Lighting

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The Art of Not Sitting in a Dark Room

What *is* Lighting?

Lighting is arguably the most important area of technical theatre. Actors can be naked on a blank stage with no mics, but at the very least, you have to see them.

Lighting is a unique blend of artistic expression and technical knowledge. You have understand power, parts and programming while also needing to express the concept of a show and working with actors and directors.

Lighting

Lighting can be broken down into three main aspects:

- The physical labor of hanging, powering and maintaining lights.
- Designing lights
- Programming the light board

Each of these aspects take a very different skillset, but any knowledge in one aspect helps you with the others.

Physically Doing it

Being an electrician is highly gratifying work where you get to play with and take apart some of the coolest and expensive toys in theatre.

It's a lot of problem solving, technical knowledge and working in interesting environments.

Design

Working with the director to create the mood onstage, figuring out what lights can go where, working with and often creating a budget are just some of the things a Lighting Designer gets to do.

Blend art and logic with this unique profession.

Programming

Learn a highly complex piece of equipment to bring the vision of a designer to life.

Programming is about knowing how to most efficiently create looks and effects onstage. Navigating lighting boards like the back of your hand and constantly becoming more and more efficient.

Coming up:

We'll learn how to:

- Hang and focus a variety of lights.
- The parts and types of lights.
- How power and electricity works.
- The basics of programming a lighting board
- Lighting Design principles.
- How to generate and use lighting paperwork