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.