

# Y10 Drama Technical Elements

## A. Lighting

Lighting must show:

- Location
- Atmosphere/Mood
- Time
- Symbolism

Lantern type	How it is used
<b>Profile Spot</b> 	Highlights a particular performer or area. Sharp, clearly defined edge Excellent for highlighting specific performers or areas
<b>Fresnel</b> 	Highlights a particular performer or area. Sharp, clearly defined edge Excellent for highlighting specific performers or areas
<b>Birdie</b> 	A miniature light that is useful for hiding in parts of set
<b>Flood Light</b> 	Provides lots of light to a wide area. Disadvantage: lack of control prevents lighting of specific performers
<b>Parcan</b> 	Best used for lighting a large area or providing intense colours. Disadvantage: lack of control prevents lighting specific performers
B. Lighting Angle	How it is used
<b>Backlight</b>	Where the actors are lit from the behind. Can be used to create shadows or obscure the audience's view.
<b>Up-light</b>	Where the lighting is angled upwards to create tension or suspense.
<b>Side light</b>	Where a scene is lit from the side. Can indicate another location or give a feeling of mystery.
<b>High front light</b>	Where the performers are lit from above. Provides a clear and natural effect.
<b>down light</b>	Where the performers are lit from above and in the front.

## C.

### Gels

Coloured plastic that is placed in front of the lantern to alter the colour.

### Barn Door

Four hinged flaps that are fitted in front of a lantern. They can be positioned to block the light from reaching certain areas of the stage.

### Gobo

A small metal disc with a pattern or shape cut into it to create a specific shape. Helps create location.

### Colour changer

Powered reel that contains a range of gels. The reel can be controlled remotely, enabling one lantern to produce different colours



Lighting Techniques	How it is used:	Examples:
<b>Fade</b>	Gradually takes in or takes out a lighting state. This could be done quickly or over a more prolonged time period. It can be done manually or pre-programmed.	The use of a fade could indicate that one scene has ended or show a change in location or time period.
<b>Cross Fade</b>	A cross fade occurs when one lighting state fades out whilst the other is gradually faded in.	The use of a cross fade allows for smooth transitions between scenes without using blackouts.
<b>Lighting State</b>	Which lights are being used at any one time.	'As a designer the lighting state I would use at the start of scene one would be...'
<b>Snap</b>	Where the lighting changes abruptly from one state to the next.	A snap could be used to show a sudden change in situation or to create tension.
<b>Blackout</b>	Where all the lights go out at once.	Could be used to show the end of a scene or act. Blackouts could also be used to create tension or surprise.
<b>Cue</b>	The indicator of when the next lighting state should take place (usually a line from one of the performers)	A specific line or movement the actor uses