## Course Form

**Dept / Program**: School of Theatre & Dance  
**Prefix and Course #**: C THTR 560

**Course Title**: Graduate Light Design  
**Short Title (max. 26 characters incl. spaces)**: Grad Light Design  
**Summarize the changes/proposed**: Requesting approval to co-convene

<table>
<thead>
<tr>
<th>Requestor</th>
<th>Signature</th>
<th>Date</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mike Monsos</td>
<td></td>
<td>9/15/11</td>
</tr>
<tr>
<td>Phone/email:</td>
<td></td>
<td></td>
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<tr>
<td>x5138</td>
<td></td>
<td></td>
</tr>
<tr>
<td><a href="mailto:michael.monsos@umontana.edu">michael.monsos@umontana.edu</a></td>
<td></td>
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<tr>
<td>Program Chair/Director:</td>
<td></td>
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<tr>
<td>Mark Dean</td>
<td></td>
<td>9/15/11</td>
</tr>
<tr>
<td><a href="mailto:mark.dean@umontana.edu">mark.dean@umontana.edu</a></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Other affected programs**:  
**Dean**: Dr. Stephen Kalm  
stephen.kalm@umontana.edu  
**Date**: 9/15/11

**Are other departments/programs affected by this modification because of**  
(a) required courses incl. prerequisites or corequisites,  
(b) perceived overlap in content areas  
(c) cross-listing of coursework.  
**Please obtain signature(s) from the Chair/Director of any such department/program (above) before submission**

**Common Course Numbering Review** (Department Chair Must Initial):  
Does an equivalent course exist elsewhere in the MUS? Check all relevant disciplines if course is interdisciplinary.  
(http://mus.edu/transfer/CCN/ccn_default.asp)  
**YES**  

If YES: Do the proposed abbreviation, number, title and credits align with existing course(s)? Please indicate equivalent course/campus.

If NO: Course may be unique, but is subject to common course review. Be sure to include learning outcomes on syllabus or paste below. The course number may be changed at the system level.

**Exact entry** to appear in the next catalog (Specify course abbreviation, level, number, title, credits, repeatability (if applicable), frequency of offering, prerequisites, and a brief description.)

**Justification**: How does the course fit with the existing curriculum? Why is it needed?

**Are there curricular adjustments to accommodate teaching this course?**

**Complete for UG courses** (UG courses should be assigned a 400 number).  
Describe graduate increment - see procedure 301.30  
http://umt.edu/facultysenate/committees/grad_council/procedures/default.aspx

**Complete for Co-convened courses**  
Companion course number, title, and description (include syllabus of companion course in section V)  
See procedure 301.20 http://umt.edu/facultysenate/committees/grad_council/procedures/default.aspx.
New fees and changes to existing fees are only approved once each biennium by the Board of Regents. The coordination of fee submission is administered by Administration and Finance. Fees may be requested only for courses meeting specific conditions according to Policy 940.12.1 [http://mus.edu/borpol/bor900/940-12-1.pdf]. Please indicate whether this course will be considered for a fee.

If YES, what is the proposed amount of the fee?

Justification:

<table>
<thead>
<tr>
<th>Deletion</th>
<th>Title</th>
<th>Level U, UG, G</th>
<th>Co-convened</th>
<th>X</th>
<th>From:</th>
<th>To:</th>
</tr>
</thead>
<tbody>
<tr>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Description Change</th>
<th>Repeatability</th>
<th>X</th>
</tr>
</thead>
<tbody>
<tr>
<td>Change in Credits</td>
<td>Cross Listing (primary program initiates form)</td>
<td></td>
</tr>
<tr>
<td>From:</td>
<td>To:</td>
<td></td>
</tr>
</tbody>
</table>

Prerequisites

1. Current course information at it appears in catalog [http://www.umt.edu/catalog] ▼

G 560 (DRAM 550) Graduate Light Design 3 cr. (R-12)
Offered autumn and spring. Prereq., consent of instr. Development of specific design skills in light design.

C 560 Graduate Light Design 3 cr. (R-12)
Offered autumn and spring. Prereq., consent of instr. Advanced study of principles and practices of theatre lighting design, especially collaboration and communication. Training for position of light designer for theatre or lighting instructor. Design requirements and decisions, color, development of stage picture; thrust and arena theatre. Co-convenes with THTR 460.

2. Full and exact entry (as proposed) ▼

3. If cross-listed course: secondary program & course number

4. If co-convened course: companion course number, title, and description (include syllabus of companion course in section V) See procedure 301.20 [http://umt.edu/facultysenate/committees/grad_council/procedures/default.aspx].

UG 460 (DRAM 451) Theatre Lighting II 3 cr. Offered spring. Prereq., THTR 360 (DRAM 351) or consent of instr. Advanced study of principles and practices of theatre lighting design. Training for position of light designer for theatre. Design requirements and decisions, color, development of stage picture; thrust and arena theatre.

5. Is this a course with MUS Common Course Numbering? [http://mus.edu/transfer/CCN/ccn_default.asp] YES | NO

If yes, please explain below whether this change will eliminate the course's common course status.

6. Graduate increment if level of course is changed to UG. Reference procedure 301.30: [http://umt.edu/facultysenate/committees/grad_council/procedures/default.aspx]. Have you reviewed the graduate increment guidelines? Please check (X) space provided.

(syllabus required in section V)

7. Other programs affected by the change

8. Justification for proposed change

We are requesting approval to co-convene the above-referenced courses.
COURSE SYLLABUS

THTR 560
GRAD LIGHTING DESIGN-3cr.

CLASS SESSIONS: MONDAY & WEDNESDAY - 11:00 - 12:30 PM

McGill 213

PROFESSOR:  
Mark Dean  
Rm. 195. PAR/TV Bldg.  
243-2879  
mark.dean@umontana.edu

Joey Sarno  
Rm. 131. PAR/TV Bldg.  
243-4481  
joey.sarno@umconnect.umt.edu

Office Hours: 1:00pm to 2:30pm Monday and Wednesday except when work on University productions prohibits these times. Please feel free to make appointments or stop by at other times.

TEXT:  

It should be clearly understood that the assigned text for this class serves only as a resource. While much of the lecture material has its parallels in the text, the sequence of the class does not match the book. In addition, the terminology and approach of the professor differ from the material presented in the text. These factors make class attendance essential if the student wishes to succeed in this class.

In addition, several scripts will be assigned as the basis for project work. The titles of these scripts will be determined during the course of the semester.

All Theatre & Dance students must have an in-depth knowledge of the practices and procedures outlined in the School of Theatre & /Dance Student Handbook. The Handbook is available online at http://www.umt.edu/theatredance/about/handbook

GOALS AND PURPOSE:

The purpose of this class is to expand the student's abilities as a Lighting Designer to enable him or her to develop and execute lighting designs for a variety of situations. The class lectures will seek to enlarge and refine the basic understanding of stage lighting that each student brings to the class. The projects assigned within the class will aid the student in becoming proficient in lighting various types of productions, under differing conditions, with a variety of equipment. Students will use the resources in the Lighting Laboratory (PAR/TV 131) to demonstrate realized cues and cue sequences. The resources of the Montana Theatre will also be used to allow each a better understanding of computer lighting control and the creation of lighting cues.

The work of this class is designed to sequentially develop the student's understanding and skills. Therefore, it is extremely important that each student completes the assignments according to the class schedule.

Each graduate student will assist undergraduate students in THTR 460 analyze, execute, and understand basic lighting design theories and processes. Students will also engage in additional cohort interactions on their own.

OBJECTIVES:
- Refine and improve one's individual design process.
- The ability to understand the evolved concept and communication of the design team for the work being designed.
- The ability to work collaboratively as a lighting designer with the entire design team.
- The ability to understand and use traditional and non-traditional research methods in order to better evolve a lighting design.
- The ability to define and defend a particular lighting design idea, and to execute that idea in many different theatrical spaces.

**Grading:**

<table>
<thead>
<tr>
<th>Component</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quick &quot;Modified&quot; McCandless</td>
<td>100</td>
</tr>
<tr>
<td>Focusing Exercise</td>
<td>50</td>
</tr>
<tr>
<td>Dance Cues</td>
<td>100</td>
</tr>
<tr>
<td>Dance Plot</td>
<td>200</td>
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<tr>
<td>Othello-Proscenium</td>
<td>200</td>
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<tr>
<td>Othello-Thrust</td>
<td>200</td>
</tr>
<tr>
<td>Attendance and Participation</td>
<td>150</td>
</tr>
<tr>
<td>Assisting Undergraduates/</td>
<td></td>
</tr>
<tr>
<td>Leading Outside Peer Meetings</td>
<td>200</td>
</tr>
</tbody>
</table>

Total 1200 points

Since the completion of many of these projects is dependent upon the completion of the project which precede them, any project not handed in on the date scheduled will be grade down 5% of its maximum value for every class session that it is late.

Extra credit is possible and encouraged by the professor, but the student must receive the instructor's permission before starting a project that is to be used for extra credit.

**Minimum Required Materials:**

In order to complete the projects for this class, each student must obtain a basic set of materials. These will include:

- Roscolux Gel Swatch Books
- Black Cansom (or equivalent) Pastel Paper for Storyboards
- Set of (24 minimum) Colored Pencils

**Projects and Requirements:**

**Project I - Quick Design** - An "overnight" project wherein you are required to apply a modified McCandless lighting approach to a set with which you are not familiar. The purpose is to establish working knowledge of the McCandless system and rapid graphic execution. Creation of a plot, hook-up schedules, and magic sheets are required.

**Project II - Dance Cues** - From music of your choice, after receiving approval from the Professor, create a series of lighting cues (10 cue minimum) that realize the technical and aesthetic needs for a short (2-3 minutes) portion of that music. Any scenic support you feel necessary may be added. The lighting should be appropriate for the entire stage area of the light lab. This should be accomplished using the lighting inventory of the light lab and the EDI control board.

**Project III – Focusing Exercise** – This project is a hands-on, practical assignment that will
take place in the Montana Theatre. Each student will “call the focus” for individual lighting instruments used to illuminate the stage for the Montana State Thespian Festival.

**Project IV - Dance Light Plot** - The student will be required to create the lighting for a hypothetical dance production for which you will have seen no choreography. The purpose of this project is to bring the student to quickly apply newly learned information and for the student to create a lighting design strictly from an aural source.

**Project V - Light Plot** - You will be required to create the lighting design for a proscenium production of "Othello", Montana Theatre, with the existing equipment inventory of the University. The purpose of this project is to allow the student an opportunity to express large design ideas with the limitations that exist. For this project a plot, hook-up schedule, magic sheets, and five storyboards are required.

**Project VI - Light Plot** - You will be required to create the lighting design for a thrust production of "Othello", Masquer Theatre, with the existing equipment inventory of the University. The purpose of this project is to allow the student an opportunity to express large design ideas with the limitations that exist. For this project a plot, hook-up schedule, magic sheets, and three storyboards are required.

**Academic Misconduct and the Student Conduct Code**

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or a disciplinary sanction by the University.

All students need to be familiar with the Student Conduct code. The Code is available for review online at http://www.umt.edu/SA/VPSA/Index.cfm/page/1321

**Students with Special Needs**

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with DSS, please contact DSS in Lommasson 154. I will work with you and DSS to provide an appropriate accommodation.

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**COURSE SYLLABUS**

**THTR 460**

**THEATRE LIGHTING II-3cr.**

**CLASS SESSIONS: MONDAY & WEDNESDAY - 11:00 - 12:30 PM**

McGill 213

**PROFESSOR:**

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**TEXT:**  
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In addition, several scripts will be assigned as the basis for project work. The titles of these scripts will be determined during the course of the semester.

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The work of this class is designed to sequentially develop the student's understanding and skills. Therefore, it is extremely important that each student completes the assignments according to the class schedule.

**OBJECTIVES:**

- To build upon and improve the skills gained in THTR 360.
- Refine and improve one's individual design process.
- The ability to understand the evolved concept and communication of the design team for the work being designed.
- The ability to work collaboratively as a lighting designer with the entire design team.
- The ability to understand and use traditional and non-traditional research methods in order to better evolve a lighting design.
- The ability to define and defend a particular lighting design idea, and to execute that idea in many different theatrical spaces.

**GRADING:** Final grades for this course will be based on the following

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**Total ------------- 1000 points**

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**Project VI - Light Plot** - You will be required to create the lighting design for a thrust production of "Othello", Masquer Theatre, with the existing equipment inventory of the University. The purpose of this project is to allow the student an opportunity to express large design ideas with the limitations that exist. For this project a plot, hook-up schedule, magic sheets, and three storyboards are required.

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