**Rockapalooza Lighting Design Project**

**Welcome to the team, Lighting Designer! As your Producer, I am happy to have you working with us on this project.**

**PART 1 (Due \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_):**

**We just had a meeting with our directors, and here is what they want:**

* **13 lighting areas in total: five in the front, and two rows of four in the back**
* **Shin-height and mid-height side lights**
* **BRIGHT colors!**
* **Find a way to light the trusses on stage**
* **Two moving lights**

**Your task is to design a light plot that meets these requirements. You all have a concept for the show that will help you with this design. Use that concept along with this information to help you make decisions about your plot.**

**Here is your designer’s checklist, or what you will actually be graded on:**

* **A Key and Scale**
* **Scaled placement of lights with any additions like barn doors drawn in**
* **A legend, which includes the unit number, channel, and gel color, and individually labeled lights**
* **Labeled electrics**
* **Soft goods marked out (make sure we know where the curtains and cyclorama will be)**
* **Precise, NEAT drawing and writing**

**75 Points – Each task is worth 12 points**

**PART 2 (Due \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_):**

**Your Master Electrician has requested:**

* **An Instrument Schedule**
* **A Channel Hookup**

**This paperwork will help your show run smoothly and be the best it can be.**

**50 Points – Each piece of paperwork is worth 25 points**

**PART 3 (Due\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_):**

**You will pitch your plot to the producer and fellow designers. Here is what we expect to see:**

* **Slides with your inspiration photos, emailed to the producer BY \_\_\_\_\_\_\_\_ AT MIDNIGHT**
* **Your light plot (completed in Part 1)**
* **Your paperwork (completed in Part 2)**
* **A brief explanation of your concept, how it is realized in your plot, and what you learned about being a lighting designer from this project**

**25 Points**

**Good luck, Designer!**