Lighting Design Unit Assessment

In groups of 2-4 students, you are going to create the lighting design to one musical theatre song. Be sure to select a song that has a lot of shift in emotion and lighting. The following are available for you to use in your design:

- Q Lab/ Mac Book/ Theatrical Fixtures
- Mini Board with Par cans for color washes of the stage
- 2 Spot Lights (need one operator for each)

For each available station you must have an operator (you can ask other groups to volunteer to help you).

Part One: Executing the Lighting Design- 60 Points

We will turn off all the house lights and play a recording of your musical number. You will run your lighting design live to the recording.

Things to Remember:

- 1. There needs to be a lot of changes to the lighting.
- 2. You need to have a cue sheet for everyone in your group so that they know when to go.
- 3. The song should be 3-5 mins. (10 points will be deducted for every 30 seconds under 3 minutes).
- 4. The song MUST be from a staged musical. You will be penalized 20 points if it is not.
- 5. Be sure your lighting addresses all the bullet points under the explanation portion of the assignment.
- 6. Be sure your lighting addresses the practical aspects of the number (we need to be able to see the person singing).

Part Two: Cue Sheet- 30 Points

Your cue sheet should have ALL of your lighting changes. Any changes in color, intensity, fixture, etc should be noted. You should have at least 20 cues. You will be docked 5 points for each cue less than 20.

Part Three: Explanation- 10 Points

Your group needs to write an explanation for your lighting design. Be sure to include-

- Symbolism of colors used or lack thereof
- What tone are you trying to achieve with the lighting?
- How does the lighting design add to the setting? (Time of day, time period, location, etc)
- Did you use any textures? What purpose did they serve?
- Where there any practical challenges?

Category	Excellent 15	Proficient 12	Developing 10	Emerging 5
Concept – Does the lighting design have a cohesive, meaningful design concept that is appropriate for the play?	The lighting design perfectly created a cohesive, meaningful design concept that is appropriate for the play.	The lighting design almost always created a cohesive, meaningful design concept that is appropriate for the play.	The lighting design sometimes created a cohesive, meaningful design concept that is appropriate for the play.	The lighting design rarely created a cohesive, meaningful design concept that is appropriate for the play.
Color/Texture/Pattern Do the design elements work to establish time, location, and enhance the mood of the piece?	The design elements perfectly worked to establish time, location, and enhance the mood of the piece.	The design elements almost always worked to establish, time, location, and enhance the mood of the piece.	The design elements sometimes worked to establish, time, location, and enhance the mood of the piece.	The design elements rarely worked to establish, time, location, and enhance the mood of the piece.
Research – Does the lighting design show an understanding of environment, season and purpose of the play?	The lighting design shows an excellent understanding of the environment, season, and purpose of the play.	The lighting design almost always shows an understanding of the environment, season, and purpose of the play.	The lighting design sometimes shows an understanding of the environment, season, and purpose of the play.	The lighting design rarely shows an understanding of the environment, season, and purpose of the play.
Practicality – Are all lighting elements practical in regard to engineering, safety, visibility of actors.	The lighting elements show excellent practice in engineering, safety and visibility of actors	The lighting elements mostly show excellent practice in engineering, safety and visibility of actors	The lighting elements sometimes show excellent practice in engineering, safety and visibility of actors	The lighting elements rarely show excellent practice in engineering, safety and visibility of actors