

## Light Designing

## Light Qualities

- Intensity
  - A. Mood
  - B. Atmosphere of a Scene.
- Distribution
  - A. Direction
  - B. Quality

- Color

- A. Mood
- B. realistic ways to convey time of day or effects required in the productions.

- Movement

- A. Focusing the audience to the action.

## Job Titles

### Lighting Designer (*L.D.*)

have a firm grasp on the theories of light, optics, and color, as well as a fair degree of artistic vision. The lighting designer has to use lighting to reinforce the moods of the play, as established by the work being performed as well as the production staff.

### Master Electrician (*M.E.*)

hang, patch and focus the lights as describe in the lighting plot provided by the lighting designer.

### Light Crew

Works with the Master Electrician

## Light Figures

- Lights are called Instruments

### Parabolic Reflector Cans



## Fresnel Spotlights



## Fresnel Spotlights

Fresnel spotlights (pronounced **freh-nell**) produce a soft-edged beam that is well-suited to washes and specials. Fresnels consist of an incandescent lamp, a mirrored parabolic reflector, and a round fresnel lens.

It is this lens that lends the instrument both its name and its characteristic of having a soft focus. Fresnel spotlights come in a few sizes, the most common of which are three, six and eight inch.

## Ellipsoidal Reflector Spotlights



## Ellipsoidal Reflector Spotlights

Ellipsoidal reflector spotlights (often called ERSs, or *Lekos*, after a company's ellipsoidal instrument) are among the most complex non-automated lights found in a theatrical lighting setup. Ellipsoidals consist of an incandescent lamp, an elliptical reflector, and one or two plano-convex lenses.

There are many types of ellipsoidal instruments, but they all share the common trait of producing a sharp beam that can be focused and shaped. Most employ four shutters that allow the spill of light to be controlled. Ellipsoidals typically have provisions for color frames and *gobo* projection. Typical uses of ellipsoidals are: acting area lighting, specials, back or side lighting, and pattern projection