

Performance Lighting & Scenic Design (Scenography emphasis)

Tentative Schedule

Below, next to each "DUE" item, you can keep track of your point values on each project. This is a course requirement.

Week 1 - August 29 and 31

Discuss the course syllabus

Discuss sceneography

Discuss elements, functions and principles of design

Week 2 - September 5 and 7

DUE: guerilla mood (5)

Discuss concepts

Discuss design process

Week 3 - September 12 and 14

DUE: concepts (5)

DUE: lighting types (5)

Week 4 - September 19 and 21

DUE: practical lighting (5)

DUE: conveying your idea with research (5)

Week 5 - September 26 and 28

DUE: conveying your idea with sketches (5)

Week 6 - October 3 and 5

DUE: an evening of Edgar Allen Poe (10)

Week 7 - October 10 and 12

DUE: lab hours for show 1 (10)

Week 8 - October 17 and 19

DUE: style and genre (10)

Week 9 - October 24 and 26

DUE: making models (5)

Week 10 - October 31 and November 2

DUE: storyboards (5)

Week 11 - November 7 and 9

DUE: concept and research (5)

Week 12 - November 14 and 16

DUE: design analysis (5)

Week 13 - November 21 and 23 (Thanksgiving)

DUE: lab hours for show 2 (10)

Week 14 - November 28 and 30

DUE: production design (10)

Week 15 - December 5 and 7

Work in class

Week 16 - December 14 at 10:30am to 12:30pm

DUE: a live event (10)

