

Light a Song Feedback

Designer: _____

Feedback: _____

How well did the designer use INTENSITY (light and shadow) and control the relative perceived brightness of light on Dolly during the song? 1 2 3 4 5

Describe a specific example below.

How well did the designer use DIRECTION and control the angle and direction of direct light on Dolly during the song? 1 2 3 4 5

Describe a specific example below.

How well did the designer use DIRECTION and control the angle and direction of reflected light on Dolly during the song? 1 2 3 4 5

Describe a specific example below.

How well did the designer use COLOR and control the hue, value, and saturation of the light on Dolly during the song? 1 2 3 4 5

Describe a specific example below.

How well did the designer use timing and cueing for controlling the pace and rhythm of the transitions and the movement through time of the lighting looks on Dolly during the song? 1 2 3 4 5

Describe a specific example below.

In one sentence describe the story of the lighting for the song as you saw it.

Describe your favorite element of the lighting for this song.

Describe one cue that you thought worked well and why.

Description of Qualities:

Color - The hue and value of the light on stage.

Hue: The actual color value – frequently defined with one word for example: “red”

Value: How the color falls on the grey scale – a scale between black and white. Black is the absence of light wavelengths and white is all the wavelengths.

Saturation: The intensity of the color – the amount of the hue.

Color adjectives:

Accented, blazing, bleached, bleak, blinding, blotchy, bold, brash, bright, brilliant, burnt, clean, cold, complementing, contrasting, cool, coordinating, crisp, dark, dayglow, dazzling, deep, dim, dirty, drab, dreary, dull, dusty, electric, energetic, eye-catching, faded, faint, festive, fiery, flashy, flattering, fluorescent, frosty, glistening, glittering, glossy, glowing, harsh, hazy, hot, icy, incandescent, intense, iridescent, luminous, lusterless, lustrous, majestic, matte, medium, mellow, milky, monochromatic, muddy, murky, muted, natural, neon, neutral, opalescent, opaque, pale, pastel, patchy, pearly, plain, pure, radiant, reflective, rich, royal, ruddy, rustic, satiny, saturated, shaded, sheer, shining, shiny, smoky, soft, solid, somber, soothing, sooty, sparkling, striking, strong, subdued, subtle, sunny, swirling, tinged, tinted, toned, translucent, transparent, undiluted, uneven, uniform, vibrant, vivid, warm, washed-out.

Intensity - The perceived relative brightness or dimness of a light as seen by the human eye.

Lighting designers are usually less concerned about how bright a light actually is, and more with how bright it appears to be. The amount of intensity is directly connected to the angle of reflection and direction of light source. Intensity directly effects the visibility of objects. Did the designer use shadow or the absence of light effectively?

Lower intensity levels typically create more intimate atmospheres

Higher intensity levels can suggest openness or heightened energy

Intensity adjectives:

Emotion, enthusiasm, fervency, fire, heat, intenseness, warmth, white heat, black, dark, dimmed, gloomy

Lightless, murky, rayless, unlit, radiant, shade

Direction - The angle and direction of both direct light and reflected light. The perceived direction which light seems to come from. The way the lights hits the subject.

Common Angles: (Remember to consider direct and reflected light)

Front (Front/Side)

Back (Back/Side)

Side

Top

High (Above performers head)

Low (Below performers head)

Timing - Controlling the pace and rhythm of the transitions and the movement through time of the looks of the show. Did the lighting flow with the music? Did the timing of the sequence of cues enhance the story of the song.