# NOTE – Online adjustments to the lesson plans are notated in green below.

All references to plans, including additional ones for referencing, can be found at [https://1drv.ms/u/s!Aq4L3hG55Mj9guIAxrPmNJEC-9WQTw?e=axAAoa](https://1drv.ms/u/s%21Aq4L3hG55Mj9guIAxrPmNJEC-9WQTw?e=axAAoa)

# Summary of Lesson Plan for Lighting Design Module, from week beginning 22nd March 2020

## Week 1 – 19/3/2020

LESSON 1 – Characteristics, principles and modelling qualities of light

Visit to the Auckland Museum or Art Gallery to see how light is used, both artificially and naturalistically. Students explore and examine the pieces on display and critically assess them as a group in terms of how their form is influenced by light and colour. Context, cultural and historical perspectives of the artwork and artist/exhibit should also be explored to develop understanding of the story behind the piece.

Light specific examples to explore include

* sunlight on a sculpture or building. Ref: design of the galleries structures and architecture

Ref: Frank Gehry, Henry Moore, Alberto Giacometti)

* 12v or LED light on painting
* Combinations of light angles on an artwork
* Stylistic use of light in art, such as chiaroscuro. Ref: Da Vinci, Rembrandt, Caravaggio, Van Gogh

They are then assigned to search for 2 works each (their choice) to report on, document and present back to the group.

Questions to ask include:

* How could the work be changed merely through adjusting the light medium?
* What does the angle of the key light achieve in contributing to the final image? What would adjusting this angle achieve?
* How is colour used, and how could it be manipulated?
* Describe the presence and effect of any shadows in the work?

### Homework Assignment 1

1. Observe and comment on at least **5 different** examples of light occurring in Nature, Art, Film (Cinema) and Television. This is a chance to branch out into new areas of art and nature to experience what these have to offer. Try to find examples that interest you personally, rather than every-day scenarios. At least one of your examples needs to include architectural elements, and another having colour as a focus.
2. Pick one of your examples and draw up a lighting plan as if you were to replicate the light source in a black box theatre. Include all the information required for someone else to rig, focus and plot the state. This will need to include instruments on a plan with their appropriate information (i.e. key, colour, channel number, rigging height etc.), focus notes, estimates of intensities and any other relevant information.
3. In preparation for the next session, think about colour and the use of coloured light to enhance a performance, tell a story or create a mood. Bring some examples of colour that you’d like to explore, and the context in which they may be used.