THEA 3332
Lighting Programming
Spring 2023

Instructor: Marissa A. Díaz, MFA
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Office: Fox Fine Arts D172
Office Phone: 747.7851
Class Time: MTWRF 9:00am – 1:20pm
Classroom: D178
Credits: 3
Office Hours: By appointment only on: M & W 1:30pm-3:00pm | Virtual meetings may also be scheduled

Required Text:
No textbook is required for this course. All material for this course will come directly from lectures and videos during class time. Lectures will NOT be uploaded onto Blackboard, so please be attentive, listen, and take notes if needed.

Technology Requirements:
- 8GB or 16GB Flash Drive

Course Description:
This course will provide students with essential knowledge, skills, and practice of LED and Automated lighting through hands-on utilization of control console. Students develop design skills and improve their overall understanding of LED and Automated lighting techniques while gaining practical experience.

Course Objectives:
- Students will learn and understand the basic knowledge and practice of theatre lighting.
- From this class, students will learn and understand the basic knowledge of entertainment lighting programming.
- Students will be trained in one industry preferred lighting console.
- 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.

Course Policies:
- It is the responsibility of the student to fulfill all the course requirements to the best of their abilities. If a student is unclear about anything on the syllabus, they should seek clarification from the instructor.
- If you are sick or test positive for COVID-19, please send me an email with a positive COVID-19 test result or a doctor’s note and I will be in touch/make accommodations if possible.
- Students are expected to maintain a classroom environment, which is conducive to learning. To assure all students have an opportunity to benefit from time spent in class, students are prohibited from using cell phones in class unless otherwise approved by the instructor.
- Students may take notes on iPads or tablets with a pen or stylus, but usage of laptops is not permitted.
- No earphones, ear buds/air pods are allowed on while in the classroom.
- Late work will not be accepted, no exceptions. If a deadline is missed, the student will receive a zero as a grade for that project or assignment.
- Students must behave in accordance with all rules put forth by the Handbook of Operating Procedures of the University of Texas at El Paso.
Course Communication:
- **Email:** UTEP e-mail is the best way to contact me. I will make every attempt to respond in a timely manner to your e-mail within 24-48 hours of receiving. Please be sure to e-mail me from your UTEP student account and include the course number or title in the subject line, along with your first and last name. **IF YOU DO NOT PUT THE COURSE NUMBER OR TITLE IN THE SUBJECT LINE, I WILL NOT RESPOND.**
- **Announcements:** Please check Blackboard announcements frequently for updates, deadline changes, or other important messages.
- **Cell Phone:** You may text me; however, you must include your name and which class you are in. You may contact me via cell at any time during the week, but not on weekends unless it is an emergency.
- **Video Calls/Meetings:** Video calls or meetings may be set up as needed throughout the semester.

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 others’ 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 face-to-face situation.
- **Blackboard is not a public internet venue; all postings to it should be considered private and confidential.** Whatever is posted online 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.

Sharing of Material on Social Media
All the materials—written, audio and visual—shared within this course remain within this course. You can share on your social media your own materials if the only person that appears or the only author is you. If you want to share content that includes or is co-authored with other classmates, you need to write them AND the instructor to discuss the authorization.
Helpful Resources:

Technical Support
If you do not know how to use Blackboard or have technical issues with Library access – visit the Technology Support Center located in the Library at Room 300. You can contact the Help Desk via email, helpdesk@utep.edu, by phone 747-5257. Hours are M-F 7a-8p, Sat 9a-10p and Sun 12-4pm.

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 – you must make an appointment ahead of time. https://www.utep.edu/uwc/

Student Health Center
UTEP Student Health Center is here to meet the health care needs of all students so they can focus on their studies. As a student you have paid a medical service fee that allows you to be seen at the clinic as often as needed. Office visits are low cost as well as medications, supplies and any needed lab tests 747-5624.

University Counseling Center
The UTEP University Counseling Center located at 202 Union West can assist you to decide on a career or work through personal concerns. They provide confidential counseling services, assist with stress management, and offer an after-hours crisis support line 747-5302.

Copyright Statement 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.

Scholastic Integrity:
Academic dishonesty is prohibited and is considered a violation of the Handbook of Operating Procedures: Student Affairs. It includes, but is not limited to, cheating, plagiarism, and collusion. Cheating may involve copying from or providing information to another student, possessing unauthorized materials during a test, or falsifying research data on laboratory reports.

Plagiarism occurs when someone intentionally or knowingly represents the words or ideas of another as ones’ own. Collusion involves collaborating with another person to commit any academically dishonest act. Any act of academic dishonesty attempted by a UTEP student is unacceptable and will not be tolerated. All suspected violations of academic integrity at The University of Texas at El Paso must be reported to the Office of Student Conduct and Conflict Resolution (OSCCR) for possible disciplinary action. To learn more, please visit https://www.utep.edu/hoop/section-2/student-conduct-and-discipline.html

I expect all your work to be original, as I do read all of your work.

Subject Matter:
The performing arts have a power to stir strong emotions, or possibly touch on subjects you might not feel comfortable watching or reading. If you have concerns about any of plays or discussing specific subjects, please reach out to me as soon as possible to discuss possible accommodations. As I will respect your individual rights to choose what plays you work on, I expect all our discussions—including any that may occur outside of class—to be conducted in a respectful and professional matter.

Disclaimer:
Information contained in this syllabus, other than the grade and absence policy, is subject to change with advance notice as deemed appropriate by the instructor to enhance learning opportunities. All changes will be clearly communicated.
Projects:

Students are responsible of turning in the assignments on time, even if they may be absent on the due date. Please give yourself plenty of time to do the project and ask questions ahead of time. If you ask questions the night before the project due date or the date the projects are due, you may not see the reply until after the deadline.

- Late work will not be accepted.
- If work appears it was done as a group or with a partner, you will all receive a zero and be turned over for your student conduct.

Project #1: Cueing and Palettes

Students will program a minimum of 4 different lighting cues using blocks and marking to avoid tracking and live moves. Students will also demonstrate the ability to program the following: color palettes, focus palettes, beam palettes, presets, and a submaster. This will be presented individually on 01/09 during class.

1. First set up the console and patch the board including moving lights & LEDs
2. Create 4 looks/cues (one of the cue/looks must be a black out cue)
3. Must have a follow cue from one cue to another
4. Must have split cue time
5. One cue must have a discreet time on a single channel
6. Have house lights recorded into a sub-master
7. Putting “BLOCK” into one of the cues
8. Have recorded a minimum of 2 color palettes, 2 focus palettes, 2 beam palettes, and 1 preset
9. On the presentation day, student will perform as a board op/programmer. Students must be able to record and update cues as Tracking or Cue Only Mode as changes are requested by instructor.

Project #2: Light Show

Students will pick a song of their choice and turn it in to me via email on 01/09 by 5pm. Students will then have to program to 2 minutes of their song and present to the class on 01/13. The light show should use tools and techniques learned on the board in class and at least one effect. You are encouraged to be creative and use all available tools and ideas to make this a fun and individual project. The quality of your presentation will factor into the grade, so consider the following: present your song title and artist, why you chose it, what inspired you in your design choices, how was the programming process for you, the most exciting and challenging thing you faced.

Grading Breakdown:

<table>
<thead>
<tr>
<th>Project</th>
<th>Points</th>
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</thead>
<tbody>
<tr>
<td>Project #1-Cueing and Palettes</td>
<td>200 pts</td>
</tr>
<tr>
<td>Project #2-Light Show</td>
<td>300 pts</td>
</tr>
</tbody>
</table>

TOTAL POINTS: 500 pts

Final Letter Grade Breakdown:

- A: 500-450
- B: 449-400
- C: 399-350
- D: 349-300
- F: 299-0
Important Professionalism Note:

**Equipment:** You must respect the equipment. **No Food or Drinks on the table.** The last person to use the rig is responsible for covering the console, turning off the entire rig and double checking all doors are locked. If any students violate these rules and show disrespect to the equipment resulting immediate dismissal from the class and the student will receive “F” as the final grade.

**Time and schedule:** Students must finish their projects within the schedule time. Students are not allowed to come in unscheduled time to program.

**Equipment Research:** Students must download spec sheets on the equipment and be familiar with them before coming into program.

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### THEA 3332 Lighting Programming
**Spring 2023 Schedule**

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<thead>
<tr>
<th>Date</th>
<th>Synopsis</th>
<th>Project Assignment</th>
<th>Projects/Quiz Due</th>
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</thead>
<tbody>
<tr>
<td>M-01/02</td>
<td>Introduction to the course</td>
<td>Syllabus Review</td>
<td>Lighting Design Presentation</td>
</tr>
<tr>
<td>T-01/03</td>
<td>Creating and Saving a Show</td>
<td>Patching a Show</td>
<td>Bringing Up Channels</td>
</tr>
<tr>
<td>W-01/04</td>
<td>Copy to and Recall Form</td>
<td>Controlling a Mover &amp; LED</td>
<td>Color, Beam, Focus, Intensity Palettes</td>
</tr>
<tr>
<td>Th-01/05</td>
<td>Recording Cues</td>
<td>Blocks and Auto Blocks</td>
<td>Split Cues &amp; Follows</td>
</tr>
<tr>
<td>F-01/06</td>
<td>presets</td>
<td>Marking &amp; Automark</td>
<td>Effects</td>
</tr>
<tr>
<td>M-01/09</td>
<td>Cueing and Palettes Presentations</td>
<td>Q &amp; A After Presentations</td>
<td></td>
</tr>
<tr>
<td>T-01/10</td>
<td>Effects Continued</td>
<td>Timing</td>
<td>Board Settings</td>
</tr>
<tr>
<td>W-01/11</td>
<td>Begin Programming of Song</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Th-01/12</td>
<td>Continue Programming of Song</td>
<td>Q&amp;A Programming</td>
<td></td>
</tr>
<tr>
<td>F-01/13</td>
<td>Light Show Presentations</td>
<td></td>
<td>Project #2-Light Show</td>
</tr>
</tbody>
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