

7/1/03

MASTER SYLLABI
MINNESOTA SCHOOL OF BUSINESS
GLOBE COLLEGE
TECHNICAL COURSE SYLLABUS

COURSE NUMBER:	VD135	COURSE TITLE:	LIGHTING, SCENE AND SET DESIGN
COURSE LENGTH:	12 WEEKS	CREDIT HOURS:	3
PREREQUISITES:	NONE	CONTACT HOURS:	50 (10 LECTURE/40 LAB)

TEXT: DYNAMIC LIGHT AND SHADE, Burne Hogarth, Watson-Guption Publications

LIGHTING FOR VIDEO, Gerald Millerson, Focal Press

COURSE DESCRIPTION: An introduction to the artistic representation of light and shadow and the application of those concepts to various forms of animation. The student will be able to create lighting effects from invented light sources and utilize the lighting features of computer animation software for use in storyboards, 2D and 3D animation.

Additionally, the course explores the creation of scenes and sets from the perspective of a motion picture production designer or film art director, with an emphasis on lighting design and creating a unified "look".

OBJECTIVES: Upon completion of this course, the student will be able to create:

1. Identify silhouettes, minimal light, highlights and edge light as they relate to form in space.
2. Utilize the five categories of light, including single-source, double-source, diffused, sculptural and moonlight.
3. Identify the use of special lighting effects as they relate to surfaces and environment, such as spatial light, textural light, transparent light and radiant light.
4. Demonstrate the selection and use of effective lighting angles and balance.
5. Apply techniques used for lighting people and groups of people.
6. Demonstrate the creation and control of effective shadows.
7. Design scenes and settings for digital animation with consideration given to color, form, lighting, texture and contrasts.
8. Create lighting effects that draw the viewer's eye into the center of interest, and contribute to the visual pathways in a scene.
9. Place lighting effects in a multi-action scene that allow for moving camera and staging techniques.
10. Use light to suggest atmosphere, time of day, mood and interior and exterior locations.

COURSE OUTLINE:

	Topic/s & Class Activities	Required Reading
Unit #1	Figure and ground The silhouettes as form in space Reverse silhouettes Silhouettes and planes Highlights and form Edge light	Dynamic Light and Shade Pages 10-25

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	Topic/s & Class Activities	Required Reading
Unit #2	Single-source light Double-source light Diffused light Moonlight Sculptural light	Dynamic Light and Shade Pages 26-91
Unit #3	Spatial light Environmental light Textural light	Dynamic Light and Shade Pages 92-117
Unit #4	Transparent light Fragmentation light Radiant light Expressive light	Dynamic Light and Shade Pages 118-156
Unit #5	Frontal lighting Edge lighting Back light Three-point lighting Positioning the Key Light	Lighting for Video Pages 38-49
Unit #6	Adjusting lighting balance Localized lighting Diffusing and restricting light	Lighting for Video Pages 52-56
Unit #7	Lighting people and groups Upstage cross-lighting Frontal cross-lighting Aligned lighting	Lighting for Video Pages 58-77
Unit #8	Pictorial lighting Backgrounds Shadows Light patterns	Lighting for Video Pages 88-89
Unit #9	Shadow effects Controlling shadows Shadowless lighting	Lighting for Video Pages 90-95
Unit #10	Scenic lighting Natural lighting Neutral settings Decorative effects	Lighting for Video Pages 96-101
Unit #11	Set Design The History of Art Direction Color, line and form Light and shadow Texture and sheen Kinetics and Contrasts Creating a Look	What an Art Director Does Pages 1-9, 75-80

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Topic/s & Class Activities

Required Reading

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Unit #12 Texture and Sheen
 Kinetics and Contrasts
 Placement
 Creating a Look

What an Art Director Does
Pages 81-88, 149-154

INSTRUCTIONAL METHODS: **Class** sessions will consist of instructor lectures, demonstrations, hands-on exercises, and drawing projects. Students will be assigned reading from required texts and instructor provided handouts.

Students should expect homework assignments and to spend approximately 5 hours in unsupervised lab per week.

EVALUATION METHODS:

Testing	25%
Lab Exercises and Tutorials	10%
Assignments/Projects	55%
Attendance and Participation	10%