LIGHTING LOOKBOOK

Created by Jamie Winbank for Ausdance ACT.

This resource has been created to assist in the final stages of production elements required for your piece for Ausdance ACT's Youth Dance Festival.

The Lighting Lookbook has been divided into specific sections:

- **PART I: White lighting states** (basic wash states of white light, either warm or cool temperature)
- **PART II: Coloured states** (varied static and moving states with hues of block colour or combined colour to create looks)
- **PART III: Additional + Gobo effects** (different textures or additions that can be added on to states from Part I or Part II)

In most cases, levels (amount of light) can be increased or decreased, colours can be altered (more vibrant to less vibrant, or different hues of colour), and additional effects can be layered over the base white/coloured or moving light states.

Using the Lighting Lookbook and the Lighting Form:
Each lighting state or effect has been allocated a code. When you fill out your lighting form, write down the code reference that you wish to use in each section.

REMEMBER: You have up to 8 lighting choices or changes that you can make within your piece.

We can cater to some specific lighting specials or requirements. If you have something specific in mind, please contact the Creative Director or Ausdance ACT Team to discuss these possibilities.

LIGHTING YOUR PIECE:

Lighting design has three main functions:

- **Visibility.**
  This is the primary function of stage lighting; making sure the audience can see the part(s) of the stage that the director, choreographer and/or the lighting designer want them to see.

- **Selective Focus**.
  The function of directing the audience to look where it is desired for them to look through the use of high/low intensity and changes in intensity.

- **Mood.**
  Setting the tone or feel of the work. The function of mood is both one of the most difficult and at the same time the easiest function to maintain. The mood of the lighting should enhance the choreography and costumes, and not detract from it.

When choosing the lighting states for your piece, consider the following things:

- What is your piece about?
- What is the feel of your work?
- What are the costumes? What are the colours and fabrics?
- How many performers are in it?
- Where are the transitions in the work? Should they be accented or blended?
- What do you want to be seen? Do you want everyone as visible as possible? Do you want to highlight a particular area of the stage?

Smoke/haze:
We already use haze/smoke within Youth Dance Fest; this is standard practice across all pieces and is used to enhance the lighting effects with the production.

Cyc vs black box:
When discussing the look of the piece, choose if you would like to have all the black tabs and curtains in (to make a "black box" theatre) or if you would like to have the cyc (for coloured backdrops or projection).

Specials and projection
If you are using projection within your piece, please note that you may not be able to use colour on the cyc or bright moving lights as it affects the visibility of your projection.

CONSIDERING COLOUR:
Making conscious decisions of what colour lighting state can affect the success of your piece. We recommend using this colour chart to help your selection.

Complementary colours are any two colours opposite each other on the wheel. For example, blue and orange, or red and green. These create a high contrast, so use them when you want something to stand out.

Split complementary colours use three colours. The scheme takes one colour and matches it with the two colours adjacent to its complementary colour. For example, blue, yellow-orange and red-orange. This scheme is ideal because you get contrasting colours, but they aren't as diametrically opposite as complementary colours.

Triadic colours are any three colours that are equally apart on the colour wheel. For example, red, yellow and blue. The Triadic scheme is also high-contrast, but more balanced than complementary colours.

Tetradic or double complementary colours uses four colours together, in the form of two sets of complementary colours. For example, blue and orange is paired with yellow and violet.

(Adapted from Life Hacker: Learn The Basics of Colour Theory)

LIGHTING TERMINOLOGY USED AT DANCE FEST:

Backlight
Backlight is used to give more depth to the dancers by pushing them out of the background. Backlight is hung upstage of the dancers and focused downstage toward the audience.

Black out
The act of turning off (or fading out) stage lighting. There are several different types of blackouts: “snap to black” is a fast, immediate blackout. A “fade out” is an intermittent fading out of the lights and can be fast or slow.

Chase
A repeated sequence of changing lighting states.

Crossfade
Bringing a new lighting state up whilst bringing the previous one down, so that the new one completely replaces the old one.

Cue
Any signal (music lyric, time, choreography, movement or count) that indicates another action should follow. A command given to technical departments to carry out a particular operation.

Cyclorama (or cyc)
A cyc is a large curtain at the back of the stage area. It is used for projection or lighting purposes.

Fade
An increase, diminishment or change in lighting level.

Footlights
Footlights are positioned at the front of the stage and provide strong shadows on the cyc. It can be used to highlight faces or used to create drama with shadows.

Frontlight (or facelight)
Front light is the least commonly used lighting in dance. This light comes from the front of the stage and is used at low levels to increase visibility of the dancers faces.

Gobo
A thin metal plate etched to produce a design that is projected by a light. Common examples are breakup (foliage), windows and scenic (neon signs, city scapes etc.). The image can be used soft focus or to add texture.

House lights
These refer to the lights in the actual theatre, not the lights on the stage. The house lights illuminate the entire audience area.

Levels
The intensity of light ranging from 100% (brightest the light can get) to 0% (no light or blackout).

Lighting state
A lighting 'picture' or look. Each lighting cue results in a different state (or a modified state).

Sidelight
Sidelight is the most commonly used lighting in dance and the most useful in revealing form.

Silhouette
To light the cyclorama in such a way that the dancers are cast into shadow.

Smother
The large black curtain that covers the cyc to create a black box theatre look.

Strobe
Strobes is an effect of rapidly pulsing to create a special effect. This should not be used for long periods of time as it can trigger epilepsy or dizziness.

Tabs
Curtains that border the stage.

Wash
A lighting state covering the whole stage, generally in colour.

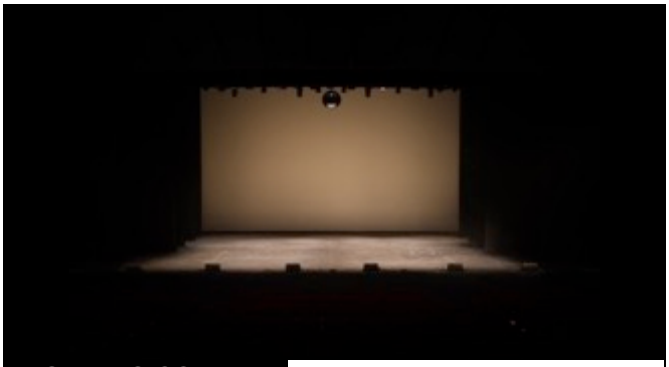
Wings
The space between the tabs or curtains. Where all entrances and exits on and off stage occur.

Work lights
Work lights refer to the lights that are on (both onstage and in the house) for the cast and crew to work by during a rehearsal or tech-check, while the theatrical lights for the performance are being set up.

KEY:

✪ = Optional moving state ⊙ = Optional silhouette state.

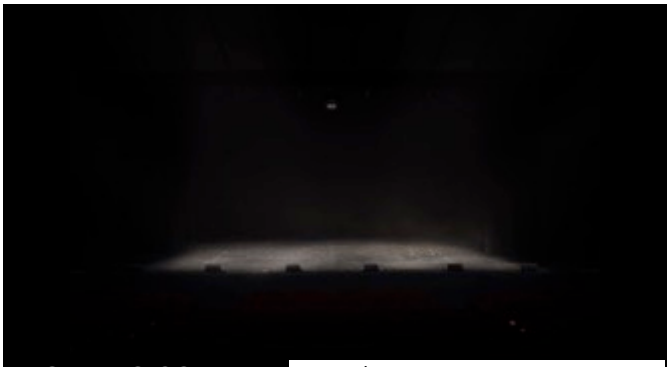
PART I - WHITE LIGHTING STATES:



LIGHTING CODE #	WH1
Low level, warm white wash from top with cyc.	

LIGHTING CODE #	WH1b
Low level, warm white wash from top with smother.	

LIGHTING CODE #	WH2
Low level, cool white wash from top with cyc.	



LIGHTING CODE #	WH2b
Low level, cool white wash from top with smother.	

LIGHTING CODE #	WH3
Warm white wash from top & sidelights with cyc.	

LIGHTING CODE #	WH3b
Warm white wash from top & sidelights with smother.	

LIGHTING CODE #	WH4
Warm white wash. Sidelights only with cyc.	

LIGHTING CODE #	WH4b
Warm white wash. Sidelights only with smother.	

KEY:
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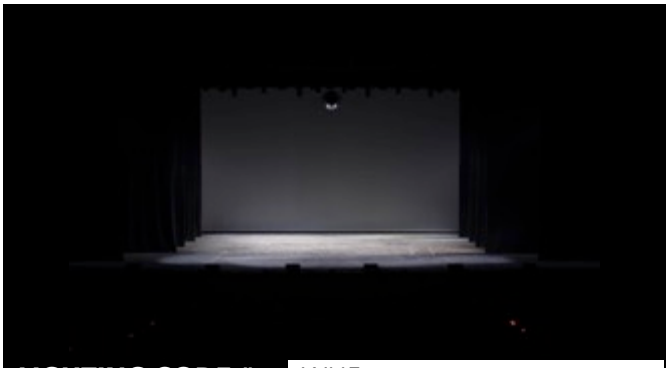


LIGHTING CODE # WH5

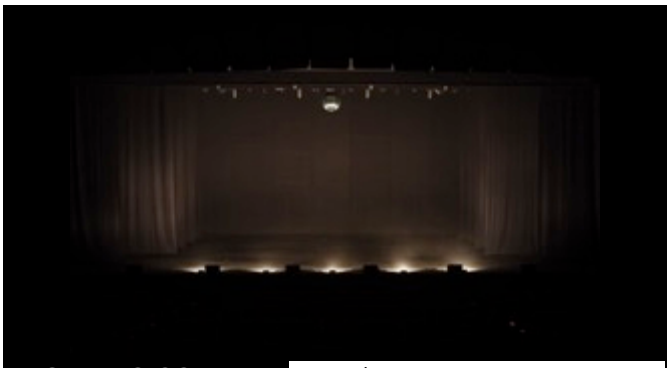
Cool white wash. Sidelights only with cyc.

LIGHTING CODE # WH5b

Cool white wash. Sidelights only with smother.

LIGHTING CODE # WH6

Footlights with cyc.

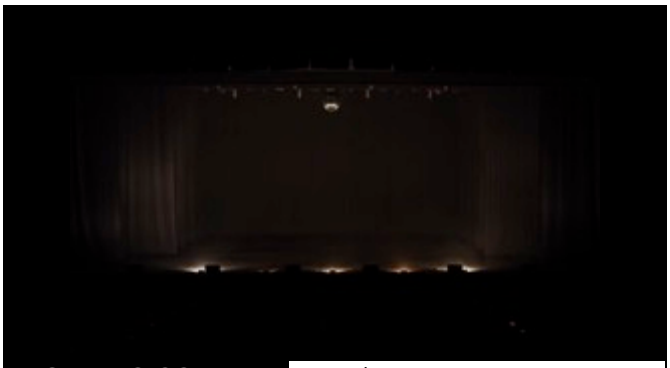


LIGHTING CODE # WH6b

Footlights with smother.

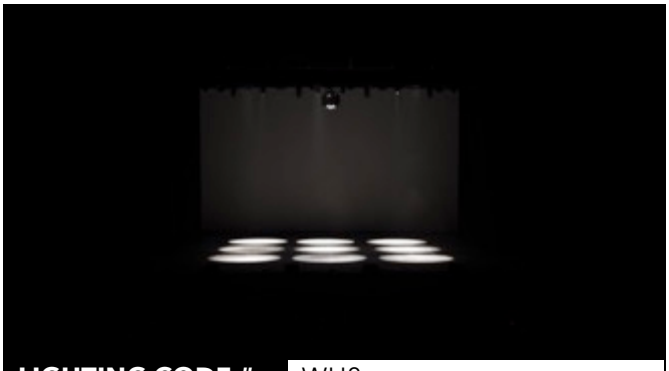
LIGHTING CODE # WH7

Footlights chase with cyc. ✪
Speed of chase variable.



LIGHTING CODE # WH7b

Footlights chase with smother. ✪
Speed of chase variable.



LIGHTING CODE # WH8

White 9 spot with cyc.
Focus and size of spot is variable.
Optional chase or textured effect. ✪

LIGHTING CODE # WH8b

White 9 spot with cyc.
Focus and size of spot is variable.
Optional chase or textured effect. ✪

KEY:

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LIGHTING CODE #	WH9
White 16 spot with cyc. *Optional chase effect.* ✪	

LIGHTING CODE #	WH9b
White 16 spot with cyc. *Optional chase effect.* ✪	

LIGHTING CODE #	WH10
Center special with cyc. *Focus and size variable.*	

LIGHTING CODE #	WH10b
Centre special with smother. *Focus and size variable.*	

LIGHTING CODE #	WH11 WH12✪
WH11 - Circular pattern with cyc. WH12 - Circular pattern chase with cyc. ✪ *Focus, size and speed variable.*	

LIGHTING CODE #	WH11b WH12b✪
WH11 - Circular pattern with smother. WH12 - Circular pattern chase with smother. ✪ *Focus, size and speed variable.*	

LIGHTING CODE #	WH13
Side chase with cyc. ✪ *Speed variable.*	

LIGHTING CODE #	WH13
Side chase with smother. ✪ *Speed variable.*	

KEY:
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PART II - COLOURED STATIC STATES:

LIGHTING CODE # CL14

Dark blue wash state with cyc. ⊙

LIGHTING CODE # CL14b

Dark blue wash state with smother.

LIGHTING CODE # CL15

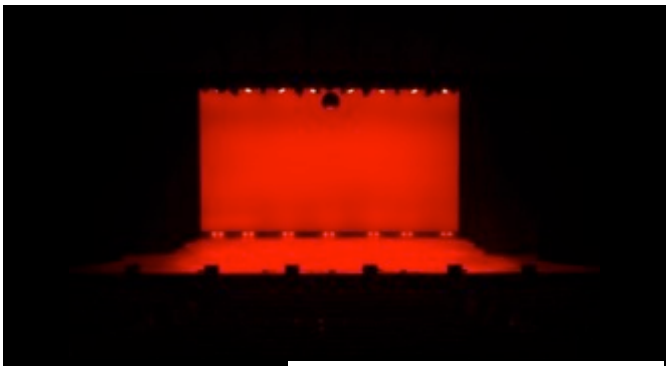
Light blue (cyan) wash state with cyc. ⊙

Refer to video for more accurate colouring.

LIGHTING CODE # CL15b

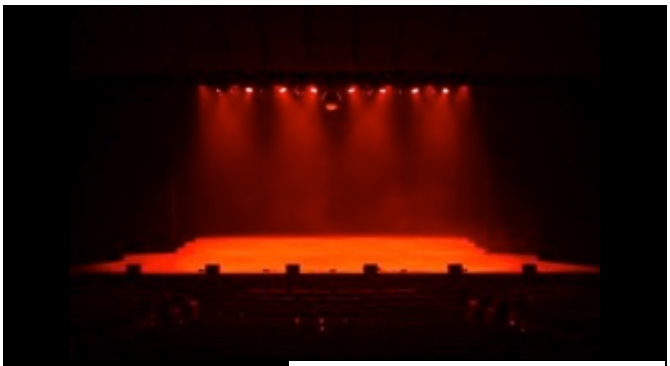
Light blue (cyan) wash state with smother.

Refer to video for more accurate colouring.



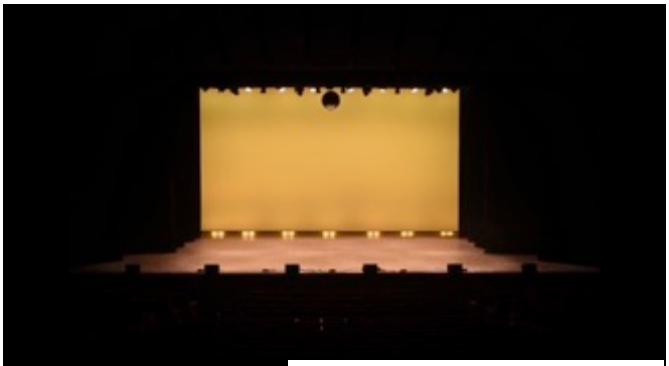
LIGHTING CODE # CL16

Red wash state with cyc. ⊙



LIGHTING CODE # CL16b

Red wash state with smother.



LIGHTING CODE # CL17

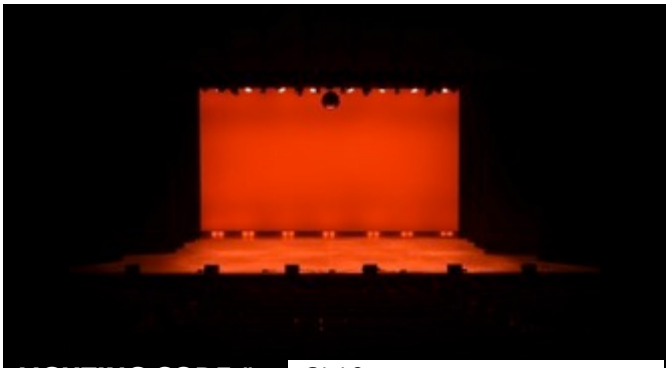
Yellow wash state with cyc. ⊙

LIGHTING CODE # CL17b

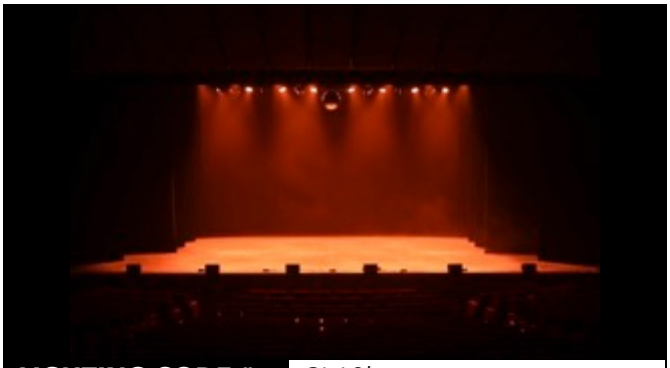
Yellow wash state with smother.

KEY:

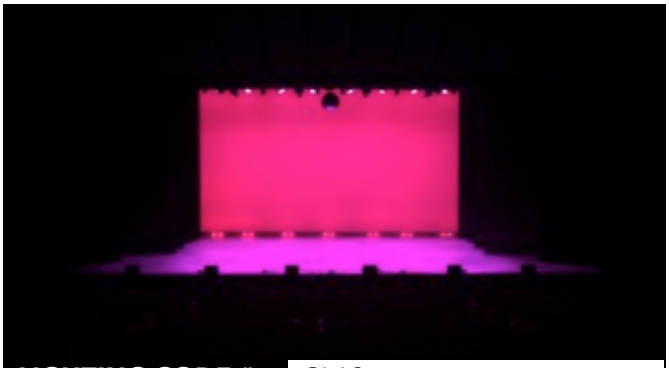
✪ = Optional moving state ⊙ = Optional silhouette state.



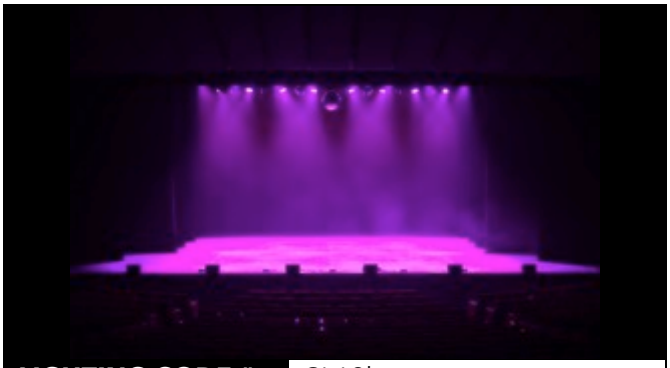
LIGHTING CODE #	CL18
Orange/amber wash state with cyc. ⊙	



LIGHTING CODE #	CL18b
Orange/amber wash state with smother.	

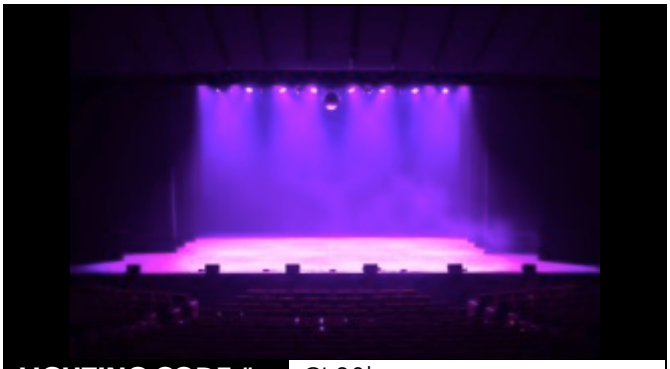


LIGHTING CODE #	CL19
Pink wash state with cyc. ⊙	



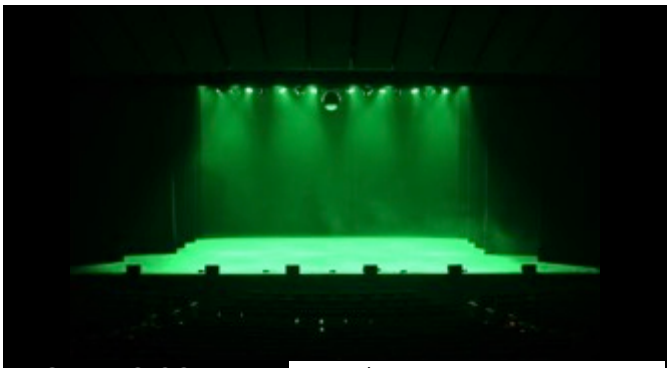
LIGHTING CODE #	CL19b
Pink wash state with smother. *Refer to video for more accurate colour.*	

LIGHTING CODE #	CL20
Purple wash state with cyc. ⊙	



LIGHTING CODE #	CL20b
Purple wash state with smother.	

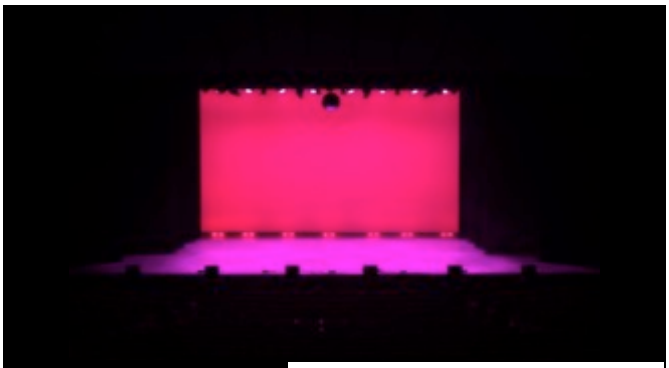
LIGHTING CODE #	CL21
Green wash state with cyc. ⊙	



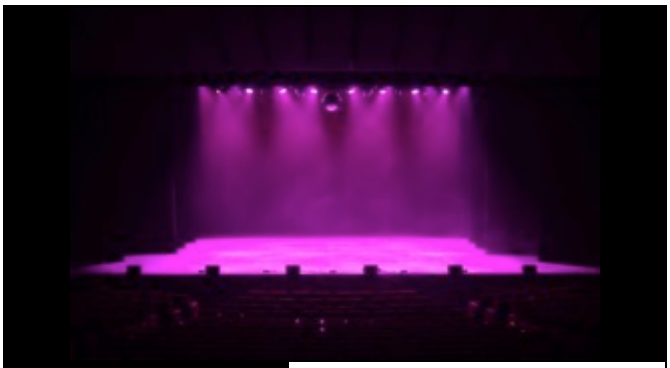
LIGHTING CODE #	CL21b
Green wash state with smother.	

KEY:

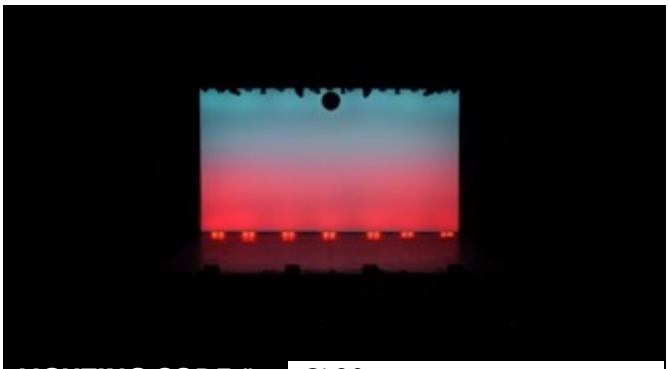
✪ = Optional moving state ⊙ = Optional silhouette state.



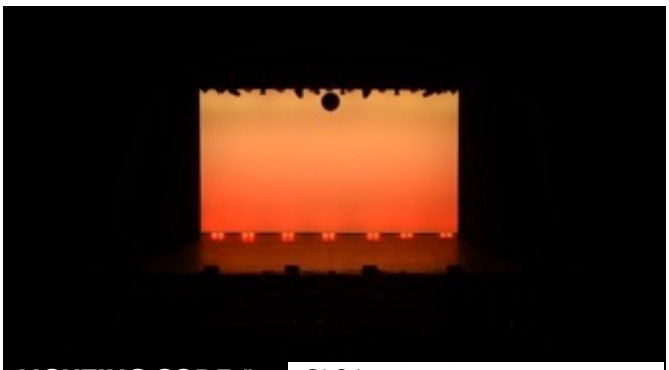
LIGHTING CODE #	CL29
Magenta wash state with cyc. ⊙	



LIGHTING CODE #	CL29b
Magenta wash state with smother.	



LIGHTING CODE #	CL30
Sunrise (blue to pink) state with cyc. ⊙	

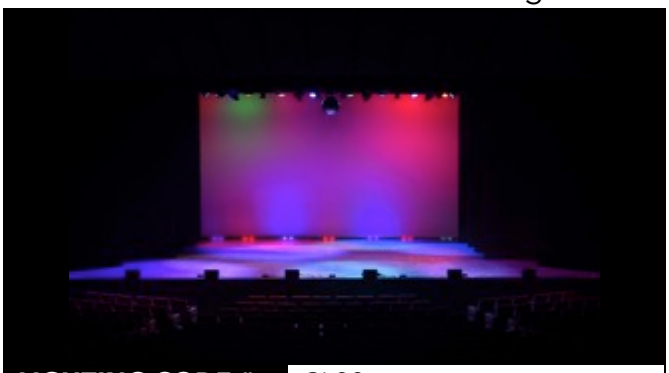


LIGHTING CODE #	CL31
Sunset (yellow to amber) wash state with cyc. ⊙	

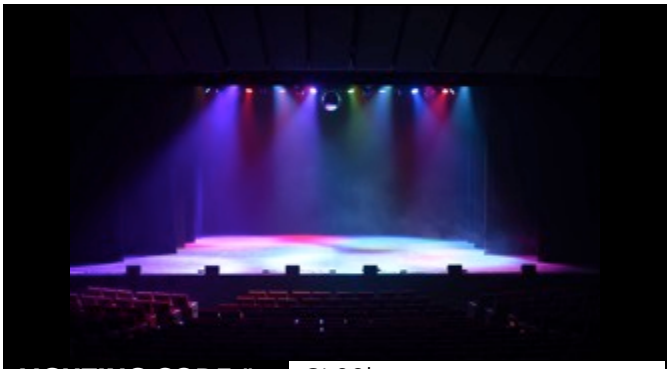
KEY:
✪ = Optional moving state ⊙ = Optional silhouette state.

COLOURED MOVING STATES:

Please refer to video for more accurate colour representation.
Colour of these states can be changed.

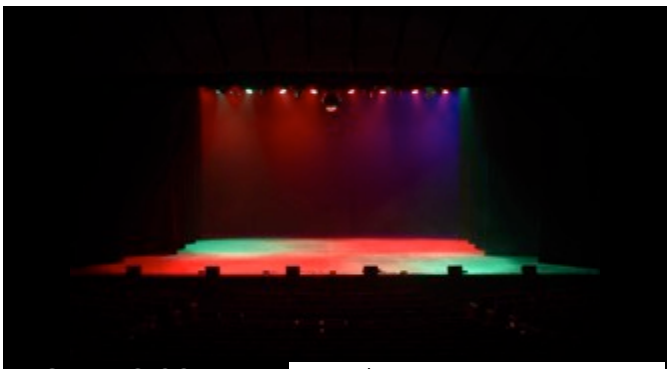


LIGHTING CODE #	CL22
Multi-coloured "party" state with cyc. ✪	



LIGHTING CODE #	CL22b
Multi-coloured "party" state with smother. ✪	

LIGHTING CODE #	CL23
Multi-coloured "party" state with cyc. ✪	



LIGHTING CODE #	CL23b
Multi-coloured "party" state with smother. ✪	

LIGHTING CODE #	CL24
Multi-coloured "party" state with cyc. ✪	

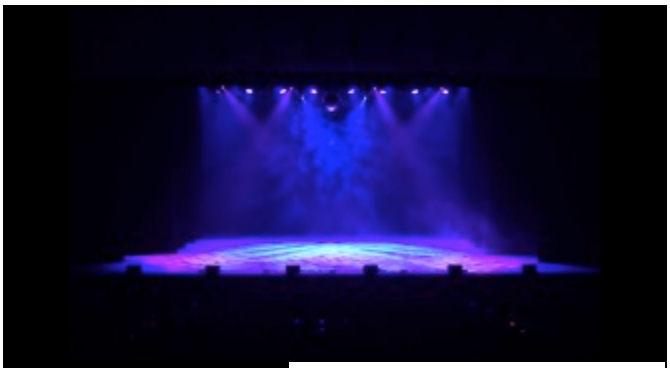
LIGHTING CODE #	CL24b
Multi-coloured "party" state with smother. ✪	

LIGHTING CODE #	CL25
Dual colour "emergency" state with cyc. ✪	

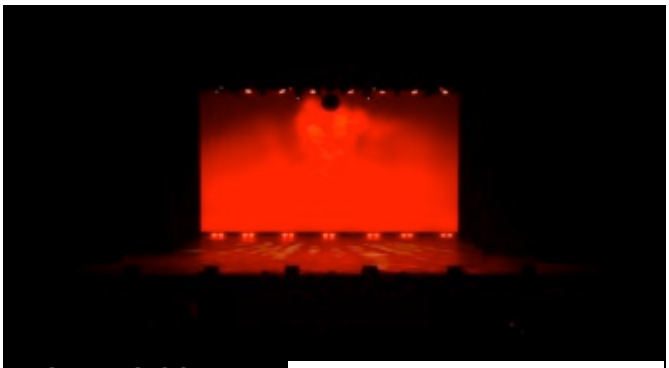
LIGHTING CODE #	CL25b
Dual colour "emergency" state with smother. ✪	

KEY:
✪ = Optional moving state ⊙ = Optional silhouette state.

LIGHTING CODE #	CL26
Blue patterned "underwater" light state with cyc. ✪	

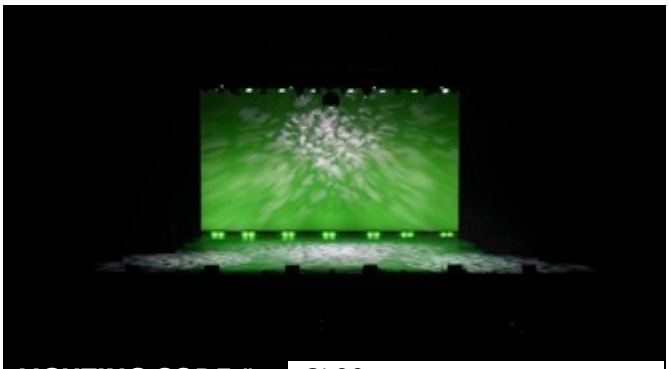


LIGHTING CODE #	CL26b
Blue patterned "underwater" light state with smother. ✪	

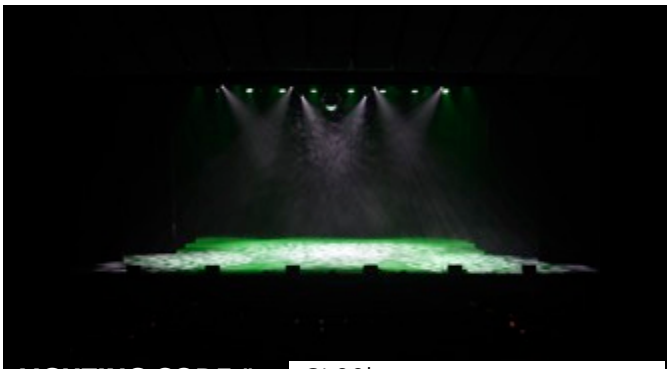


LIGHTING CODE #	CL27
Red patterned "fire" light state with cyc. ✪	

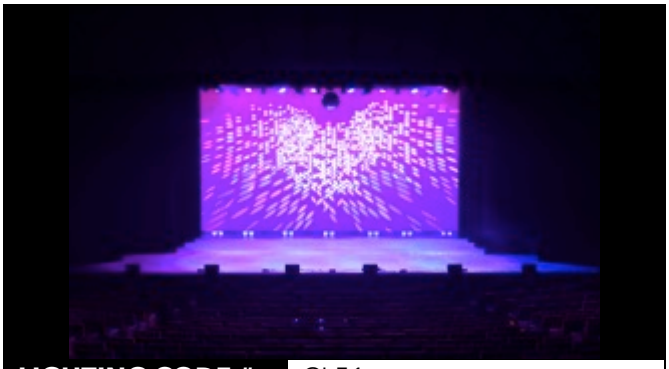
LIGHTING CODE #	CL27b
Red patterned "fire" light state with smother. ✪	



LIGHTING CODE #	CL28
Green patterned "forest" light state with cyc. ✪	



LIGHTING CODE #	CL28b
Green patterned "forest" light state with smother. ✪	



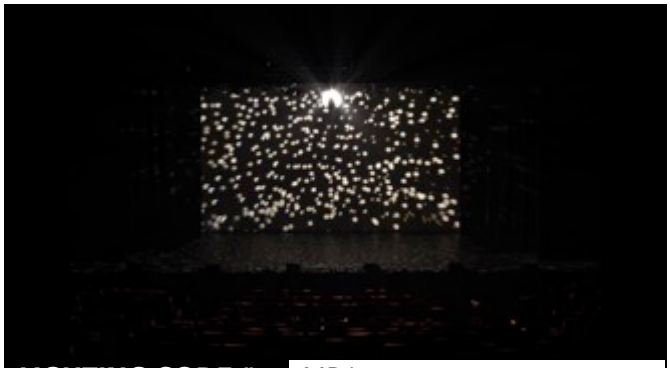
LIGHTING CODE #	CL51
Pink/purple "city lights" light state with cyc. ✪	

LIGHTING CODE #	CL51b
Pink/purple "city lights" light state with smother. ✪	

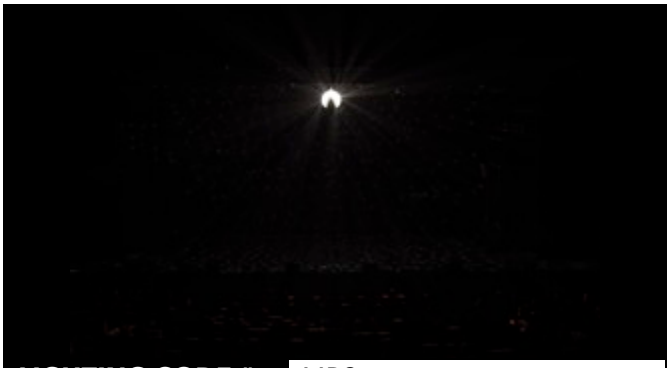
KEY:
✪ = Optional moving state ⊙ = Optional silhouette state.

PART III - ADDITIONAL EFFECTS SECTION:

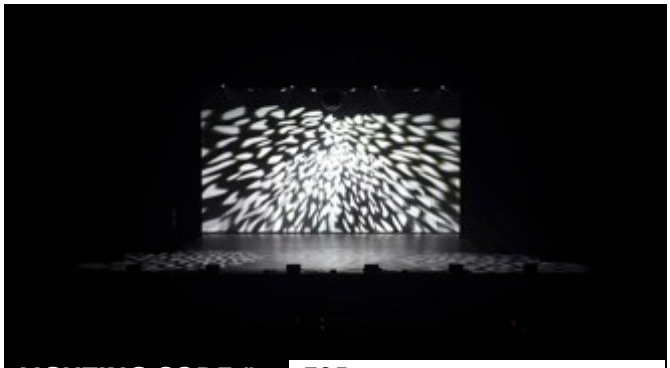
Please refer to video for more accurate movement actions of these states.
Colour of these states can be changed. These states can be added onto most block colour states.



LIGHTING CODE # MB1
Mirror ball with cyc. ✪



LIGHTING CODE # MBS
Mirror ball with smother. ✪

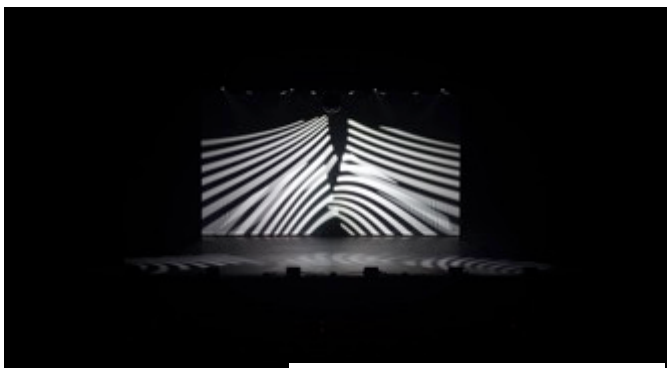


LIGHTING CODE # E35
Dappled effect on floor and cyc. ✪

LIGHTING CODE # E35b
Dappled effect on floor only. ✪

LIGHTING CODE # E36
Shrapnel breakup on floor and cyc. ✪

LIGHTING CODE # E36b
Shrapnel breakup on floor only. ✪



LIGHTING CODE # E37
Geometric lines on floor and cyc. ✪

LIGHTING CODE # E37b
Geometric lines on floor only. ✪

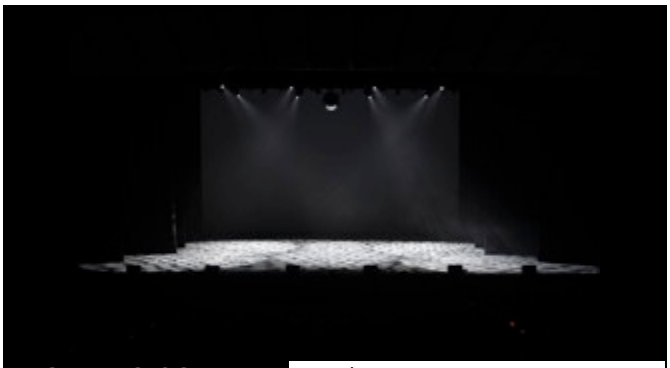
KEY:

✪ = Optional moving state ⊙ = Optional silhouette state.

LIGHTING CODE #	E38
Bramble bush on floor and cyc. ✪	

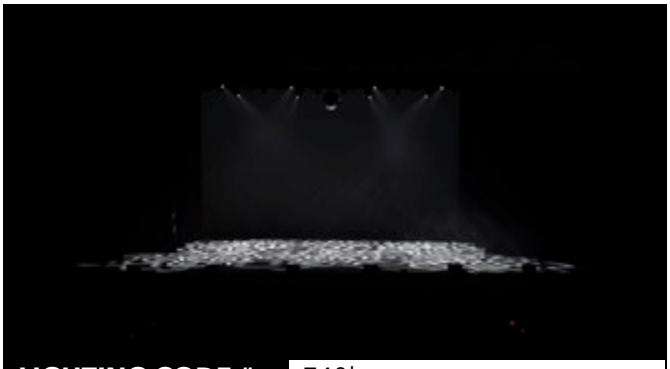
LIGHTING CODE #	E38b
Bramble bush on floor only. ✪	

LIGHTING CODE #	E39
Peeling paint on floor and cyc. ✪	



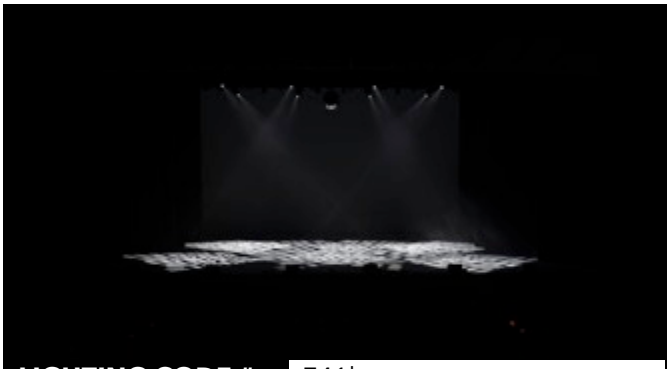
LIGHTING CODE #	E39b
Peeling paint on floor only. ✪	

LIGHTING CODE #	E40
Worms on floor and cyc. ✪	



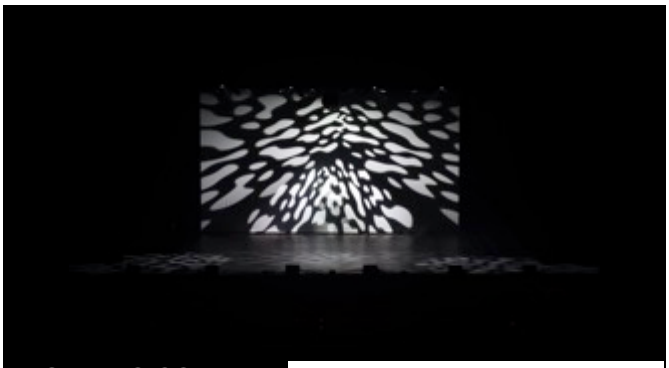
LIGHTING CODE #	E40b
Worms on floor only. ✪	

LIGHTING CODE #	E41
Bricks on floor and cyc. ✪	



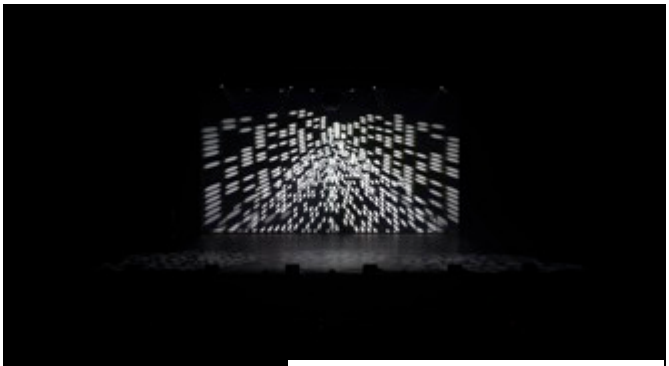
LIGHTING CODE #	E41b
Bricks on floor only. ✪	

KEY:
✪ = Optional moving state ⊙ = Optional silhouette state.



LIGHTING CODE # E42
Water droplets on floor and cyc. ✪

LIGHTING CODE # E42b
Water droplets on floor only. ✪



LIGHTING CODE # E43
City lights on floor and cyc. ✪

LIGHTING CODE # E43b
City lights on floor only. ✪

LIGHTING CODE # E44
Jellybeans on floor and cyc. ✪

LIGHTING CODE # E44b
Jellybeans on floor only. ✪

LIGHTING CODE # E45
Cogs on floor and cyc. ✪

LIGHTING CODE # E45b
Cogs on floor only. ✪

KEY:
✪ = Optional moving state ⊙ = Optional silhouette state.

LIGHTING CODE # E46
Triangle windows on floor and cyc. ✪

LIGHTING CODE # E46b
Triangles window on floor only. ✪

LIGHTING CODE # E47
Octopus arms on floor and cyc. ✪

LIGHTING CODE # E47b
Octopus arms on floor only. ✪

LIGHTING CODE # E48
Tetris shapes on floor and cyc. ✪

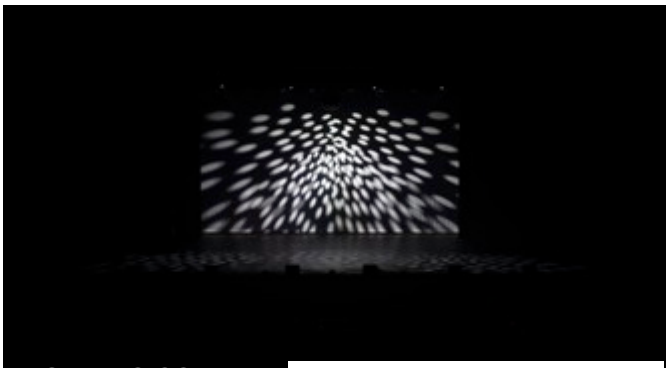
LIGHTING CODE # E48b
Tetris shapes on floor only. ✪

LIGHTING CODE # E49
Tight lines on floor and cyc. ✪

LIGHTING CODE # E49b
Tight lines on floor only. ✪

KEY:

✪ = Optional moving state ⊙ = Optional silhouette state.



LIGHTING CODE #	E50
Dots on floor and cyc. ✪	

LIGHTING CODE #	E50b
Dots on floor only. ✪	