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ENT499 Culmination Project Fall 2021

Culmination Reflection

For the duration of my time in school one of the biggest things that could've happened to me was changing departments. As Entertainment Technology wasn't my original choice it was radiologic technology. This information is important because 3 years later I would be working on my culmination project for the entertainment technology department. The project that I chose to do was and lighting and stage design for the Greek tragedy Medea.

Why the Greek play Medea and why not any other Greek plays such as Oedipus. One of the reasons that I chose this play was because of an Anime Fate/Stay Night which featured a character named Medea and I Found her backstory interesting as well as having an interest in Greek mythology due to outside influences like the video game God of War.

During this semester one of the big tasks that I had to do for this culmination project was the size in which it takes for me to complete all the necessary materials to present. As this project takes 2 forms of aspect such as scenery as well as lighting. One of the major issues that I had to overcome was how to layout my scheduling as Scenery design as well as Lighting design takes some time to complete as a lot of it requires research and drafting. Not only that but this project served as a way for me to find out what do I want to focus on once I graduate whether it be to focus on lighting or to focus on stage design? That was one of the main questions I wanted to find the answer for. Not only that but I also wanted to take on a challenge that would have me questioning my decisions when creating a set piece or a lighting plot. When it came down to the lighting aspect an objective that I needed to complete by the end of this semester was how to talk/think as a lighting designer. As the lighting portion had me training my skills that I learned

from lighting design class. This portion of the project had me training and honing my skills such as knowing how to calculate photometrics or the candela of the lights that I was thinking of using. Scenic design helped me improve as a set designer as it had me figuring out how would I want to construct a set. As well as designing a set that would suit the venue for which in this case was Vorhees theater. There were many challenges such as scheduling as in the first month of the semester, I was busy with my internship which took a lot of time away from this project. I was able to overcome this issue by mapping out the important jobs that needed to be complete before I moved to the next phase. I was able to do this by designing the set first as without the set I can't move onto the next phase which was lighting. But once I completed that stage it was smooth sailing as the feedback that I got from my technical advisor helped me know in which direction I should approach my lighting portion.

In conclusion this project took two parts of entertainment such as lighting and scenery and helped me figure out what is it that I want to focus on once I graduate from school. This project allowed me to train my skills in lighting design as well as in scenery design. It took various elements of lighting and helped me gain a much wider view of how to approach designing a lighting plot in which will be beneficial to me as I want to focus on lighting once I graduate. As in terms of set design it also helped gain a much better view of what it means to be a set designer as well as what skills I should focus on for future reference. Overall, this culmination project helped me figure out what is it that I need to improve on when it comes down to both lighting and stage design. It gives me a sense that my career in the entertainment industry has just started and that I can gain more knowledge for the years to come and that this project was one of many steppingstones for me and that I have the necessary skills to make it in this line of work.