



Theoretical Lighting Design for Big Sweater - BLUSH tour

Lighting Designer: Miriam Mejia

Department of Entertainment Technology

My Project

I did a theoretical lighting design for the band Big Sweater at Joe's Pub. I chose Joe's Pub because I interned and currently work as an electrician at the Public Theater.

Methods

1. Set up a meeting with the band to discuss lighting
2. Develop a concept and ideas for the design
3. Research the market for lighting fixtures that fit the concept/ideas
4. Explore the outlook of the set through creative graphics and perspective drawings
5. Paperwork
6. Program cues and 3D Visualizer

Programs Used

- Vectorworks 2019
- Lightwright 6
- grandMA2 software
- grandMA3D Visualizer

The Band: BIG SWEATER



The Venue: Joe's Pub



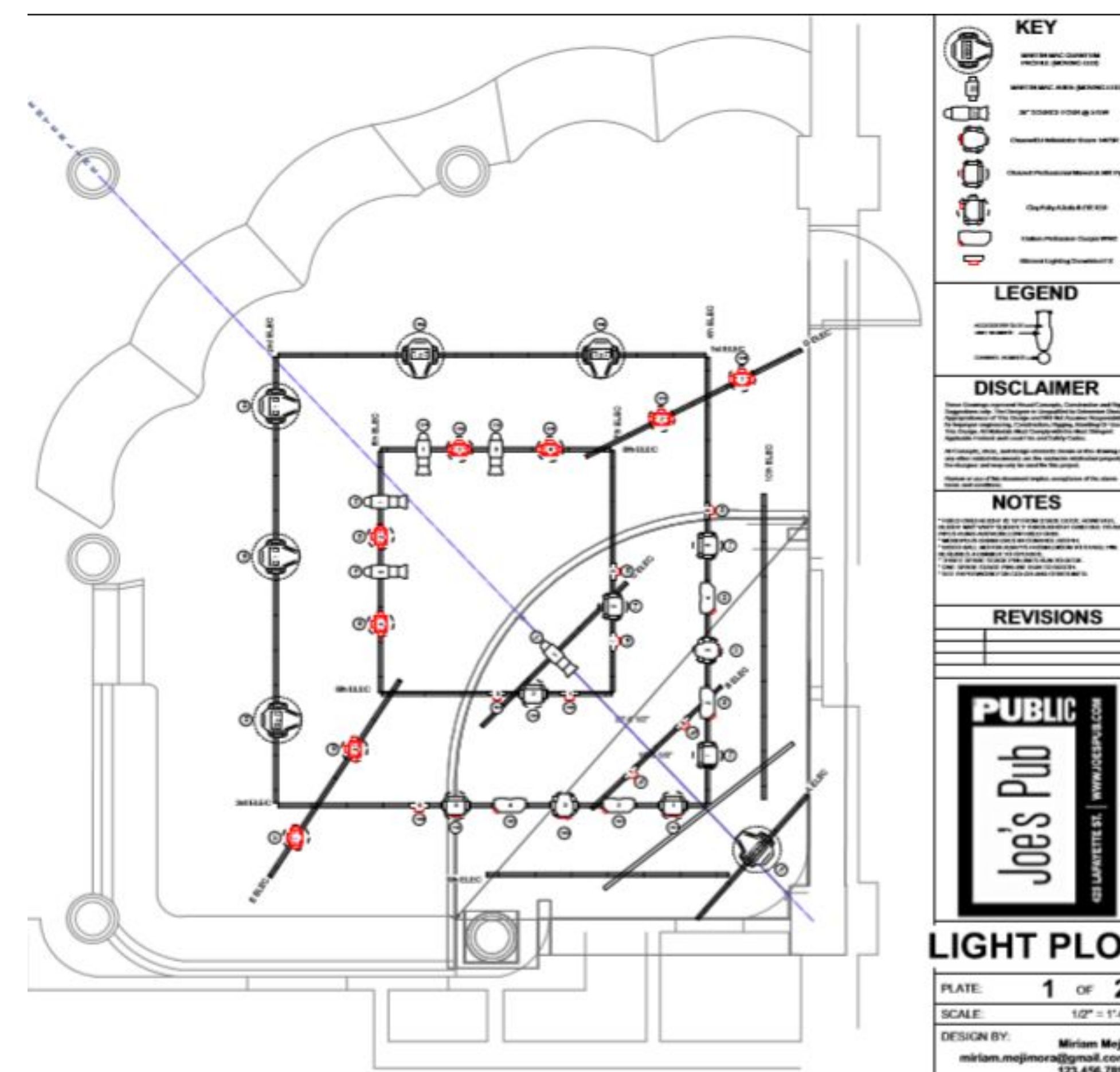
Challenges

- managing time for the project while taking 5 other classes
- reteach myself how to hand draft in 3D perspective
- remember how to program cues and 3D visualizer

Conclusion

By the end this project I hope to successfully design lights for a band in a medium size venue and bring my envision to light through the different kinds of fixtures, beam angles and color palettes.

Light Plot



GrandMA3D Visualizer



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