Day Four: Lighting Design

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Learning Target: Selecting colors and labeling the light plot
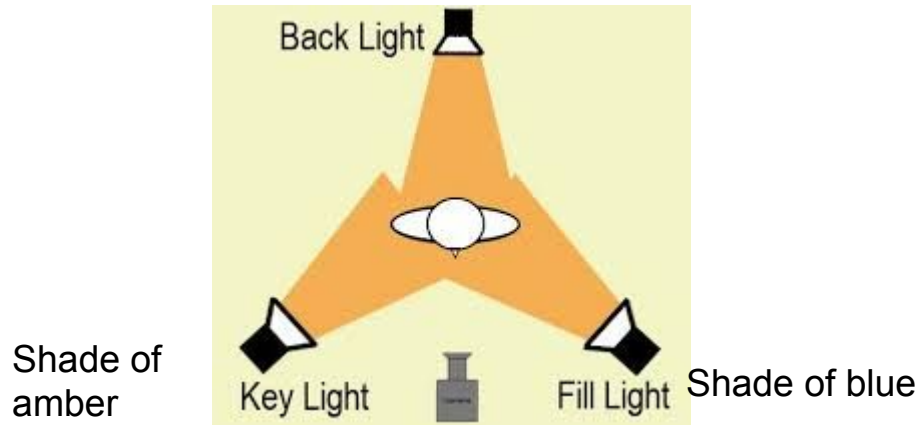
Lighting for Stage

Step 5: Select colors for the instruments

- The key light will be a warm color and the fill will be a cool color. The back light can be any color, but green should be avoided because it looks bad on all skin tones.
- All color on stage needs to be reflected.
- All primary colors need to be a part of the light plot in order to reflect all color.
- Blue and red would only create a magenta hue.
- The best color combination for the key and fill light is some shade of amber (made of red and green) and blue. This way, all 3 primary colors are a part of the plot. Amber is the key light and blue is the fill.
- Pale amber and blue lights are day colors and deeper hues of amber and blue are used to create nighttime cues.

Color placement

Any color
except green

Shade of
amber

Shade of blue

Day ambers will be in this range of colors

Night amber will be in this range

Day blue will be in this range

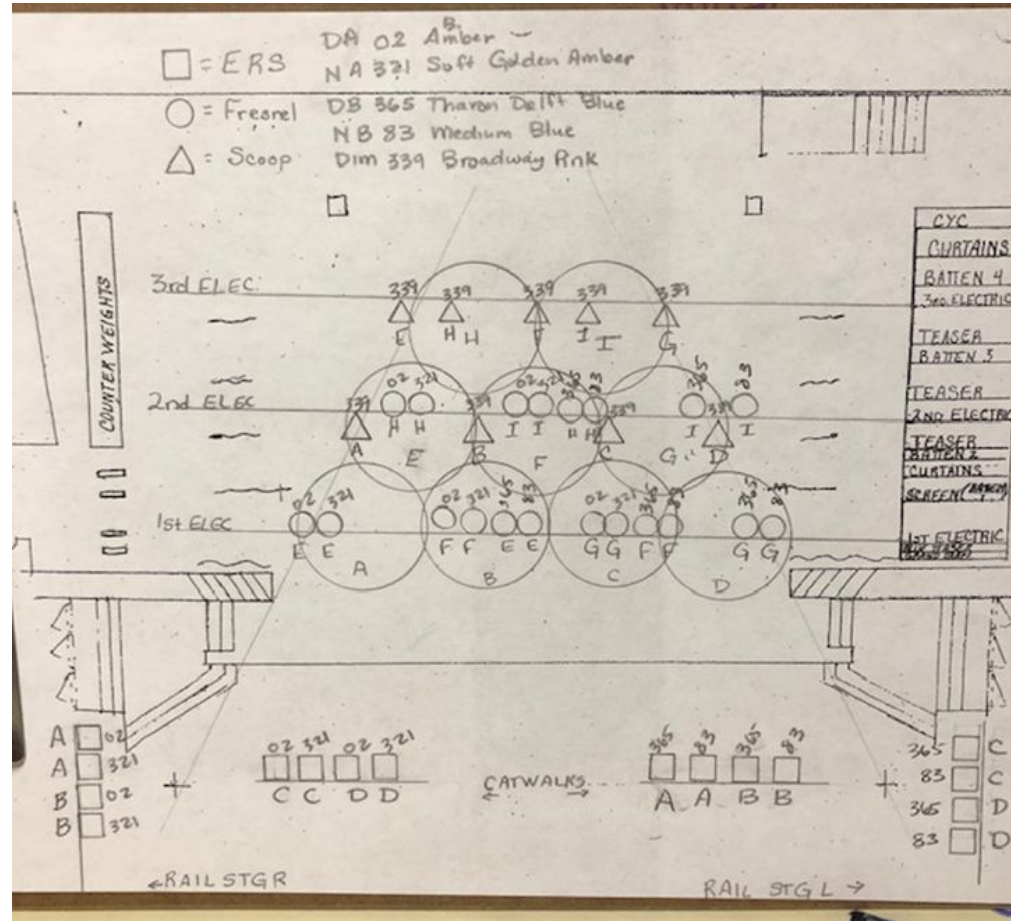# Night blue will be more like this

Dimension can be any color (except greens, which look bad on skin), but hot pink colors look nice if you have it.
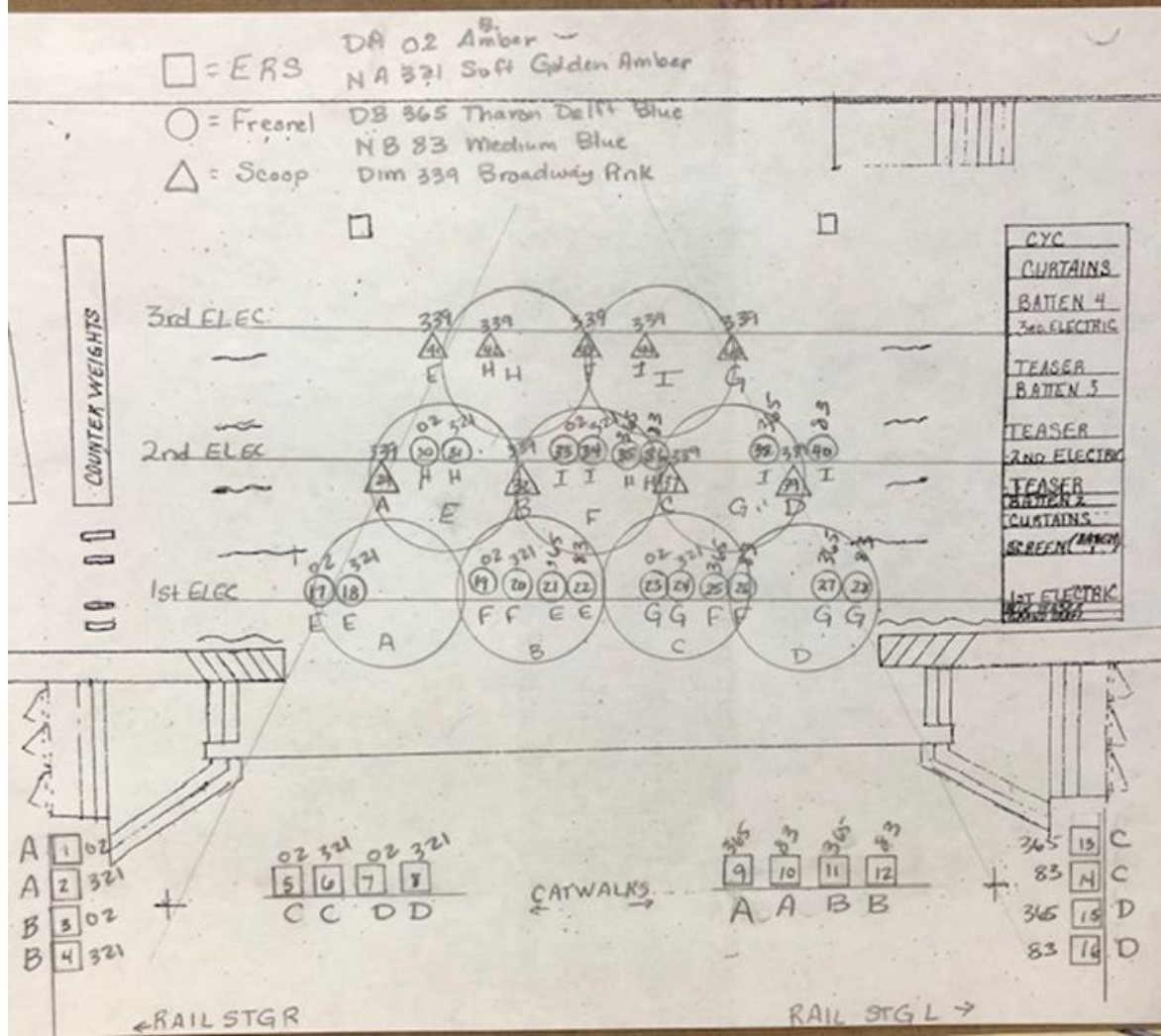
Designate colors on plot

Write in the color number in front of the instrument, so the light crew knows what gel to place in each light.

Add a key with specific names of each color. DA= Day amber, NA = Night amber, DB = Day blue, NB = Night blue.

Step 6: Number instruments

Number each instrument inside the light. This assigns one number to each instrument so you can record information for each, individually.

Activity:

1. For each of the different settings/times listed below, decide what color you would use for your key light, fill light, and dimension light.
    a. A bright sunny day in the town park at noon.
    b. A gloomy day on the street in the morning.
    c. On a bench in the evening.
    d. An eerie alley at midnight.
2. How can color affect an audience? How can they make them feel? Give a specific example.