

# LIGHTING PROGRAMMING

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REVISION E - 8 NOVEMBER 2025

## INSTRUCTOR CONTACT INFORMATION

Mike Wood, Visiting Assistant Professor

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<https://www.mikewoodld.com>

## COURSE DESCRIPTION

This course is an in-depth study of theatrical lighting programming with a specific emphasis on the ETC Eos family of lighting control consoles and current US professional theatre techniques and standards. A special emphasis will also be placed on computer networking and its vital and ever-increasing role in modern production control systems, as well as show control equipment, software, and methodologies.

## COURSE OBJECTIVES

At the end of the semester, students will be able to:

1. Plan, document, install, and troubleshoot computer network systems for live performance control.
2. Understand and utilize various control philosophies in order to successfully program a theatrical show.
3. Patch a show from paperwork, including handling dimmers, moving lights, multipart lights, multicell lights, and atmospheric effects.
4. Understand the differences between absolute and referenced data and how to use each effectively.
5. Program and update cues, submaster, palettes, presets, macros, and other typical recording targets.
6. Understand and implement show control systems, including how to make the lighting control system communicate with sound, video, and other departments.
7. Understand and implement multi-user programming environments, including software and hardware specification and needs.
8. Understand and implement timecode for lighting playback/control

## COURSE FORMAT & EXPECTATIONS

This course is a mixture of lecture, demo, and hands-on lab work. It is vitally important that you attend every class in order to not fall behind. Lecture notes will be posted on D2L, however it is your responsibility to reach out to your peers and your instructor to catch up on missed class days. Typically this course meets in-person, but occasionally will also meet on Zoom when the instructor is working on projects out of town. When this happens, we will always meet here:

<https://kennesaw-edu.zoom.us/j/84766855229>

Meeting ID: 847 6685 5229 Passcode: eyh39G

It is expected that you have a basic level of computer and lighting proficiency before enrolling in this course.

## GRADING

This course will use a simple 1000 point grading scale, distributed as follows:

ITEM	QTY	PTS/EA	TOTAL AVAILABLE	MY SCORE
Pre-Screen Questionnaire	1	40	40	40
Attendance/Participation	16	10	160	
Network Project	1	100	100	
Patch Project	1	100	100	
Cuelist Project	1	100	100	
Macro Project	1	100	100	
Show Control Project	1	100	100	
Final Project	1	300	300	
			1000	

## REQUIRED MATERIALS

*Introduction to Show Networking*

Huntington, John

ISBN: 978-1735763804

<https://amzn.to/4nbz3Zb>

*Introduction to Show Control*

Huntington, John

ISBN: 978-1735763842

<https://amzn.to/3HNMUEO>

ETC Eos Nomad Software v3.3.0

<https://www.etcconnect.com/Eos-Software/>

USB Flash Drive (At least 1gb, exact brand doesn't matter)

<https://amzn.to/44kZkvp>

## MATERIALS NOTES

Other reading materials as well as digital downloads will be provided throughout the semester as needed.

You will need regular access to a computer and the internet (not *just* an iPad or tablet) in order to complete assignments for this course.

If you do not have access to a computer of your own, it is your responsibility to arrange lab time with the department.

## DEPARTMENTAL STATEMENT ON EXPECTATIONS FOR WRITING IN THE MAJOR

The Department of Theatre and Performance Studies encourages student development as articulate scholars along with their growth as creative artists. To assist students in their development as articulate, emerging scholar-artists, the Department requires the use of MLA style and The New Century Handbook throughout our major. If you need help in writing, KSU Writing Center is available to you. Experienced, friendly Writing Assistants will work with you to become a better writer, regardless of your strengths or weaknesses. Commonly covered writing strategies include topic development, organization, revision, research, source documentation, and grammar, but the Writing Center listens to and works with each writer individually. For more information or to schedule an appointment, please visit <http://www.kennesaw.edu/english/WritingCenter> or stop by Room 242, English Building.

## ACADEMIC INTEGRITY

Every KSU student is responsible for upholding the provisions of the Student Code of Conduct, as published in the Undergraduate and Graduate Catalogs. Sections 4 and 5C of the Student Code of Conduct addresses the University's policy on academic honesty, including provisions regarding plagiarism and cheating, unauthorized access to University materials, misrepresentation/falsification of University records or academic work, malicious removal, retention, or destruction of library materials, malicious/intentional misuse of computer facilities and/or services, and misuse of student identification cards. Incidents of alleged academic misconduct will be handled through the established procedures of the University Judiciary Program, which includes either an "informal" resolution by a faculty member, resulting in a grade adjustment, or a formal hearing procedure, which may subject a student to the Code of Conduct's minimum one semester suspension requirement.

## USE OF AI

The use of artificial intelligence for assignments is not allowed in this course. All work must be your original work. Projects/assignments created by or using the assistance of AI will receive an automatic zero without the option of a re-submission.

## SCORES

This course is a blend of objective and subjective assignments, as well as assignments which fit into both categories. Rubrics for each assignment will be provided in order to help the student best plan for success. Generally speaking, subjective assignments will be scored based on a student's effort and progress over time rather than the quality of the assignment itself.

# COURSE SCHEDULE - FALL 2023

2:35pm - 5:15pm, Fridays

CLASS	DATE	LOCATION	TOPICS COVERED	READ FIRST	DUE
1	8/22/25	Classroom	Introduction & Overview	Syllabus	Prescreen Questions
2	8/29/25	Classroom	Computer Networks: Day 1	Networking Ch 1,2,3	
3	9/5/25	Classroom	Computer Networks: Day 2	Networking Ch 4,5	
4	9/12/25	Classroom	Control Philosophies	ETC White Paper	
5	9/19/25	Classroom	Hardware & Software Basics, Patching		
6	9/26/25	Zoom	Present Network Projects		Network Project
7	10/3/25	N/A	No Class		
8	10/10/25	Classroom	Programming Work		Patch Project
9	10/17/25	Classroom	Programming Work		
10	10/24/25	Classroom	Programming Work		
11	10/31/25	Classroom	Programming Work		
12	11/7/25	Classroom	Programming Work		
13	11/14/25	Zoom	Programming Work	Show Control Ch 1,2,3	
14	11/21/25	Design Lab	Show Control	Show Control Ch 4	
15	11/28/25	<i>No Class (Thanksgiving Week)</i>			
16	12/5/25	TBD	Final Project Work		
F	12/12/25	Zoom 3:30p-5:30p	Final Project Presentations		Final Project