Designing theatrical productions requires a great amount of time. If you are asked to design a departmental production you must be prepared to devote a great amount of time toward research, collaboration, designing, as well as fabrication and installation. While it is impossible to gauge in advance how much time any particular production will take, you should expect that the production, after class attendance and homework, will take a lead priority in your schedule.

NYU-TSOA-UG DRAMA – Production & Design Studio

REQUIREMENTS OF THE LIGHTING DESIGNER

The Lighting Designer is expected to attend design/production meetings as required throughout the design/hang period of the production. Equally important, the Lighting Designer is expected to regularly attend rehearsals and continue the design communication throughout the process. As a designer you will be called upon to help guide the educational experience of associate and assistant designers assigned to this project.

When designs are due, the following is expected:

- Full lighting equipment lists and a light plot drawn to 1/2" = 1'-0" scale from Scenic Design and theatre drawings provided by NYU-TSOA Drama. (If necessary 3/8" = 1'-0" scale is acceptable.) Lighting Plot is to be coordinated with sound and projection plots.
- Detailed color, hook-up plots and instrument schedule including all information required for the realization of the design.
- Detailed specifications of any special lighting effects.
- A design presentation to acting company as well as to the production department and area staff.

During the Installation and Tech/Dress period:

- Throughout the hang period the designer MUST be available for consultation.
- The Lighting Designer is expected to oversee focusing of the lighting equipment.
- The Lighting Designer is responsible for the setting of light cues.
- The Lighting Designer is expected to attend all of the Technical and Dress Rehearsals.

Projects may have a stated “preview” period where audience members will be in attendance – typically the first two or three performances. Designers will be responsible to resolve ideas that surface or need to be implemented during this period.

Post-Show:

- After closing you can expect to help with the following:
- Assist with strike – sort speciality items obtained for the production
- Assist with returns to rental house(s)

NOTE: Sometimes it becomes apparent that designed items defy these requirements and/or information follows the "trickle down theory", in these cases communication between the designer and the shops is even more critical. Please make every effort to discuss your design with the shop before and during the process for the best results.