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Going into my senior year and into the last lap of my degree in city tech i didn't know what i wanted to do. At first I wanted to do a game show in the Vorhees theater, this was before I knew that we had to schedule that in advance. Then it came to me the city tech esports tournament needed a lighting designer. I was excited at first because it was something different in the sense that it wasn't a music concert or a scripted event like a play. Since as long as i remember i've always been into gaming its my biggest hobby so it seemed perfect for me to work on the lighting for a tournament in gaming.

My research process was a very fun process where i watched a bunch of tournaments and looked into the lighting of every tournament to see what they had in common and what they didn't have in common. I also paid attention to the colors in relation to the games and what colors really blended well with the players and the ambiance that was trying to be set. In my research I noticed that most if not all tournaments were very dim and mostly dark with the light only shining on the players to not divert the attention into anything different. For my design I wanted to go a different route. Instead of just lighting the players I wanted to light up the stage as well and give the stage audience a feel as though they were playing the game with them.

To do this i placed lights above the audience that shined down on them in an even number so that they were lit evenly. I made sure to give my players front light and side light as well as backlight. It also had to take into consideration the commentators and where they were sitting in relations to the players as well as where any video cameras were going to be. During my design process I spent most of my time in the lighting lab and in the theater trying to figure out where I could place lights and what looked better in what scenarios. This process was long and took about a month to figure out exactly where I preferred everything to be with a whole lot of edits in between.

Unfortunately as soon as I was done with the final draft of my design that's when the pandemic hit. This created a number of issues that had to be overcome, but more on that later. Since the project had to be moved into at home it became purely theoretical. Meaning that it had to be a pure paperwork project. I had to come up with a new proposal for my advisor to better explain what I wanted to display at the end of this.

The first step was to continue my design meaning that i had to think of a color scheme that I wanted for the design. Color theory was my favorite part of this design because although it was theoretical i got to play with different colors and even ended up using water paint for my rendering. In order to decide what colors i wanted to use i examined each and every game that was going to be played in the tournament. At the end I thought of every game's colors and which ones stood out as the signature colors. For example I wanted to use the colors for the dragon ball as well as the fire colors for

Tekken. In the end I decided I wanted to make a circle of color around the players that entrapped the audience. I thought that this would give them a dynamic feeling and make them feel closer to the game. I used water paint to render these colors on paper since i had no access to any 3D software on my laptop.

Finally it came to the paperwork section, i created a cue list with 27 cues that included transitions between games for the show. I created a grocery list to show what would be on stage. I also created an instrument schedule and a channel hookup as well. It then became time to present and put all my pieces together and they fit perfectly and i could not have asked for a better presentation.

Of Course no project could come without challenges. My first big challenge was being sick for a month, I suffered from Covid-19 and the stomach flu as well as anxiety. I was also in the hospital twice the first time being the emergency room. This created a hindrance on my work output because I was so fatigued that I could barely do anything let alone school work. I also had to balance 5 other classes on top of working on the culmination which created a lot of stress for me. Another challenge was not being able to create the 3D online model i originally wanted to create because my computer was unable to run the software.

The goal was to create something that I felt accomplished making and something I could be proud of. In the end I feel like I made a project that I was happy with and something that I could look back on and be happy with. I learned how to use vectorworks and not just how and where to place lights. I learned how to manage all my work as well as the stress that comes with having a lot of work. I created a finished product that I could look back on and be really happy with. I am grateful for the opportunity to take part in the culmination project and to even have finished.