

TH 316 ♦ Lighting Design

University of Guam ♦ Fañomnåkan / Spring 2025

Class Information

T & TH 11:00 AM - 12:20 PM
Fine Arts Building Auditorium
3.0 Credits

Instructor

Christian Jay Santiago
santiagoc2356@triton.uog.edu
Office Hours by Appointment

Course Objectives

This is an exploration of the principles and elements of theatrical design with an emphasis on lighting design and sound technology. Students learn the technology involved in live lighting and sound production and generate design projects.

Recommended Materials

Required Text

Stagecraft Fundamentals by Rita Kogler Carver

Recommended Reading (optional)

A Practical Guide to Stage Lighting by Steven Louis Shelley

Scene Design and Stage Lighting by W. Oren Parker, R. Craig Wolf, Dick Block

Theatrical Design and Production by J. Michael Gillette

Required Materials

Binder or 3-Prong Folder for class notes and materials, Blank notebook or loose-leaf paper, Pencils

Recommended Tools

All tools and materials needed to complete class projects will be provided for all students, however, it is recommended that you eventually purchase some basic tools and PPE that fit your needs.

Basic Tools: Architect's Scale Rule, 16ft or 25 ft Tape Measure, Multi-tool, Utility Knife, Tool Belt, Adjustable Wrench, Small Flashlight, Water Bottle, Small Towel, Calculator

Personal Protective Equipment: Impact-Rated Safety Glasses, Hearing Protection (Earplugs or Earmuffs), Dust Masks or Respirator, Work Gloves, Hardhat, Bandana or Headband

Tech Equipment: USB Flash Drive, Smartphone, Laptop, Cords & Adapters

Recommended Attire for Shop Work

Working with power tools and shop equipment can be dangerous! Wearing appropriate work clothing reduces the risk of accidental injury. If the instructor or other theatre faculty member deems your outfit unfit for work, you may lose participation points for the day. Keep spare work clothes in your car or locker!

Hair Guidelines: Hair that is longer than shoulder-length must be secured in a bun, short ponytail or braid, or under a hat or headband.

Acceptable Clothing: Close-fitting garments made from thick fabrics are recommended. As a reminder, clothes may be damaged or stained during shop activities.

Acceptable Footwear: Must wear closed toed shoes and socks, with a thick upper material or steel toe.

Unacceptable Attire Examples: Zories, Sandals, Peep-toe shoes, High Heels, Dangling Jewelry (Necklaces, Earrings, Charm Bracelets), Loose and Flowing Garments (including Sleeves and Skirts), Scarves, Glasses/Mask Straps, Wired Earphones, Unsecured longer-than-shoulder-length hairstyles

Acceptable Exceptions: Medical Devices/Prosthetics, Religious or Cultural Garments, Simple Wedding Bands/Rings, Stud-type Body Jewelry, Short/Choker-Style Necklaces, Watches (at your own risk)

Recommended Attire for Tech Crew

When working on a production, for tech rehearsals and performances, all crew is expected to wear professional all-black clothing, including shoes. Avoid large or eye-catching graphics or designs.

Course Assignments

Participation - 30 pts (out of 100)

The information presented in each class session is vital to safely and effectively working with potentially dangerous tools and equipment. What you don't know can hurt you!

Students are expected to attend every class meeting and arrive on time. If you are unable to participate in the day's activities due to inappropriate attire, this will also count as a deduction. Points will be deducted at the following rate for each tardy or absence:

Less than 20 minutes late	1 /2 Point Deduction
More than 20 minutes late / Absence	1 Point Deduction

Sudden, unavoidable absences or tardiness due to transportation problems, illness, or other emergencies should be reported to the instructor as soon as possible to discuss alternative activities and makeup assignments to avoid deductions.

Chronic attendance issues due to oversleeping, poor time management, or unreliable transportation are not eligible for make up points! Please seek assistance to remedy these issues if affected by them.

Work Calls / Show Assignment - 15 pts

The two UOG Theatre productions for this semester are *The Last Five Years* opening on February 20, and *Gaslight* which opens on April 10 at the UOG Fine Arts Auditorium.

Students are required to complete fifteen hours of practical experience under the supervision of a UOG Theatre faculty member. The work may include costume & scenic construction or painting as well as lighting and sound technology at the discretion of the faculty.

Students may also fulfil these hours by being assigned as assistants to lighting designers on any production this semester, with the approval of the theatre faculty.

A time sheet for each student will be included in your packet. You are responsible for recording your time entries at the beginning and end of each work session. **Fifteen hours must be completed by the last day of class, May 15.**

Activity Log - 15 pts

Throughout the semester, students will perform a variety of tasks related to technical theatre production. These tasks are listed in the Activity Log sheet which each student must bring to class and work calls. To receive credit for completing a task, you must obtain a stamp and initials from a theatre faculty member who has observed the activity: Chris Santiago, Troy McVey, or Derek Smith.

The Activity Log must be submitted by the last day of class, May 15.

If your Activity Log is lost or destroyed, you must start a new sheet.

3 Quizzes - 15 pts

Students are expected to display their understanding of the course material through a series of 3 quizzes. Each quiz will involve:

- defining key terms & concepts
- identifying tools & materials
- describing construction methods
- mathematical exercises related to technical theatre production

3 Response Essays - 9 pts

Students will write a one-page response essay focusing on lighting and sound technology about any two live theatrical productions viewed this semester. They will also write a one-page response essay based on the class field trip tour of the Sandcastle venue. Further details about topics and format will be provided.

Sound Project - 6 pts

In groups of two or three, students will produce a roughly 10-minute audio play using recorded dialogue and sound effects. Further guidelines will be provided.

Lighting Project - 10 pts

Students will use knowledge and skills gained through the course, students will create a light show set to a 3 to 7 minute song as their individual final projects. Further guidelines will be provided.

Class Policies

Food & Drink

Students are recommended to bring a water bottle to class and work calls. Open food and drink containers should be kept out of the shop areas and away from any tools, equipment, and especially paint and other toxic materials and chemicals to avoid cross-contamination or accidental ingestion. *Students must wash their hands after eating or using the restroom before touching shop tools and materials.*

Cell Phones and Devices

Students are allowed to use devices while working in the theatre as long as they do not cause excessive distraction to themselves or others. Wearing earphones or earpods is discouraged as you may not hear important warnings or instructions. Music may be played on speakers as long as all who are present give their approval.

Cell phones or other internet-connected devices are not allowed during quizzes or exams, but stand-alone calculators are allowed.

Academic Policies

Accommodation

The University of Guam (UOG) is committed to achieving equal opportunity and full participation of persons with disabilities by providing non-discriminatory access to its services and facilities through the ADA Office. The Mission of the ADA Office is to ensure non-discriminatory access to all benefits, privileges, opportunities and obligations to faculty, staff and community members with disabilities and to ensure a process for full compliance by UOG with the ADA of 1990, as amended, and Section 504 of the Rehabilitation Act of 1973, as amended, taking into account the economic climate and multi-cultural diversity of the institution.

The ADA Office can be contacted at telephone number (671) 735-2244 or Telephone Device for the Deaf (TDD) number (671) 735-2243.

The Enrollment Management & Student Success office provides reasonable accommodations for students in accordance with the UOG Policy and Procedure for student applicants with a disability. The ADA policy can be found on this website.

If you are a student with disability who will require an accommodation(s) to participate in this course, please contact the Student Counseling and Advising Service Accommodations office to discuss your specific accommodation needs confidentially. I will receive notification of your approved accommodation(s) from the SCAS Accommodations office.

Plagiarism Policy

Plagiarism is a serious breach of the student code of conduct at UOG. It includes copying exam answers, copying writing without proper citation, paraphrasing another author without proper citation or representing another person's work as if it was your own (see the UOG Student Handbook p. 49). If you are caught plagiarizing (or cheating), the minimum penalty is failure of the project or exam. Severe cases will be turned into the student disciplinary board and may be failed from the course.

Tobacco Policy

UOG is a tobacco-free, smoke-free campus. Thank you for not using tobacco products on campus, and for helping make UOG a healthy learning and living environment.

AI Statement

The use of Artificial Intelligence (AI) as a research tool is allowed, but it must not replace the student's original ideas, creativity, and critical thinking. AI should be used only as a tool to assist in research, and proper attribution must be given to any AI-generated content. All work submitted for grading must be the sole product of the student's endeavors. **Any violation of academic integrity will be dealt with accordingly.**

Example of attribution language: "The author generated this text in part with GPT-3, OpenAI's large-scale language-generation model. Upon generating draft language, the author reviewed, edited, and revised the language to their own liking and takes ultimate responsibility for the content of this publication."

Student Learning Objectives

Course SLO	Fine Arts PLO	ILO
Apply basic measuring and mathematical techniques accurately in the creation of stage products.	4 - Demonstrate mastery of one artistic skill in public displays and performances using professional production values from coursework	An appreciation of the arts and sciences Mastery of Quantitative Reasoning
Understand digital programming techniques for theatrical use.	4 - Demonstrate mastery of one artistic skill in public displays and performances using professional production values from coursework	An appreciation of the arts and sciences
Design the use of lighting and sound equipment artistically.	4 - Demonstrate mastery of one artistic skill in public displays and performances using professional production values from coursework	An appreciation of the arts and sciences
Understand the foundational elements of production technology.	4 - Demonstrate mastery of one artistic skill in public displays and performances using professional production values from coursework	An appreciation of the arts and sciences

Grade Scale

Grades are earned by a balance of participation and successful completion of course activities.

1. Participation - 30%
2. Work Calls - 15%
3. Activity Log - 15%
4. Quizzes (3) - 15%
5. Response Essays (3) - 9%
6. Sound Project - 6%
7. Lighting Project - 10%

Grade	Points	Description
A+	98 - 100	Outstanding Honors-level performance with superior quality and extraordinary distinction.
A	93-97	
A-	90-92	
B+	87-89	Good Solid accomplishment, indicating a substantial mastery of course materials and a good command of skills required by the course.
B	83-86	
B-	80-82	
C+	77-79	Adequate Students have achieved the level of competency needed for advancing to a subsequent course that has this course as a prerequisite.
C	70-76	
D	60-69	Deficient Minimal passing, but not adequate to take a subsequent course that has this course as a prerequisite.
F	0-59	Failure Inadequate to receive credits.

Class Schedule

THUR	Jan 23	Introductions / Orientation
TUE	Jan 28	Lighting Design: Theory
THUR	Jan 30	Lighting Design: Paperwork
TUE	Feb 4	Tour of the Facilities / Tools & Safety
THUR	Feb 6	Lighting Technology: Lighting Instruments
TUE	Feb 11	Lighting Technology: Electricity, Wiring, & Circuiting
THUR	Feb 13	Lighting Technology: Hang & Focus
TUE	Feb 18	Lighting Technology: Hang & Focus (cont.)
THUR	Feb 20	Lighting Technology: Gels & Gobos / Review for Quiz 1
TUE	Feb 25	QUIZ 1 - Lighting Technology / Introduction to Sound Design
THUR	Feb 27	Sound Technology: Audio Recording & Editing
TUE	Mar 4	FIELD TRIP - Sandcastle (Actual Date & Time TBD)
THUR	Mar 6	CHARTER DAY - NO CLASSES
TUE	Mar 11	Sound Technology: Audio Recording & Editing (cont.)
THUR	Mar 13	Sound Technology: Sound Systems for Live Performance
TUE	Mar 17	SPRING BREAK - NO CLASSES
THUR	Mar 20	SPRING BREAK - NO CLASSES
TUE	Mar 25	Sound Technology: Sound Systems for Live Performance (cont.)
THUR	Mar 27	PRESENTATION - Sound Project / Review for Quiz 2
TUE	Apr 1	QUIZ 2 - Sound Technology
THUR	Apr 3	Lighting Technology: Lightboard Patching & Programming
TUE	Apr 8	IN CLASS WORKDAY - <i>Gaslight</i>
THUR	Apr 10	IN CLASS WORKDAY - <i>Gaslight</i> (Opening Night)
TUE	Apr 15	IN CLASS WORKDAY - <i>Gaslight</i> (Strike)
THUR	Apr 17	Lighting Technology: Lightboard Patching & Programming (cont.)
TUE	Apr 22	Lighting Technology: Lightboard Patching & Programming (cont.)
THUR	Apr 24	IN CLASS WORKDAY
TUE	Apr 29	IN CLASS WORKDAY
THUR	May 1	IN CLASS WORKDAY
TUE	May 6	Media Technology: Projectors & Video
THUR	May 8	Media Technology: Projectors & Video / Review for Quiz 3
TUE	May 13	QUIZ 3 - Light Boards & Projectors / Lighting Project Prep
THUR	May 15	Lighting Project Prep
WED	May 21	12:00PM - 1:50PM FINAL EXAM (Lighting Project Presentations)

*Schedule may be subject to change without notice