3-DAY IN-PERSON LIGHTING INTENSIVE IN COPENHAGEN

- with Lighting Designer Jane Cox and Mark Stanley, June 17-19, 2025

Program Details

Day 1 - Light as Storyteller

- Why do we use light in performance?
- What are the basic functions and qualities of light?
- Questions to ask a play?
 - Workshop with no-context texts
- Potential Projects:
 - Tempo and rhythm cue placement
 - o One idea / Seven cues
 - Color tells a story
 - o What mood is this?
 - Text, movement, music do we cue them differently? What do we look for in the material to motivate change?

Day 2 - Light in Space

Key (motivational light) / What is fill light?

Highlight and shadow

- Actors How do we see people in space? Foreground/background; multi-racial casts
- How do we light and center the person? What is human scale?
- Performers in relationship to scenery, people as surfaces.
- Scenery/Costumes

Lighting drops
Color and costumes

Light as environment

Abstraction vs. realism

Control of space / Breaking up space

Foreground, middle ground, background





Day 3 – Communication and Process

- Collaboration with the creative team
- · Communication with the crew
- Paperwork and documentation

Daily Schedule (Each day would follow this rough schedule)

09:30-09:45 — Welcome

09:45–11:00 — Morning Session #1: Full group discussion and exploration

11:00–11:15 — Coffee break

11:15–12:00 — Morning Session #2: Full group discussion and exploration

12:00–13:00 — Lunch

13:00–14:00 — Afternoon Session #1: Group 1 in the labs/Group 2 non-light plot creative/discussion time

14:00–15:00 — Afternoon Session #2: Group 2 in the labs/Group 1 non-light plot creative/discussion time

15:00–15:15 — Coffee break

15:30–16:00 — Review Projects: Group 1 **16:00–16:30** — Review Projects: Group 2

16:30–17:00 — Wrap-up

The seminar is presented in association with the Danish Lighting Designers' Copyright Management (LOF), Studio School of Design (SSD) and SSD Advisory Board Member Jesper Kongshaug, and The Danish National School of Performing Arts - Further Education.



