**Purposes of Lighting – TEACHER NOTES**

|  |
| --- |
| **1 – To control what you can and cannot see. Make things visible. Place the focus in the areas that are most important to furthering the plot or emphasizing certain moments.**    **2 – To create the environment in which the action happens.**  Ask your self the question; what is the environment that the story is happening in? What does it look like? Create the environment in which a mood or emotion exists. Do not focus on showing the emotion itself.  **3 – To control the style in which you are designing the production.** Is it supposed to be realistic? When can it be theatrical? What is the intent of the scene you are lighting?  **4 – To support what the piece is about in the chosen style.** What is the piece about? Is it a piece in which the author has hidden meanings that you are trying to get across? Every show is about something, and you must know what it is and support it. |

|  |
| --- |
| **Always consider these things when designing lights for a scene or show:**  1 – **Intensity** – The actual amount of light coming out of the unit. In simpler terms, how bright and dim can you get it?    2 – **Color –** From heavy saturation to delicate tints. The difference really matters. Color is the strongest visual element to the light    3 – **Direction** – Where the light comes from (sometimes even more important is where the shadow goes). In our sunset the light had to come from a particular direction. If a light is coming from the table lamp, shouldn’t the highlight be on the side of the face nearest the table lamp?    4 – **Shape** – What shape is the light - circle, square, broken line? Sometimes the shape helps keep light off of things that you don’t want lit.    5 – **Sharpness** – Whether the light is in a sharp focus or a soft focus. More importantly, is the shadow crisp or is it fuzzy? |