

<b>SCHOOL</b>	Scenography
<b>ACADEMIC YEAR</b>	TWO-YEAR PROGRAM I - 2025/2026
<b>SUBJECT</b>	1605 Illuminotecnica (scenografia)
<b>TYPE OF SUBJECT</b>	Theoretical-Practical
<b>NUMBER OF HOURS PER LESSON</b>	4
<b>NUMBER OF ECTS CREDITS</b>	6
<b>DISTRIBUTION OVER THE ACADEMIC YEAR</b>	I SEMESTER

### EDUCATIONAL OBJECTIVES AND EXPECTED RESULTS

The objective of the course is to furnish in-depth knowledge for utilizing light and leveraging its expressive potential. This knowledge will enable students to evaluate the role of light in their scenographic projects and the changes in the perception of space and scenic elements caused by different lighting conditions. Enhance your knowledge to analyze the role of light in various events beyond theatrical performances: architectural lighting, landscape lighting, exhibition lighting, installation lighting, and event lighting.

<b>Knowledge and understanding</b>	Upon completion of the course, students will possess a comprehensive understanding of the physics of light and color, as well as the primary lamps and lighting fixtures in use. They will be required to possess a comprehensive understanding of the technical equipment utilized in the show, the type of light produced, and the respective fields of application. They must have acquired the capability to utilize specialized 3D design and visualization software to create a lighting plan and derive a technical data sheet. They must possess a foundational understanding of the dramaturgy of light and be acquainted with the history of lighting in the performing arts.
<b>Applying knowledge and understanding</b>	Through the knowledge acquired, students should be capable of assembling a lighting system (mixer, dimmer, projectors) for an event. They must possess the skills to visualize and draw, as well as to read lighting plans and technical data sheets. They must be capable of anticipating the impact of lighting on the volumes and spaces of the scenography, as well as on the materials and colors of the scenic elements and costumes.
<b>Making judgements</b>	Students are expected to utilize technical, historical, and intellectual tools to independently approach theatrical performances and events of various kinds, with the ability to analyze the role of lighting in both space creation and dramaturgical development.
<b>Communication skills</b>	The students, equipped with the knowledge provided, will be able to effectively communicate their ideas and projects using technically accurate terminology, as well as through 3D simulations (realistic photo renderings) and corresponding lighting plans.
<b>Learning skills</b>	It is anticipated that students will have received the necessary stimuli and guidance to enable them to independently explore their curiosities and specific fields of interest.

<b>CONTENTS</b>	<ul style="list-style-type: none"> <li>• Light and the principles of vision. The behavior of light in space and its interaction with matter. Artificially generated light.</li> <li>• Colors. The relationship between the color of light and coloring pigments (additive and subtractive synthesis), accompanied by practical exercises. Coloration of artificial lighting.</li> <li>• Description of a typical lighting system for performances and events.</li> <li>• Primary categories of projectors, attributes of the emitted light, and specific applications.</li> <li>• Arrangement of light sources and their impact on performers and scenographic elements. Practical exercises in the setup and positioning of sources in relation to the stage and performers.</li> <li>• Methodologies for the creation and management of a performance.</li> <li>• Software for 3D lighting visualization and design.</li> <li>• Controllable properties and objectives of lighting. The dramaturgy of light.</li> <li>• Exercises in the analysis of lighting in photographic and video images.</li> <li>• Preparation of a lighting plan and a technical data sheet.</li> <li>• An overview of lighting design in the fields of architecture, landscape, exhibition, and contemporary art (particularly installations).</li> <li>• History of lighting in the entertainment industry.</li> </ul>
<b>ADOPTED METHODOLOGY</b>	<p>[X] In Person</p> <p>1. Lectures for the more theoretical components (physics, drawing, dramaturgy analysis, etc.) 2. Laboratory sessions with active participation and direct practical exercises for the more hands-on aspects and the use of equipment. 3. Computer-aided design lessons. To support the course, photographic and video documents will be reviewed, and, where feasible, visits to theaters, equipment manufacturing companies, trade fairs, exhibitions, and participation in theatrical performances and installations deemed relevant to the specific educational path will be organized. The Classroom virtual platform will be utilized to provide educational materials (handouts, images, videos) and to facilitate the exchange of work materials during the exercises.</p>
<b>ASSESSMENT METHODS</b>	<p>The attainment of the objectives will be assessed in part throughout the course of the lessons, taking into account participation, interest, and engagement in the practical exercises. Throughout the course, there will be written assessments designed to verify the level attained up to that point. A project developed during the lessons using the designated visualization software and the associated materials will also be evaluated. The various tests will be comprehensively discussed and evaluated during the brief final interview at the examination.</p>