



Higher National Unit specification

General information for centres

Unit title: Technical Theatre: Lighting Design for Performance

Unit code: F38A 35

Unit purpose: This Unit is intended for candidates who wish to work as technical practitioners within the theatre. This Unit is designed to enable candidates to understand the principles and processes of creating lighting designs for stage performances. It will give them practical experience in creating and realising a lighting design.

On completion of the Unit the candidate should be able to:

- 1 Create a lighting design for a performance.
- 2 Create a lighting plan and supporting documentation.
- 3 Realise the lighting design intentions for a production.

Credit points and level: 2 HN credits at SCQF level 8: (16 SCQF credit points at SCQF level 8*)

**SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.*

Recommended prior knowledge and skills: Access to this Unit is at the discretion of the Centre. However, it would be beneficial if candidates possessed a NC or Higher (or equivalent) in Technical Theatre and/or practical experience of stage lighting, or be able to display other life/work experience. It is recommended that candidates should have completed or be working towards the HN Unit F388 34 *Stage Lighting: Rigging, Focusing and Operation*.

Core Skills: There are opportunities to develop the Core Skills of *Communication* and *Problem Solving* to SCQF level 6 and *IT* and *Numeracy* to SCQF level 5 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Context for delivery: If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes. This Unit was developed within the framework of the HNC Technical Theatre.

Assessment: This Unit could be assessed through practical tasks. Outcome 1 is assessed by the creation of a lighting design. Outcome 2 is assessed by the creation of a lighting plan based on the evidence produced in Outcome 1. Outcome 3 is assessed by a practical task with the candidate organising the lighting for a performance. This is supported by an evaluation of the lighting design process.

Higher National Unit specification: statement of standards

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The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

Outcome 1

Create a lighting design for a performance

Knowledge and/or Skills

- ◆ Lighting indications
- ◆ Developmental notes
- ◆ Production meetings
- ◆ Artistic interpretation
- ◆ Basic principles
- ◆ The design process

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can, with reference to a given text/script:

- ◆ interpret the lighting indications in the text
- ◆ produce developmental notes of the design process — pre-rehearsal, rehearsal and performance
- ◆ produce evidence of the set design (plans and/or models and/or sketches)
- ◆ attend and contribute to production meetings
- ◆ create and explain artistic ideas, problems and solutions
- ◆ integrate the artistic vision of the director (and set designer) into their design
- ◆ provide evidence by notes, images and explanation of their design ideas
- ◆ provide a scene breakdown
- ◆ provide evidence by notes, images and explanation an understanding of the basic principles of stage lighting design — illumination, atmosphere, mood, time, place, focus, style and sculptural
- ◆ provide a stage lighting (LX) copy of the script with draft cues marked up and numbered

Assessment Guidelines

This Outcome could be assessed in conjunction with Outcomes 2 and 3.

Documentary evidence (developmental notes, set designs, etc) may be presented in a portfolio. Practical performance evidence may be recorded by tutor observation checklist, supported by feedback from other team members.

Higher National Unit specification: statement of standards (cont)

Unit title: Technical Theatre: Lighting Design for Performance

Outcome 2

Create a lighting plan and supporting documentation

Knowledge and/or Skills

- ◆ Lighting plan
- ◆ Focus notes
- ◆ Patch list
- ◆ Colour call
- ◆ Stencils
- ◆ Scale
- ◆ Lantern types
- ◆ Lantern properties
- ◆ Lantern accessories
- ◆ Basic power loading

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ draw up a lighting plan in 1:25 or 1:50 scale (as appropriate) based on the evidence amassed in Outcome 1. The plan will include type, position, circuit, channel, colour medium and focus of each lantern. The plan will contain a minimum of twelve lanterns and must include at least three of the five basic lantern types — Fresnel, Profile, Flood, Pebble Convex (PC), Par Cans.
- ◆ use lighting stencils appropriately.
- ◆ produce focus notes as dictated by the plan.
- ◆ produce a patch list as dictated by the plan.
- ◆ produce a colour call with the make, numbers and quantity of the colours required as dictated by the focus notes.

Assessment Guidelines

Although this Outcome could be assessed in conjunction with Outcomes 1 and 3, it is recommended that candidates complete Outcome 2, and feedback given, before the candidate proceeds to Outcome 3.

Documentary evidence (lighting plan, focus notes, etc) may be presented in a portfolio. Practical performance evidence may be recorded by tutor observation checklist.

Outcome 3

Realise the lighting design intentions for a production

Knowledge and/or Skills

- ◆ Team management skills
- ◆ Rigging

Higher National Unit specification: statement of standards (cont)

Unit title: Technical Theatre: Lighting Design for Performance

- ◆ Focusing
- ◆ Plotting
- ◆ Performance
- ◆ Lanterns
- ◆ Lantern accessories
- ◆ Lantern properties
- ◆ Health and Safety procedures

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

- ◆ co-ordinate the lighting team to rig and focus the lanterns as dictated by the plan and focus notes
- ◆ meet deadlines
- ◆ give clear instructions to relevant personnel during rigging
- ◆ give clear instructions to relevant personnel during focussing
- ◆ plot circuits and levels for each lighting state
- ◆ record required changes to the lighting rig
- ◆ mark up the lighting script with the cues
- ◆ ensure the cues are recorded and backed up (written/digital as appropriate)
- ◆ consult with the Director, Set Designer and Stage Manager throughout
- ◆ lead team through the technical and dress rehearsals
- ◆ make, and record, any changes to the design, rig or lighting states where appropriate
- ◆ apply appropriate health and safety procedures throughout
- ◆ evaluate the entire process and performance

Assessment Guidelines

Assessment for this Outcome is, in part, by observation and evidence could be recorded on a checklist. However this Outcome can also be assessed in conjunction with Outcomes 1 and 2 in terms of the documentation provided and the evaluation. It is recommended that the evaluation could be a maximum of 1,000 words (or equivalent) and be in discussion with the tutor.

Administrative Information

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| Unit code: | F38A 35 |
| Unit title: | Technical Theatre: Lighting Design for Performance |
| Superclass category: | LE |
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History of changes:

| Version | Description of change | Date |
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Higher National Unit specification: support notes

Unit title: Technical Theatre: Lighting Design for Performance

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 80 hours.

Guidance on the content and context for this Unit

This Unit is designed to provide candidates with an understanding of the principles and processes of undertaking a lighting design for performance. It will enable candidates to gain an understanding of the principles of interpreting a text, undertaking research, creating a lighting plan, leading a team to rig and focus a lighting rig and to create lighting states and plot these and their cues.

Outcome 1 looks at the use of stage lighting. This will include illumination, mood, atmosphere, time, place, focus, style, sculptural and fluidity. Candidates should be able to interpret text and work sympathetically with the director's and designer's artistic vision.

Outcome 2 looks at the properties of stage lanterns and their suitability for different lighting effects. Candidates should draw up a lighting plan using set plans, stencils, pens and pencils and scale. Candidates should gain an understanding of basic power loading. Throughout Outcomes 1 and 2 candidates should demonstrate the uses of colour in performance lighting.

Outcome 3 provides candidates with the opportunity to realise the work produced in Outcomes 1 and 2 in the form of a practical assessment. Candidates should organise the equipment properly and lead their team in rigging and focusing effectively. Candidates should be encouraged to work to deadlines and be able to recognise problems and to devise solutions to them.

Guidance on the delivery and assessment of this Unit

This Unit is an optional Unit in the HNC Technical Theatre Group Award. It is primarily intended to provide candidates with the necessary skills to create and implement lighting designs in stage performances. It could be delivered in conjunction with the Stage Lighting: Rigging, Focusing and Operation Unit.

Although all three Outcomes can be assessed together, there is an element of continuous assessment via observation by the tutor. On the completion of Outcomes 1 and 2 a formal assessment is required which may require the candidate to review and change part of their work before proceeding to Outcome 3.

It is suggested the structure of the delivery be 25% lectures, 25% tutorials and 50% research/project. After the initial period of lectures to underpin basic principles, candidates should undertake a research assignment. This will allow them to demonstrate their ability to interpret a text, and undertake research to come up with imagery and references to support their interpretation. The documentation for this could take the form of a portfolio which could provide the evidence for a formal assessment. A second assignment could be to produce a lighting plan for a given space based on the candidate's research project. This plan should include focus notes and these could provide the evidence for a second formal assessment.

Higher National Unit specification: support notes (cont)

Unit title: Technical Theatre: Lighting Design for Performance

The assessment for Outcome 3 is primarily based on observation and for Outcomes 2 and 3 primarily on a portfolio of documentation. However, it is recommended that an element of evaluation is included in the assessment for all three Outcomes.

Opportunities for developing Core Skills

There are opportunities to develop the Core Skills of *Communication (Written and Oral)*, *Problem Solving*, *Working with Others*, and to a lesser extent *IT* and *Numeracy*, in this Unit although there is no automatic certification of Core Skills or Core Skills components.

Communication (Oral) and *Working with Others* could be developed by candidates participating in production meetings, leading rigging and focussing teams and attending rehearsals.

If candidates deal with scale drawings, cue sheets, patch lists, lighting plans and colour calls they will have opportunities to develop the Core Skill of *Numeracy*.

The Core Skill of *Problem Solving* can be developed throughout Outcomes 1 and 2 where candidates have to find solutions to reconcile the artistic aspirations and requirements with the equipment and space available.

IT and *Communication (Written)* can be developed by the production of the candidate's research assignment and evaluation. These could be produced by word processing and may include electronically produced images. If the evaluation submission is well structured, logical, clear and properly referenced this could contribute towards the component *Written Communication* at SCQF level 6.

Open learning

This Unit could not easily be delivered by open learning due to the practical and observational nature of much of the assessments; therefore opportunities for distance learning are extremely limited. Centres may, however, find it possible to develop solutions, provided all Unit and verification requirements are met in full. Technological advances may make the possibility of such creative solutions more widespread in the future.

Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* (www.sqa.org.uk).

General information for candidates

Unit title: Technical Theatre: Lighting Design for Performance

This Unit is designed to give you the knowledge and skills required to undertake the role of Lighting Designer for a stage performance.

You will:

- ◆ learn about the principles and processes of creating a lighting design for a stage performance
- ◆ undertake a research project demonstrating how to interpret a text in relationship to the design of performance lighting
- ◆ attend rehearsals of a particular performance
- ◆ draw up a lighting plan for the performance

In Outcomes 1 and 2 you will create a lighting design and lighting plan for a stage performance.

Outcome 3 involves a practical task in which you will manage a team to rig and focus the lanterns and their accessories as indicated in your plan. You will then plot the lighting for the show during lighting sessions and/or during the technical rehearsal and put all the cues into the script. You will then attend the dress rehearsals and make any adjustments to the lighting that might be required. Finally you will supervise the operation of the lighting at live performances.

On completion of the Unit you will have gained experience of undertaking a lighting design for performance from beginning to end. You will understand where the Lighting Department fits with all the other elements that go to make a live performance. You will also have gained experience of team working.

This is a practical Unit and much of the assessment is by tutor observation. You will also be required to undertake an evaluation of your work and learning whilst completing the Unit.