TV-113: Television Lighting and Set Construction

Course Description:

Students are introduced to editing concepts and techniques and are taught to assess and assemble visual sequences into completed segments. Training is provided in pulse-count and time code editing, backspace and computer-based systems, external triggering, list management and simple programming.

Total Credits: 3.00

Course Competencies

- 1. Identify the goal(s) of lighting.
- 2. Identify the two categories that lights fall into.
- **3.** Demonstrate various lighting schemes, (3-point, 4-point, area, movement, practical and existing lighting).
- 4. Demonstrate the use of colored gels in lighting
- 5. Demonstrate the use of diffusion and light blocking material(s)
- 6. Identify the safety concerns in lighting
- 7. Identify the various parts of lighting instruments and their use.
- 8. Identify the direct connection between the roles of producer, scenic designer, director and lighting designer.