

## Lighting Design Challenge

*In this challenge you will demonstrate the four functions of lighting design by using a flashlight (or two) to illuminate a figurine.*

1. First, check out the FOUR FUNCTIONS OF LIGHTING DESIGN and their EXAMPLES (next page). *You'll need to understand these goals to complete this challenge.*
2. Using a flashlight (or two), play around with demonstrating each function by shining the light on or around a small figurine (a Lego person or something similar would work well). You may also find it helpful to place your figurine in a shoebox or something similar so that the light has something to bounce off.
  - a. **Visibility:** Use your flashlight(s) to illuminate the "stage." Make sure that your audience can see your "actor" and their facial expressions.
  - b. **Selective Focus:** use your flashlight(s) to direct the audience's attention to a specific figure or portion of the stage. This may be on or away from your figurine.
  - c. **Modeling:** explore shining your flashlight(s) on the figurine from different angles or directions (behind, from the side, etc.) and take note of how the highlights and shadows change. What do these different changes make you think of?
  - d. **Mood:** use your flashlight(s) to set an emotional tone. This may include varying the intensity of your light through some kind of filter. Color can do a lot to set the mood, so you may want to experiment with ways to change the color of your light (hint: try creating your own color filter for the light to shine through using colored wax paper or the transparent colored plastic of a school folder.) What kinds of moods can you create for your figurine?
3. When you feel that you have a good grasp on how to demonstrate each of these four functions, shoot a short video of yourself showing them to us. Make sure that with each function you demonstrate you tell us what it is and what you're doing to make it happen. For example, *"I'm using this blue-tinged "gel" on my overhead light to create a soft, romantic mood, while my other flashlight shining from an angle represents the streetlamp shining in from the window."*
4. Upload to share! Upload your video via the ACT Spotlight page by Thursday at 3pm for it to be shared on The Intermission Show.

## THE FOUR FUNCTIONS OF LIGHTING DESIGN and their EXAMPLES

Lighting Design for theatre plays a very important role in the overall look, feel, and success of a production. The lighting designer works closely with the director and other designers to create a look (or looks) that are both functional and artistically compatible with the other elements of the show. The lighting of a show serves four important functions:

1. **Visibility.** This is the primary function of stage lighting: to make sure the audience can see the part(s) of the stage that the director and/or the lighting designer want them to see, as well as being able to see the actors and their facial expressions.
2. **Selective Focus.** This is where the lighting "forces" the audience to look where it is desired for them to look. An intense light onstage draws the eye, and a low intensity light invites the eye to look elsewhere. Changes in lighting intensity can also draw focus.
3. **Modeling.** Modeling is the use of light to create a realistic or intentionally non-realistic (abstract) view of the world of the play. This is done by strategically placing lights above, below, to the side, in front and behind the actors. Through the placement of the lights, the designer can create different types of highlights and shadows on the actors, props and set pieces.
4. **Mood.** The designer can use light to set the emotional tone of the moment onstage. This can be done through color, softness or starkness of light, or brightness and dimness of light, and angle of the light.

**See below for examples of each of these four functions onstage.**

## VISIBILITY

The lighting design shown in these two photo allows the audience to clearly see the set and the actors



## SELECTIVE FOCUS

The lighting design in these show moments direct the audience where to look





## MODELING

The angles and placement of the light play an important role in determining whether the lighting design looks more realistic or non-realistic (abstract). Here are some examples of modeling using light:



## MODELING TO CREATE A REALISTIC DESIGN



MODELING TO CREATE AN ABSTRACT DESIGN





## MOOD

Color, intensity, and starkness of light can all help to set the emotional tone of the scene





