

Technically Magic

Driftwood Theatre School, Spring 2025

Session Breakdown:

Session 1: Introduction to Theatre Technology

Overview: Introduction to the course objectives, schedule, and key concepts. Discussion on the importance of technical roles in theatre production.

Activities: Ice-breaking activities, tour of a theatre's technical areas, and safety briefing.

Session 2: Basics of Theatre Lighting

Overview: Introduction to the fundamentals of theatre lighting, including types of lights, basic lighting concepts, and the role of lighting in setting the mood and enhancing the performance.

Activities: Hands-on demonstration of different lighting fixtures and basic lighting setups.

Session 3: Lighting Design and Colour Theory

Overview: Exploration of lighting design principles and colour theory. Discussion on how different colours and lighting angles affect the perception of scenes.

Activities: Practical exercises in designing simple lighting plots using coloured gels and different lighting positions.

Session 4: Introduction to Lighting Control Systems

Overview: Overview of lighting control boards and software. Introduction to programming basic lighting cues.

Activities: Hands-on practice with a lighting control board, creating and executing basic lighting sequences.

Session 5: Fundamentals of Audio Engineering

Overview: Introduction to the basics of audio engineering, including sound waves, microphone types, and the importance of audio in theatre.

Activities: Demonstrations of different microphones and basic sound checks.

Session 6: Audio Equipment and Setup

Overview: Detailed look at audio equipment such as mixers, speakers, and amplifiers. Discussion on setting up a basic audio system for a theatre production.

Activities: Practical setup of a small audio system, testing different audio configurations.

Session 7: Sound Design and Effects

Overview: Exploration of sound design principles and the use of sound effects to enhance theatre productions.

Activities: Creating and integrating sound effects into a short scene from a play.

Session 8: Introduction to Digital Cue Sequencing

Overview: Basics of digital cue composition, sequencing and playback, including an introduction to cue-based multimedia playback software

Activities: Hands-on exploration of QLab software, creating simple compositions.

Session 9: Advanced Lighting Techniques

Overview: Advanced lighting techniques, including moving lights, special effects, and advanced lighting plots.

Activities: Practical exercises in programming and executing complex lighting cues.

Session 10: Advanced Audio Techniques

Overview: Advanced audio techniques, including live mixing, using effects processors, and troubleshooting common audio issues.

Activities: Live mixing practice and exercises in audio problem-solving.

Session 11: Integrating Lighting and Audio with Performance

Overview: Discussion on how to seamlessly integrate lighting and audio elements with live performances.

Activities: Rehearsal with actors, focusing on synchronizing technical elements with the performance.

Session 12: Final Project and Presentation

Overview: Students will apply what they've learned by designing and executing the lighting, audio, and digital composition for a short theatre piece.

Activities: Group project presentation, followed by a critique session and course wrap-up.