THEA 3332
LIGHTING PROGRAMMING
Wintermester 2021 (9am-12pm)

Instructor: Hideaki Tsutsui
Office: Fox Fine Arts D172
Classroom: Online Zoom
Phone: 915-329-2107
Email: htsutsui2@utep.edu
Office Hours: By appointment

Required Material:
- 1 x USB Flash Memory Drive (16G or higher)
- This class is 100% online. If you do not have access to a computer, student must make an arrangement. UTEP Library rents out laptops to students.

Software you need: Instructions on how to download is on Blackboard
- For PC: grandMA2 onPC Software 3.9.60.3
- For 3D: MA 3D Software 3.9.60.3

This software can be accesses off campus using Remote Access System. If you choose this option, you can expect some delay responses depending the speed of your internet, RAM etc. Please refer to Blackboard for the instructions.

Contact via email on blackboard or by cellphone (texting is allowed. You must state your name and which class you are in). All communication is to be done between 9am-3pm Monday-Friday. Do not contact me on my cell in the evenings either by text or call. You can also make an appointment. I can set up a video chat or a phone call as needed.
*If you have an issue with your computer and have to log off and log back in, you can text me to let me know that you are logging back in. During the class, I may not notice the waiting room.

Course Direction for Online Learning: To accommodate the current health crisis and world pandemic, this class is now offered as online. To adjust the style of this class from Face to Face/Hands on to online, this course will introduce new learning outcomes and assignments to help the students. The goals are to offer new learning process and methods to be able to complete the course for all students.

The assignments and objectives are designed to adjust ever changing social and lifestyle conditions we face. If you have any questions or concerns, do not hesitate to contact me.

Course Objectives:
From this class, students will learn and understand the basic knowledge of entertainment lighting programming.

Students will be trained in three to four different industry preferred lighting consoles.

Students will also learn different lighting technology and techniques.

Students will learn and understand lighting programming languages and protocol.
Students will discuss ideas and techniques for programming. There will be class presentations for those class projects.

**Student Conduct and Discipline:** The University of Texas at El Paso expects its students to maintain complete honesty and integrity in their academic pursuits. Students are responsible for understanding student conduct and discipline, which is contained in both print and web version of the Handbook of Operating Procedures: Students Affairs. These regulations and policies can be found online and in the “Catalog” of the University of Texas at El Paso.

**Attendance and Responsibility**
- It is the responsibility of the student to fulfill all the requirements to the best of their abilities. If a student is unclear about anything on the syllabus, they should seek clarification from the instructor as soon as possible.
- Students must behave in accordance with all rules put forth by the Handbook of Operating Procedures of the University of Texas at El Paso.
- Please also look at the instruction under Covid-19 Precautions section.

**Zoom Link**

*Topic: Win2021 Programming Class*

Join Zoom Meeting

https://utep-edu.zoom.us/j/82687840443?pwd=MEpVYTYtYR3ITTloySGN0aXI5ZGZ6Zz09

Meeting ID: 826 8784 0443

Passcode: F86ien=X

**Getting Help**

**Technical Support**

If you do not know how to use Blackboard or have technical issues with Library access – go to Tech Support Room 300 at Library immediately. Do not wait until you do not understand until you are having problems. You can contact Help Desk via email, helpdesk@utep.edu, by phone 747-5257. Hours are M-F 7a-8p, Sat 9a-10p and Sun 12-4p.

**Copyright Statement** [https://www.copyright.gov/title17/92chap5.html](https://www.copyright.gov/title17/92chap5.html)

Some of the materials in this course are copyrighted. Copying of textbooks is not “fair use” under the Copyright Act. Your cooperation is expected.

**Student Conduct/Scholastic Dishonesty/Final Exams and Plagiarism**

Refer to the [Handbook of Operating Procedures: Student Affairs](https://www.copyright.gov/title17/92chap5.html).

Due to the nature of an online class, proper online etiquette is critical.

**Students with Disabilities Policy:**
If you have or suspect a disability and need an accommodation, you should contact The Cass Office at 747-5148 or at cass@utp.edu or go to Room 106 Union East Building.

UTEP Writing Center

To get help with writing please check out the writing center – their procedure has changed due to the virus and you must plan ahead. https://www.utep.edu/uwc/

Assignments:

Projects (Subject to Change):

**Project #1**: Student will create a lighting rig by using Grand MA2 3D. Grand MA is one of the most popular and sought-after lighting consoles in the industry.

**Project #2**: Student will use his/her favorite song to design lighting show (concert) with Grand MA2 3D. Pick a song or section of a song that are 2 min or less. Students will learn how to set up the console, patch the lighting rig, create presets and program cues.

**Must save after each programming session!!**

Grading:

<table>
<thead>
<tr>
<th>Project</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>#1</td>
<td>100</td>
</tr>
<tr>
<td>#2</td>
<td>200</td>
</tr>
<tr>
<td>Total</td>
<td>300 pts</td>
</tr>
</tbody>
</table>

A = 270+, B = 240+, C = 210+, D = 180+, F = 179 and below
### Syllabus

*(Subject to Change)*

*Set/wagons in for Ion and out for Grand MA*

<table>
<thead>
<tr>
<th>Date</th>
<th>Class Work</th>
<th>Material Covered</th>
<th>Assignment</th>
</tr>
</thead>
</table>
| 1/4 (Mon) | Introduction to the course / Review Syllabus  
Talk about consoles / Basics of Lighting, Grand MA2 and MA2 onPC (Off-Line System)  
Homework: Download MA onPC, 3D and Vectorworks *(as Plugin to MA2, if you are familiar with Vectorworks)* |                  |                     |
| 1/5    | *How to set up a console Part 1*  
Network with MA2 and 3D  
Patch  
Build it on MA2 onPC |                  |                     |
| 1/6    | Build it on MA2 onPC  
1/7    | Turn on lights, move lights, pick color  
Pre-Sets/Pallets and record/store a Cue |                  |                     |
| 1/8(Fri) | *How to set up a console Part 2, executors etc.*  
Q&A after week 1 | Pick a song for Monday |                     |
| 1/11(Mon) | Cueing & Tracking  
How to Store Cues (Track vs Cue only)  
What is HTP and LTP?  
Deleting Cues  
Sequences |                  | Talk about the songs!|
| 1/12   | Copy + Move  
Macros  
EFX |                  |                     |
| 1/13   | Start Programing for your SONG!! |                  |                     |
| 1/14   | Catch up for your programming  
Q&A Programming |                  |                     |
| 1/15 (Fri) | **Grand MA 2 Final project presentations 10 min /student** | Light Show! |                     |
COVID-19 PRECAUTIONS

You must STAY AT HOME and REPORT if you (1) have been diagnosed with COVID-19, (2) are experiencing COVID-19 symptoms, or (3) have had recent contact with a person who has received a positive coronavirus test. Reports should be made at screening.utep.edu. If you know of anyone who should report any of these three criteria, you should encourage them to report. If the individual cannot report, you can report on their behalf by sending an email to COVIDaction@utep.edu.

For each day that you attend campus—for any reason—you must complete the questions on the UTEP screening website (screening.utep.edu) prior to arriving on campus. The website will verify if you are permitted to come to campus. Under no circumstances should anyone come to class when feeling ill or exhibiting any of the known COVID-19 symptoms. If you are feeling unwell, please let me know as soon as possible, and alternative instruction will be provided. Students are advised to minimize the number of encounters with others to avoid infection.

Wear face coverings when in common areas of campus or when others are present. You must wear a face covering over your nose and mouth at all times in this class. If you choose not to wear a face covering, you may not enter the classroom. If you remove your face covering, you will be asked to put it on or leave the classroom. Students who refuse to wear a face covering and follow preventive COVID-19 guidelines will be dismissed from the class and will be subject to disciplinary action according to Section 1.2.3 Health and Safety and Section 1.2.2.5 Disruptions in the UTEP Handbook of Operating Procedures.

(classes with on-campus meetings) Please note that if COVID-19 conditions deteriorate in the City of El Paso, all course and lab activities may be transitioned to remote delivery.

COVID-19 Accommodations

Students are not permitted on campus when they have a positive COVID-19 test, exposure or symptoms. If you are not permitted on campus, you should contact me as soon as possible so we can arrange necessary and appropriate accommodations.

(classes with on-campus meetings) Students who are considered high risk according to CDC guidelines and/or those who live with individuals who are considered high risk may contact Center for Accommodations and Support Services (CASS) to discuss temporary accommodations for on-campus courses and activities.

CLASS RECORDINGS

The use of recordings will enable you to have access to class lectures, group discussions, and so on in the event you miss a synchronous or in-person class meeting due to illness or other extenuating circumstance. Our use of such technology is governed by the Federal Educational Rights and Privacy Act (FERPA) and UTEP’s acceptable-use policy. A recording of class sessions will be kept and stored by UTEP, in accordance with FERPA and UTEP policies. Your instructor will not share the recordings of your class activities outside of course participants, which include your fellow students, teaching assistants, or graduate assistants, and any guest faculty or community-based learning partners with whom we may engage during a class session. You may not share recordings outside of this course. Doing so may result in disciplinary action.
NETIQUETTE

As we know, sometimes communication online can be challenging. It’s possible to miscommunicate what we mean or to misunderstand what our classmates mean given the lack of body language and immediate feedback. Therefore, please keep these netiquette (network etiquette) guidelines in mind. Failure to observe them may result in disciplinary action.

- Always consider audience. This is a college-level course; therefore, all communication should reflect polite consideration of other’s ideas.
- Respect and courtesy must be provided to classmates and to the instructor at all times. No harassment or inappropriate postings will be tolerated.
- When reacting to someone else’s message, address the ideas, not the person. Post only what anyone would comfortably state in a face-to-face situation.
- Blackboard is not a public internet venue; all postings to it should be considered private and confidential. Whatever is posted on in these online spaces is intended for classmates and professor only. Please do not copy documents and paste them to a publicly accessible website, blog, or other space.

EXCUSED ABSENCES AND/OR COURSE DROP POLICY

According to UTEP Curriculum and Classroom Policies, “When, in the judgment of the instructor, a student has been absent to such a degree as to impair his or her status relative to credit for the course, the instructor may drop the student from the class with a grade of “W” before the course drop deadline and with a grade of “F” after the course drop deadline.” See academic regulations in the UTEP Undergraduate Catalog for a list of excuse absences. Therefore, if I find that, due to non-performance in the course, you are at risk of failing, I will drop you from the course. I will provide 24 hours advance notice via email.