Lighting Guidelines

The Light Lab (GCA 227)
- Use the Light Lab to explore and experiment on a small scale <u>before</u> your Load-In.
- For a Light Lab orientation, contact Prof. Eckelman or the Lighting Shop Manager.
- To reserve the space, sign out a time slot using the paper calendar posted on the door.

The Rep Plot
- Rep systems provide a full-stage wash from several angles onto overlapping areas.
- The Rep Plot has no color; each show's designers may choose/drop their own gel.
- Rep units (marked with grey spike tape) may <u>not</u> be loosened, refocused, or moved. Shutter cuts may be adjusted only if <u>absolutely</u> necessary, and must be restored at Strike.
- If you accidentally un-focus a Rep fixture, consult the Focus Charts for info on how to restore it. Please also notify the Lighting Shop Manager and/or Prof. Eckelman.
- Rep lighting paperwork (including Focus Charts) is available in a binder in the Tawes booth and on the Theatre & Dance's website (under "Production Information").

Additions
- Students may supplement the Rep Plot by adding specials (channels 11-20 & 71-80).
- Please meet with the Lighting Shop Manager <u>before</u> your Load-In to discuss and prepare any fixtures, accessories, color, and/or templates that you plan to add to the rep plot.
- Mark added units with colored spike tape, supplied by the Lighting Shop Manager.
- Keep detailed notes of all your additions & changes on the Lighting Change Sheet, which is available from the Lighting Shop Manager or on the Production Information page.
- *All changes (added specials, color, gobos, shutter cuts, etc.) must be restored at strike.*

Lighting Gear
- The Lighting Shop has a range of equipment available for production use, including:
  - Profile & Wash Fixtures (S4 ERSs, S4 PARs, fresnels, scoops, Mini-10s)
  - Intelligent Fixtures & Accessories (ETC Revolutions, iCues, DMX irises)
  - Striplights (1-cell & 3-cell broad cycs, MR-16 ministrips)
  - Hardware & Accessories (barndoors, top hats, irises, floor plates, sidearms)
  - Consumables (color & frost, templates, tape, Blackwrap)
- If you're not sure what you need <u>or</u> you need something not in the GCA stock, ask Prof. Eckelman or the Lighting Shop Manager. Items may be ordered using the show's budget.

Safety
- Hard hats must be worn on the Booth Catwalk and 1st Catwalk (closest to the booth).
- Stair LEDs & Tunnel Lights must remain on <u>throughout all shows, including blackouts</u>.
- When you leave the theatre after rehearsal or a work call, please turn off <u>all</u> house & work lights <u>and</u> the lightboard; leave 1 set of catwalk fluorescents on for safety.

Tech Setup
- For tech, LDs should sit at a tech table in the house, viewing the ION screen via the Remote Video Interface (with the TDs or Lighting Shop Manager can help set up).

House Lights
- During classes & work calls, House Lights are controlled using the touchscreen system.
- During shows, House Lights should be programmed into cues and/or run on submasters.

Lightboard Basics
- When starting a new production, open "Tawes Rep Plot," and "Save As" to the "ShowArchive." Name your file after your show. The board will keep all saved versions.
- The ION is a "tracking" console, which means that channel levels will automatically track into the next cue unless you give them a new level (or use the "Q Only" button).
- Video tutorials for the ION are also available on the ETC website: etcconnect.com

<u>View</u>
- Live = shows you the channel values for what's currently onstage
- Blind = allows you to look at cues, groups, submasters, etc. that aren't currently onstage
- Format = changes the layout of information on the screen
- Flexi = changes what categories of information are displayed

<u>Patching</u>
- Channel = the control number assigned to a lighting fixture (or group of fixtures)
- Address = the number of the *circuit* a fixture is plugged into
- Patch = the screen in which you assign addresses to channels, for ease of numbering

<u>Creating Looks</u>
- Record… = creates a cue, submaster, group, or other saved selection
- Cue = a saved lighting state, with channel levels and up/down fade times
- Time = allows you to set up/down fade times for cues
- Update = incorporates active changes into the current cues (& tracking forward)
- Q Only = prevents a "record" or "update" operation from tracking forward
- Block = creates a "wall" that stops tracking into the current cue
- Sneak = releases captured channels (once for most recent item, twice for everything)
- Clear = works like backspace, clearing the command line backwards one stroke at a time

<u>Running Cues</u>
- GO = runs cues in order, using their assigned fade time(s)
- STOP/BACK = pauses a cue in-progress, and/or goes backward into the previous cue
- Go to Cue… = brings up a specific cue in a designated default time (<u>not</u> in the cue time)
- *Blackout = this button is disabled; GM = Grandmaster = this fader is disabled*

<u>Menu Functions</u>
- Save As = copies the current file to a new name & location (do this at Load-In)
- Save = saves the current show file to the current location (do this before shutting down!)
- Power Off Device = shuts down lightboard
- *Exit = just don't do this… please.*