THE 497.001 – Advanced Lighting Design  
COURSE SYLLABUS: Spring 2015

Instructor: Michael G. Knight, Jr., Assoc. Professor of Theatre Design & Technology  
Office Location: PAC rm. 104  
Office Hours: by appointment  
Office Phone: 903.886.5311  
Office Fax: 903.468.3250  
University Email Address: michael.knight@tamuc.edu

COURSE INFORMATION

Materials – Textbooks, Readings, Supplementary Readings:

Textbook(s)/Materials Required:

In lieu of a textbook, handouts and various other documents will be provided. Please provide the instructor with one package of copy paper. If you do not provide the instructor with the copy paper by the end of the first week of class, you will be dropped from the course.

Course Description:

Advanced design and theoretical design techniques including programming, color application, texture, and intelligent lighting. Pre-requisite THE 215 &THE 316.

Student Learning Outcomes:

1. The student will be able to understand and apply theoretical and practical design techniques.
2. The student will be able to successfully program conventional and intelligent lighting systems in coordination with each other.
3. The student will be able to practically apply the skills learned in a completed lighting design scene.
COURSE REQUIREMENTS

Instructional / Methods / Activities Assessments:

Students will be graded on a series of quizzes, exams, type-written, class participation, group work, and a research paper or service learning hours.

*Graduate students taking this course for graduate credit will be required to create (3) three class presentations as well write a 15 page research paper on lighting design (topics to be decided by professor). Graduate assignments are notated by a (G) symbol and italics. Graduate students will also have “enhanced” quizzes, exams, and topical assignments. These enhanced items will require essay writing, thorough knowledge of tested subject matter, as well as an increased difficulty.*

Grading:

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Quizzes:</td>
<td>5</td>
<td>10 pts.</td>
<td>50 pts.</td>
</tr>
<tr>
<td>Topic Assignments:</td>
<td>5</td>
<td>10 pts.</td>
<td>50 pts.</td>
</tr>
<tr>
<td>Class Participation:</td>
<td>1</td>
<td>50 pts.</td>
<td>50 pts.</td>
</tr>
<tr>
<td>Group Work/Project:</td>
<td>1</td>
<td>50 pts.</td>
<td>50 pts.</td>
</tr>
<tr>
<td><em>Presentation</em></td>
<td>3</td>
<td>50 pts.</td>
<td>150 pts. (G)</td>
</tr>
<tr>
<td><em>Research Paper</em></td>
<td>1</td>
<td>100 pts.</td>
<td>100 pts. (G)</td>
</tr>
<tr>
<td>Final Project</td>
<td>1</td>
<td>100 pts.</td>
<td>100 pts.</td>
</tr>
<tr>
<td>Mid-Term Exam:</td>
<td>1</td>
<td>100 pts.</td>
<td>100 pts.</td>
</tr>
<tr>
<td>Final Exam:</td>
<td>1</td>
<td>100 pts.</td>
<td>100 pts.</td>
</tr>
<tr>
<td><strong>TOTAL:</strong></td>
<td></td>
<td></td>
<td><strong>500 pts.</strong></td>
</tr>
</tbody>
</table>

Points Breakdown:

- 500-450 pts. = A
- 449-400 pts. = B
- 399-350 pts. = C
- 349-300 pts. = D
- 299-000 pts. = F

Technology requirements for this course include basic computer knowledge and a working e-mail address that is checked on a regular basis.

ACCESS AND NAVIGATION

N/A
COMMUNICATION AND SUPPORT

Interaction with Instructor Statement:

If at anytime during this course you are in need of further explanation or should need to speak with me about the course or its outcomes, please see me after class and set up an appointment time.

COURSE AND UNIVERSITY PROCEDURES/POLICIES

Course Specific Procedures:

Students enrolled in this will follow all safety procedures and policies set in place by the local, federal, and university governments.

Attendance Policy:

Regular attendance is required. Attendance in one of my classes means physical as well as mental attendance to the course. If I find you sleeping, texting, reading material not directly related to class, or unwilling to participate in class activities, you will be asked to leave the class.

Plagiarism:

Plagiarism is the undocumented use of other people’s intellectual property. Students caught plagiarizing will receive an “F” for the course and will also be directed to the Dean of Students to discuss the event. There are no exceptions to this rule.

University Specific Procedures:

ADA Statement:

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services
Texas A&M University-Commerce
Gee Library
Room 132
Phone (903) 886-5150 or (903) 886-5835
Fax (903) 468-8148
StudentDisabilityServices@tamuc.edu
Student Conduct:

All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See Code of Student Conduct from Student Guide Handbook).

COURSE OUTLINE / CALENDAR

Class Schedule: schedule is subject to change

WEEK 1  Introduction to course/syllabus

WEEK 2  Pick first show to design
Discuss conceptualization
QUIZ #1

WEEK 3  Console Programming

WEEK 4  Console Programming
QUIZ #2

WEEK 5  Moving Lights
*Presentation #1* (G)
QUIZ #3

WEEK 6  Moving Lights

WEEK 7  Programming Conventional and Moving Lights Together
Scrollers
QUIZ #4

WEEK 8  MID-TERM Exam

WEEK 9  Color Usage and Gel
Scrollers
*Presentation #2* (G)

WEEK 10 Color Usage and Gel
Scrollers

WEEK 11 Texture and Gobos
QUIZ #5

WEEK 12 Texture and Gobos
Topic Assignment #2
WEEK 13  Setting the Scene
          Topic Assignment #3

WEEK 14:  Setting the Scene
          Topic Assignment #4

WEEK 15:  Recreation of Realistic Scene
          Topic Assignment #5

WEEK 16:  Recreation of Realistic Scene
          LAST DAY OF CLASS
          *Research Paper Due* (G)

WEEK 17:  FINAL EXAM

*Presentation #3* (G)