

Project name:

Big Sweater-Blush Tour

In my time at City Tech, learning lighting has not only shown me the technical side of the field but has also shown me the creative side of it as well. This has inclined me to pursue this creative side and become a lighting designer. Because of this, I have decided to do a theoretical lighting design for the band Big Sweater for my culminating project. Although this project is theoretical, I will treat this project as if it were real and take the steps that are essential when creating a lighting design.

Over the summer, I had the opportunity to intern and now currently work as an electrician for The Public Theater. During my time there, I was fortunate enough to explore the space and decided that Joe's Pub was the ideal location for my lighting design.

The first step to this project is to set up an interview and discuss with the band about lighting for their show. The reason for this discussion is to obtain as much information and requests from the band in order to help me develop a concept and a set of ideas for my lighting design. With a concrete concept and a set of ideas, I can then search the market and look for fixtures that will suit my lighting design. Once I have decided on what fixtures to use, I can begin to explore the different looks and cues for the show by creating perspective drawings by hand. This will allow me to get creative and decide what kind of looks in terms of; lighting positioning, beam angles and colors that I want for the show. After that is established, I will develop a light plot and section view using the drafting software Vectorworks. This will show where the lights are placed in the venue. Other paperwork such as a channel hookup will be created to help through the process of programming light cues. To program the cues, I will be using the grandMA2 software in conjunction with the grandMA3D visualizer software to demonstrate the show.

By following these steps, I anticipate to provide these deliverables by the end of this project:

- **Light plot** (demonstrating where light fixtures are located in the venue)
- **Section view** (will provide information about the height of the grid and any scenery elements that are on stage)
- **Shop Order** (demonstrating equipment being used for the design)
- **Magic sheets** (a document that shows where specific groups of fixtures are in the venue, helps when focusing lights)
- **Perspective drawings** (hand-drafted drawings that show different lighting positions, beam angles and color for cues)
- **Channel hookup** (a document showing how all the fixtures are patched, helpful for programming the lights on the grandMA2 software)
- **3D Visualizer** using the grandMA3D visual software to show the light design.

To keep track of my progress in completing the project, I will have a personal calendar that will be used as a guideline to help me manage time and achieve certain milestones like for example; completing the deliverables as mentioned above. Besides having a personal calendar, I will also provide a theoretical production calendar for my lighting design that will demonstrate the process of the project if it were reality. The reason for this is to keep in mind that although this design is theoretical, it is my intention to treat it as if it were actually happening. The difference with this production calendar is that it will show actual deadlines and events that occur in a production (eg.load in and load out, tech rehearsal, opening night and strike).

To conclude, in terms of budgeting for this project, I am fortunate to have the available resources on campus that will help me to complete this project without having to spend a dime. However, for the purpose of treating this project as if it were real, it is important to show the cost of the equipment that will be used for my design in a budget list.