

# Lighting

## PSA. 4

### Optional Unit

This module will give a general understanding of lighting for performance. It looks at the basic principles of design and how lighting can be used to create settings and mood, as well as enhancing the set and costume.

## Bronze

*All four objectives must be completed.*

	EVIDENCE	DATE	ASSESSOR
<b>4.B1 Basics of lanterns and colour</b> <ul style="list-style-type: none"> <li>Look at the types of lanterns and uses.</li> <li>Understand the basic principles of lighting design in terms of illumination, selectivity, scene and mood.</li> <li>Investigate how barn doors, shutters and gobos can affect the light output.</li> <li>Look at filters (gel) and the effect of colour for setting the scene/mood.</li> </ul>			
<b>4.B2 Rig and focus lanterns</b> <ul style="list-style-type: none"> <li>Understand lantern symbols and rig from a plan.</li> <li>Practice hanging lanterns correctly using hook clamp, safety bond, etc.</li> <li>Focus each type of lantern, and understand the capabilities / limitations of each.</li> </ul>			
<b>4.B3 Operate a simple control desk</b> <ul style="list-style-type: none"> <li>Use a simple control desk to fade channels.</li> <li>Create two basic states using multiple lanterns.</li> <li>Practice fading between lighting states.</li> <li>Understand how to give/read lighting cues from a prompt script.</li> </ul>			
<b>4.B4 Health and Safety</b> <ul style="list-style-type: none"> <li>Assess the hazards for lighting (e.g. Working at height, trailing cables, hanging equipment, hot lanterns, electrical loads, etc.)</li> </ul>			

## Silver

*Bronze must be completed, plus ONE of these two objectives.*

	EVIDENCE	DATE	ASSESSOR
<b>4.S1 Lighting design</b> <ul style="list-style-type: none"> <li>Research styles of lighting appropriate for a performance or Director's brief.</li> <li>Consider the principles of lighting design in terms of selectivity, direction and choice of lanterns.</li> <li>Design a lighting plot using several lanterns and at least two lighting states.</li> <li>Annotate the script and produce a cue sheet for a short performance.</li> </ul>			
<b>4.S2 Undertake the role of Lighting Operator / Programmer</b> <ul style="list-style-type: none"> <li>Programme the lighting desk.</li> <li>Operate the lighting for a performance.</li> <li>Receive cues from the DSM and/or follow a cue sheet/script</li> </ul>			

## Gold

*Silver must be completed, plus the Gold objective.*

<b>4.G Undertake the role of Lighting Designer</b> <ul style="list-style-type: none"> <li>Research &amp; prepare the lighting for a performance, working alongside a Director or performers.</li> <li>Consider how lighting design complements other production elements.</li> <li>Consider how lighting design can be used to create a stage picture.</li> <li>Design &amp; draw a lighting plot using several different types of lantern and varying lighting states.</li> <li>Annotate the script and produce a cue sheet.</li> <li>Oversee the rigging and focusing from the lighting plan.</li> <li>Programme the lighting desk.</li> <li>Run the lighting desk during the performance, or oversee the operation.</li> </ul>			
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