at the discretion of the course instructor.
- In the event of a medical or personal emergency, the course instructor may consider an exception to these rules on personal grounds and with proper documentation of the emergency.

Recommended Texts:
• Ball, David, (Professor Emeritus Ph.D), Backwards & Forwards. Southern Illinois University Press. ISBN: 978-0809311101

Software you will be using in this course:
• Isadora – This free version will allow you to do everything but save. https://troikatronix.com/get-it/
• Lightwright 6 – A free version with limited 75 channels is available on the computers in the Light Fort. If you’re interested, there is a full student version 3-year licence available for $160 (+HST) from Christie Lites.
• QLab – https://figure53.com/qlab/download/ and is free to work in as long as you’re not playing back a show. QLab is also available on the computers in the Light Fort.
• Vectorworks 2019 Student Version – https://student.myvectorworks.net/

Drop Dates:
Last date to drop a full year (Y) course without receiving a grade: February 3, 2020
Failure to attend classes will result in either academic penalty or a request that the student withdraw from the course.
Essential information about the assignments is shared in the lecture. If you don’t attend class, your assignments, and by extension, your grades will reflect it.

LECTURE SCHEDULE
(Subject to change.)

Date
Topic
Projects Due
Tuesday, Sept. 10
Introduction to & review of course.

Tuesday, Sept. 17
Design Project #1 Introduction: Senza Luce.
Media Gallery: Intro Video
Tuesday, Sept. 24
Goodnight Desdemona, Good Morning Juliet Concept
Presentation & Incorporating Video into Live Performance.
Media Gallery entry
Tuesday, Oct. 1
Goodnight Desdemona, Good Morning Juliet Prelim Check-in & Projection Equipment, Nuit Blanche Planning.
Media Gallery entry
Saturday, Oct. 5
Field Trip: Nuit Blanche.
Media Gallery entry
Tuesday, Oct. 8
Paperwork Packages & Design Project #1: Senza Luce Script Analysis.
Senza Luce Script Analysis
Tuesday, Oct. 15
No class – Thanksgiving & Fall Reading Week.

Tuesday, Oct. 22
Listening to Sound & Sound System Set-up.
Media Gallery entry
Tuesday, Oct. 29
Video System Design, Set-up & Introduction to Adobe Premiere Pro.
Media Gallery entry
Tuesday, Nov. 5
Design Project #1: Senza Luce Rough Design Presentations.
Senza Luce Rough
Tuesday, Nov. 12
Goodnight Desdemona, Good Morning Juliet Design Playdate
Media Gallery entry
Tuesday, Nov. 19
QLab for Video.
Media Gallery entry
Tuesday, Nov. 26
Design Project #1: Senza Luce Prelim Design Presentations.
Senza Luce Prelim
Tuesday, Dec. 3
Mid-Term check-in and Final class of the Fall Term.
Media Gallery entry
Dec. 4 – Jan. 5
Winter Break

Tuesday, Jan. 7
First class in the Winter Term: Design Project #2 Introduction: Terra Nova.
Media Gallery entry
Tuesday, Jan. 14
Scenes by Design Introduction & Exhibition Lighting Design.
Media Gallery entry
Tuesday, Jan. 21
Design Project #2: Terra Nova Script Analysis.
Terra Nova Script Analysis
Tuesday, Jan. 28
Introduction to Isadora & Elizabeth Rex Concept presentation.
Media Gallery entry
Tuesday, Feb. 4
Audio & Video Content Sourcing & Licencing.
Media Gallery entry
Tuesday, Feb. 11
Elizabeth Rex Prelim Presentation & Being a Design Assistant.
Media Gallery entry
Tuesday, Feb. 18
No class - Winter Reading Week.

Tuesday, Feb. 25
Scenes by Design Planning Session & Design Project #2: Rough Design Presentations.
Terra Nova Rough
Tuesday, Mar. 3
Scenes by Design Prelims & Elizabeth Rex Playdate.
Media Gallery entry
Tuesday, Mar. 10
Scenes by Design Final & Design Project #2: Prelim Design Presentations.
Terra Nova Prelim
Tuesday, Mar. 17
“The Hustle” & Designer/Artist Presentations.
Designer/Artist Report
Tuesday, Mar. 24
Scenes by Design Post-mortem & Professional Practice.
Media Gallery entry
Tuesday, Mar. 31
Final Project Presentations & Class Wrap-up.
Final Packet
Practical Project Packet(s)
Off-Campus Production Critique(s)
Final Media Galleries

Academic Policies / Information
The Senate Academic Standards, Curriculum and Pedagogy Committee (ASCP) provides a Student Information Sheet that includes:
York’s Academic Honesty Policy and Procedures / Academic Integrity Web site
• Access/Disability
• Ethics Review Process for Research Involving Human Participants
• Religious Observance Accommodation
• Student Code of Conduct

http://secretariat.info.yorku.ca/files/CourseInformationForStudentsAugust20121.pdf

Additional information:
• Academic Accommodation for Students with Disabilities
• Alternate Exam and Test Scheduling
• Grading Scheme and Feedback Policy The Senate Grading Scheme and Feedback Policy stipulates that (a) the grading scheme (i.e. kinds and weights of assignments, essays, exams, etc.) be announced, and be available in writing, within the first two weeks of class, and that, (b) under normal circumstances, graded
feedback worth at least 15% of the final grade for Fall, Winter or Summer Term, and 30% for ‘full year’
courses offered in the Fall/Winter Term be received by students in all courses prior to the final withdrawal
date from a course without receiving a grade.

- Important University Sessional Dates (you will find classes and exams start/end dates,
  reading/co-curricular week, add/drop deadlines, holidays, University closings and more.
  http://www.registrar.yorku.ca/enrol/dates/index.htm
- Manage my Academic record http://myacademicrecord.students.yorku.ca/
- "20% Rule" No examinations or tests collectively worth more than 20% of the final grade in a course will
  be given during the final 14 calendar days of classes in a term. The exceptions to the rule are classes which
  regularly meet Friday evenings or on Saturday and/or Sunday at any time, and courses offered in the
  compressed summer terms.

Final course grades may be adjusted to conform to Program or Faculty grades distribution profiles.
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Many courses utilize Moodle, York University’s course website system. If your course is using Moodle,
click here to access it.
Moodle @ York University