

THEA 150: INTRODUCTION TO INTELLIGENT LIGHTING CONSOLES

Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2024
Credits:	3
Total Contact Hours:	72
Lecture Hours :	54
Lab Hours:	0
Hours Arranged:	18
Outside of Class Hours:	108
Total Student Learning Hours:	180
Prerequisite:	THEA 120 and THEA 140.
Transferable to CSU:	Yes
Transferable to UC:	Yes - Approved
Grading Method:	Standard Letter

Catalog Course Description

The study, manipulation and application of intelligent lighting consoles and their use in various aspects of the entertainment field. 54 lecture hours, 18 lab hours arranged.

Course Objectives

- analyze the relationship of the programmer with the production team in order to understand their role with the lighting designer and the rest of the design team.
- examine the role of the lighting designer in order to understand the responsibilities of the programmer
- experiment with a variety of intelligent lighting instruments and consoles in order to understand their differences and similarities.
- inspect and assess the maintenance and repair of various intelligent lighting consoles in order to understand how each unit operates.
- assess the capabilities of an intelligent light console by programming a variety of units for a production in order to, in the future, offer lighting designers a range of options

Major Course Content

1. Learn the basic and advance steps in programming a lighting rig using an intelligent lighting console.
2. Analyze and dissect various intelligent lighting console types and their application for live events.
3. Dissect and understand the various capabilities of scanners and moving heads and their use in live events.
4. Dissect and understand the various capabilities of LED Fixtures.
5. Compile and understand the use of control protocols for live events.
6. Analyze and understand the steps of troubleshooting lighting consoles while in production mode.

Hours Arranged Content

1. The application of class lecture content for the manipulation of intelligent lighting instruments through an intelligent console.
2. Programing various intelligent lighting control consoles.
3. Intelligent lighting crew work
4. Rigging a lighting plot with intelligent lights for a variety of situations and venues.
5. Designing and programing a small concert and theatrical production.
6. Control protocol signal path
7. Dissection of intelligent lighting console
8. Troubleshooting procedure
9. Repair & maintenance procedures

Suggested Reading Other Than Required Textbook

The Art and Science of Moving Light in Theatre, Live Performance, and Entertainment Cadena, Richard Focal Press; 2 edition 978-0240812229

Examples of Required Writing Assignments

Write essays, research papers, lab reports, or journals on intelligent lighting consoles.

Examples of Outside Assignments

Practice skills through a variety of production projects

Solve problems in a live production project by working on a show

Observe activities related to course content through the attendance of technical rehearsals

Participate in activities related to course content by attending a load-in, tech and dress rehearsal to see how a lighting designer approaches each project.

Instruction Type(s)

Lab, Lecture, Online Education Lab, Online Education Lecture