

Light Lab Guidelines

- The SmartFade console works as a **Two-Scene Preset**.
 - To build a “look,” adjust the faders on the top (B) or bottom (A) row.
 - Use the A/B Crossfader on the right to transition between rows B & A.
 - The Master (also on the right) controls all channels on both rows.
- Use the **Rep Units** to experiment with different colors, angles, etc.
 - You may: change color & gobos / refocus / adjust shutters of Rep units
 - You may not: move / strike / re-circuit / unplug Rep units
 - *Exception: The Rover unit (Ch.16) may go anywhere on the deck.*
- There are **2 spare circuits** on the 2 FOH pipe, for adding specials.
 - Additional units & lenses are available in the drawers under the deck.
 - Do not hang full-size units from other theatres on the Light Lab grid.
 - Be gentle when tightening c-clamps; the grid pipes are very thin.
- To access the grid, **use the stepstool or rehearsal cubes**.
 - Do not, under any circumstances, hang or climb on the grid.
- **Do not remove any items** from the Light Lab, including and especially:
 - Stepladder & rehearsal cubes
 - Wooden figures
 - Lighting instruments, accessories, cable, dimmers, or console
 - Wrenches or other tools
 - The Light Lab Information and/or the Color & Template binders
- **Please leave the Light Lab as you found it—or better!** When you leave...
 - Run all faders down to zero. (*You do not need to turn off the console.*)
 - Put away all color, gobos, and other gear.
 - Turn off room lights.
- Additional softgoods are available upon request. If you wish to use any of the items below, please contact Prof. Eckelman for permission & help.
 - Rear Projection Screen – Grey
 - Sharktooth Scrim – White
 - Filled Scrim – White
 - Full-Stage Duvetyne – Black
- **If something goes wrong or you have a question, please contact:**
 - **Design Professor Laura Eckelman**
 - **Technical Directors: Larry Stahl & Hannah D’Elia**
 - **Student Lighting Shop Manager**