

# LIGHT A SONG PROJECT

## Lighting Design

### **Project Objective:**

To introduce the student to the controllable qualities of light, and to have students make choices regarding those qualities by creating cues that will help tell the story of a song. This project will introduce students to some of the software tools and fixtures used by theatrical lighting designers.

### **Project Details:**

Listen to the song that you have been given and think about what the song makes you feel and what sort of story you think the song tells. Using the lights provided in the space record a sequence of cues that contain your design of the controllable qualities of light (particularly intensity, direction, color, and timing) to tell your story regarding the specific song. Students should listen to their music and prepare an approach to lighting their song. Each lighting cue should focus on creating an interesting look for specific moments to support the designer's narrative of the song along with dynamic transitions between the cues in time with the music. Students are given specific lights pre-hung in the theater to create looks (Cues) based on their personal interpretation of the content of the song. The scenic objects are the focus of the lighting design not the rest of the room or the floor. Remember the main components of light to be explored during this project are intensity, direction, color, and timing.

Students may not refocus any units in the plot.

The scenic objects are selected by the instructor and all students must light these objects.

Students are not permitted to use additional scenery or props.

The project should use all the lights in the plot at least once and have at least 20 cues.

A light cue is a record of all the fixtures and attributes that are being controlled to represent the shape of the illumination for a specific moment of your story.

The controllable qualities of light are:

**INTENSITY** The relative perceived brightness of light on stage.

**DIRECTION** The angle and direction of both direct light and reflected light.

**FORM** The size or shape of the light on stage controlled through shutters or iris on the fixture. The use of light and shadow to control the perceived positive and/or negative space.

**COLOR** The hue and value of the light on stage.

**TEXTURE** The images or patterns projected by the light as well as the shadows cast by the projection of the light.

**BEAM** The apparent sharpness or softness of the light controlled through the lens focus of the fixtures.

The visibility of the light itself by controlling being able to see the light beam in the air.

**MOVEMENT** The sense of movement in light can be achieved through perceived changes in the other qualities of light and through actual movement of the light controlling pan/tilt, rotation, and speed.

**TIMING** Controlling the pace and rhythm of the transitions and the movement through time of the looks of the show.

# LIGHT A SONG PROJECT

## Lighting Design

### **Project Story Statement (Design Concept):**

Students will submit a written statement of the story they are attempting to tell through the light they design for their song. The concept statement should discuss what story the song creates in their imagination and how they will create a sequence of light cues to enhance their story of the song. The statement can be no more than one page and should include a general description of how the student uses the following four controllable qualities of light, intensity, direction, color, and timing. The concept statement can address the mechanics or dynamics of the music and how their lighting cues and use of the four qualities enhances the audiences perception of such elements. This story statement should not contain lists of channels or intensity numbers for EOS but rather be a description of why and how you think the cues you created tell your story of the music.

Students will turn in with the statement a cue list with timings, as well as a copy of their EOS show file.



## **Light A Song Cue Sheet Category Descriptions / Explanations**

Song Number is the number of the song you were assigned. This will match the Cue number in QLab to play your song in the space.

Lighting Designer is you - your name here please.

Cue Number Range represents the number range you can use for your cues for this project. This range of numbers is unique to your project and we want each designer to use separate numbers to avoid overwriting another designers cues.

Cue # is a list of your cues in sequential order. The cues do not have to be in consecutive order, and in fact leaving space between cues can be helpful when you decide to add new cues between cues you have already created. For example if your first cue 101 then your next cue might be 106. That way later on you can add cue 103 in between later on. Cues can even have decimal points, for example 104.1.

Time in Music is a time from the beginning of your song when light cue begins. So for example your first light cue may start when the music starts so it's time would be 00:01, which stands for zero minutes and one second. If the light cue starts one minute and twenty seconds from the beginning of the song then the time in music value would be 01:20.

Cue Description is a written description of what the lighting looks like and how the lighting is shaping the subject. For this project your description should focus on the four qualities of light at the creative center of this project, Intensity, Direction, Color, and Timing.

Fade Time Up/Down is where you record the fade time of each cue. When you hit the "GO" button and start each cue there is a time for how quickly fixtures will increase, (for example get brighter) and with the same press of the "GO" button how quickly fixtures will decrease (for example get dimmer). Each cue can have both an UP and DOWN time and the up time is first separated by a "/" followed by a down time. The up and down time can be the same and if they are then use just one number for fade time. So if up and down are both 3 seconds then you would just put a 3. If the up time is 3 and the down time is 7 then you would put 3/7 in fade time box for that cue.