

## **Introduction to Lighting Design**

### **Instructor: Thom Palm**

**Saturday, March 5<sup>th</sup> from 9am-1pm**  
**Lighting Design Concepts**

A brief introduction of Thom Palm, his training, and experience.

A brief history of lighting design from Sunlight to LEDs.

-Thom will go through the history of light sources and how they have historically been used; including, how they determined stage and theatre design over the last 500 years.

Thom will break down and discuss the elements of lighting design, including:

- Illumination
- Area
- Intensity
- Color
- Angle
- Focus
- Control

Thom will discuss sub-elements within major elements and how they can be achieved and used to affect perception:

- Texture
- Edge quality
- Visibility
- Locale
- Mood
- Passage of time and space

A brief discussion of lighting live theatre vs film and TV.

- Misconceptions about negative space and shadow.

Lighting design concepts and methods:

- The early years - McCandless and Feder.
- Influential modern designers - Musser through Binkley
- A brief discussion of theatre vs dance design.

Dissecting the script and working with the Stage and Costume designers.

-Where do you start?

**Saturday, March 12<sup>th</sup> from 9am-1pm**  
**The practical aspects of Lighting Design**

Thom will discuss the requirements and limitations of a theatre space, both generally, and specifically the Studio Theatre.

- Hanging positions
- Equipment, Control and Electrical limitations
- Rep plots

Introduction to equipment and description of its function and use.

- Lighting fixtures
- Control - dimmers and control boards
- Electricity and distribution

Thom will describe and demonstrate how to put it all together:

- Incorporating the scenic design - pluses and pitfalls
- Working with, or against, the costume design and palette.
- Building the plot - systems, specials, movers, and practicals.
- Choosing color
- The paperwork - how to keep track of it all.
- Hanging and Focusing
- Cueing

Thom will describe the rehearsal/design process:

- Meeting the director and other designers - what needs to be discussed?
- Attending the rehearsals - how to make best use of your, and others' time.
- What to expect at focus/load-in.
- What to expect, and how to prepare, for the first tech through opening night.