

Liverpool John Moores University

Title: Essential Lighting - TPT
Status: Definitive
Code: **4534TPR** (124064)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Institute for Performing Arts

Team	Leader
Mark Smith	

Academic Level: FHEQ4
Credit Value: 20
Total Delivered Hours: 160
Total Learning Hours: 200
Private Study: 40

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	40
Practical	30
Tutorial	4
Workshop	86

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Reflection	Reflection	Continual Assessment	40	
Portfolio	Portfolio	Portfolio	60	

Aims

This module will introduce the students to the theory and practice of stage lighting, from design to rigging; first specifications to live show operation. It will encourage a critical, artistic and technical appreciation of the elements of a lighting design for live performance and provide practical experience in the process of designing the lighting for a show. The students will reaffirm their knowledge of safe working practice and

be introduced to the professional standards of work required to gain and maintain employment as a lighting technician or designer, as well as the different roles within a professional lighting crew, their responsibilities and how they relate to each other. We will examine the various types of creative and technical paperwork in detail, from storyboards and research notes to lighting plots and lantern schedules. The module will also discuss, demonstrate and differentiate the main types of lighting instruments, their rigging, focussing and use, and the different means of control and operation in a live context.

Learning Outcomes

After completing the module the student should be able to:

- 1 Appreciate and articulate how lighting is developed throughout the rehearsal and production process, and employed most effectively to communicate to an audience.
- 2 Question and implement current Health and Safety issues within the design and production of lighting for live performance.
- 3 Discriminate and employ the technical, design and production tasks associated with lighting for live performance and the general skills and vocabulary such as designing, drafting, rigging, focusing, plotting and operating a lighting system.
- 4 Evaluate the roles within a lighting team and how they collaborate together and with other departments, examining your own performance.
- 5 Communicate and express ideas and information articulately, creating the appropriate paperwork to present design ideas intelligently and intelligibly.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Continual Assessment	1	2	3	4	
Portfolio	1	2	3	4	5

Outline Syllabus

The module will cover the different types and uses of theatrical lanterns, highlighting the differences in form and function, and looking at where they may be most appropriately used. It will look at lighting design theory and practice, adapting a text for performance, enhancing and defining it with light. All generic lighting equipment in common use will be explained, and you will be given practical opportunities to familiarise the students with items such as gobos, irises, barn-doors, lighting stands, cables etc. The use of lighting gels and colour theory in general will be detailed, to show the practical and artistic application of colour for performance, and how it relates to the overall design of a show. Good working practice in the design, rigging, focusing and operation of a basic lighting rig, including health and safety considerations such as electrical safety (calculations & loading), loading and suspension considerations, the use of temporary stands and supplies, cabling and wiring, simple repair and maintenance. Different control mechanisms will be

explained, from manual consoles to simple computer memory control desks, and the students will understand how to plot a series of cues with timings and effects. Relevant lighting paperwork will be explored, including lantern schedules, colour calls, hook-up sheets and lighting plans. The module will examine how the different roles within a lighting crew interrelate (lighting designer, lighting technician, lighting operator, chief electrician) and how these roles relate to the other production crew in rehearsal and performance. Intelligent lighting will be introduced, to show its similarities with generic fixtures, and its basic design and operation, but later modules will cover the integration of moving lights in much more detail.

Learning Activities

Practical workshops
Member of the lighting crew in a major production
Creation of a lighting portfolio
Design of a small scale lighting project

Notes

Sofia Alexiadou is the Module leader