

Drama 512: Advanced Graduate Lighting

This course is intended for 2nd and 3rd year MFA Lighting Design students and is taken each quarter of the 2nd and 3rd year residency. It is a continuation and refinement of much of the material of Drama 419, but projects are both larger in scale and more diverse in nature.

The course over 3 quarters will typically contain 2 or 3 practically-based (live) projects and 3 or 4 paper-based (theoretical) projects. Some projects will span across quarter breaks, (in which case they will be graded in the latter quarter.)

The main learning goal of the class might be described as the continued development of both left and right brained aspects of lighting that began in Drama 419.

The practical projects are intended to push students deeper into exploration of spatial, temporal, and generative aspects of lighting design. For each project, students will act as producer, director, designer, perhaps even performer. These projects tend to be entrepreneurial and generative in nature, (and also have an aspect of encouraging students to gain experience in self-promotion and articulating one's own artistic identity.)

The paper projects are more directed at developing linear and analytical thinking related to text analysis, work-sheeting and plotting. Students will be exposed to a variety of scales, venues, and genres in the three or four paper projects.

Grades are based 80% to 90% on effectiveness of design on projects and related assignments and 10-20% on participation in class, depending on the quarter. Each project's grade is weighted approximately 50-60% for concept and structure of the design; 20-25% organization and/or execution of design with the remainder related to timeliness and work on preparation and related assignments. (e.g. Preliminary plots and positions, intermediate steps in practical projects etc.)