



E-Sports Tournament

Roosevelt Rozon – Light Board Operator and Programmer

Department of Entertainment Technology

Introduction

The E-Sports tournament was an event produced in collaboration with the e-sports club . As programmer and light board operator, it was my duty to patch and program the lights into the console as well as run the show. The project will make use of the programs Lightwright, for instrument, color schedules, channel hookups, and GrandMA 3D for a visualization for the lighting looks of the tournament

Skills included

1. Time Management
2. Working and collaborating as a team
3. Patching a console
4. Programming lights

The Process

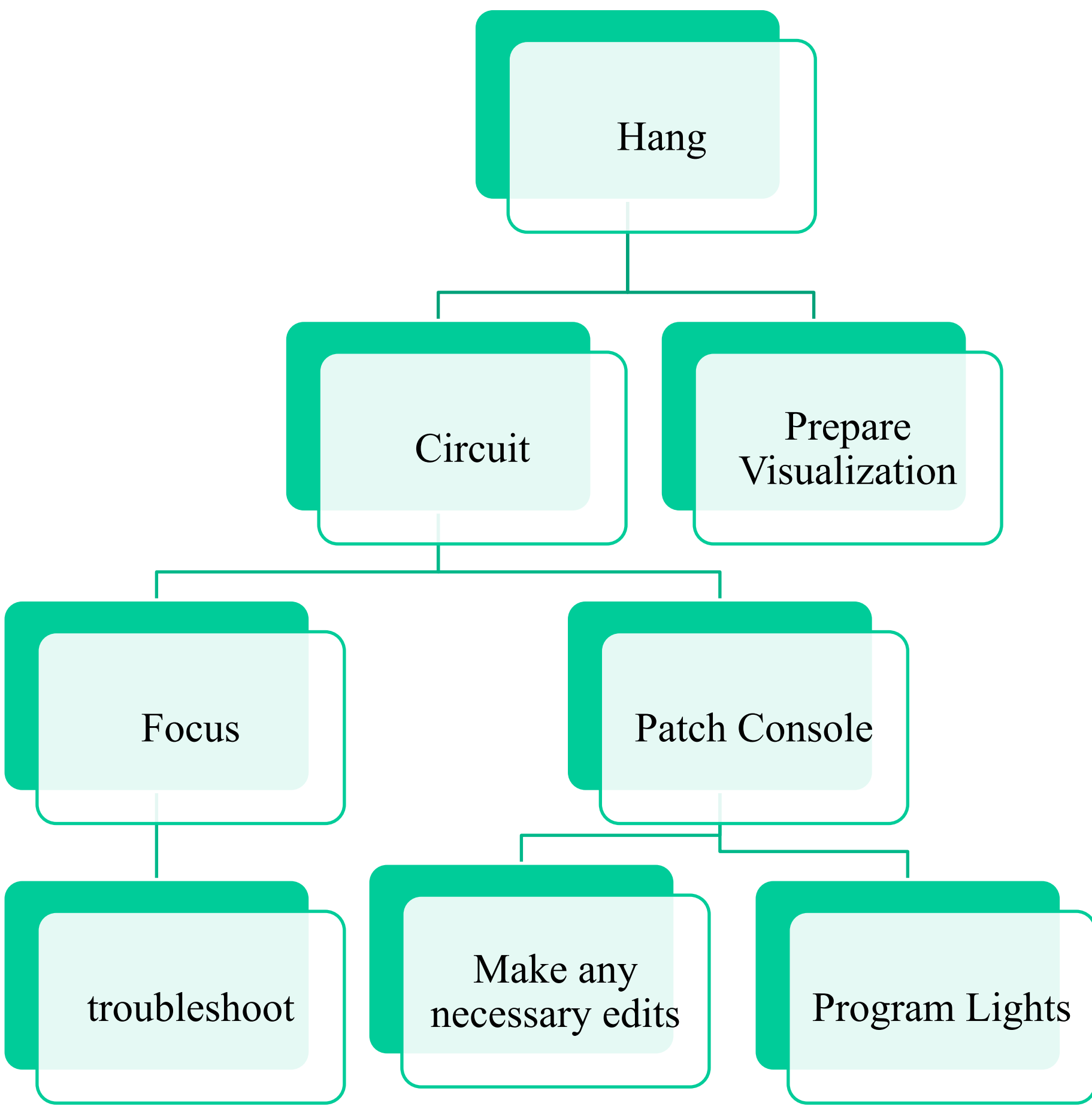
The processes in setting up the show was interesting as the whole crew involved is under a time constraint as there were changes made to what we were going to use/what was going to be played. The schedule for teching the show was also hindered by spring break ending very close to the show date and taking away time from being able to work on it.

Obstacles

1. Recording of show does not exist anymore as
2. Time constraints and not being able to work with much time in the theater to program looks of the show

Methods examples:

Diagram :Work Break Down Structure chart



Method Example:

1. Patching on GrandMA2/Ion Console
2. GrandMA 3D visualization
 1. An alternate way to show off the looks of the show without the use of photos
3. Lightwright
 1. Using documents generated from program in order to patch and program the show

Results

The show was a success, everything ran smoothly. The looks of the show were executed as intended and all other aspects of the show other than the recording of the tournament worked and the audience enjoyed the tournament.

Conclusion

Working the E-Sports tournament gave a platform to apply skills learned throughout the requirements of the Entertainment Technology courses. It was a positive experience patching a show for the first time into two different consoles and having to program looks under a short schedule. Working closely with the lighting designer, it was a smooth process in getting this process done and ensuring our part of the work in putting on this tournament was a success.



Acknowledgements

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