

# Additional Documentation

## Lighting Design – GCSE

### Component 1

#### Minimum Documentation Required:

- A lantern schedule and a lighting grid plan, labelled with lantern symbol and gel number.
- A lighting cue sheet with a minimum of 4 cues.

#### Additional documentation might include:

- Research into the chosen topic in a mood board format.
- Sketches of ideas with annotations of how these support the devising work.
- Photographs of the design process & performance.
- Health and safety risk assessment.

### Component 2

#### Minimum Documentation Required:

- A lantern schedule and a lighting grid plan, labelled with lantern symbol and gel number.
- A lighting cue sheet with a minimum of 2 cues.

#### Additional documentation might include:

- Research into the play & playwright, genre, time-period and style of the time play text.
- Sketches of ideas with annotations of how these support the playwright's intentions.
- Photographs of the design process & performance.
- Health and safety risk assessment.



#### EXAMPLE SKILL SET

Lantern knowledge  
Angles of lights  
Computer programming  
Actor LX such as torches  
Colour / Gobos / SFX

*The supporting documentation gives the examiner (component 2)/ moderator (component 1) an idea of the process a designer has gone through. It is equal to the rehearsal process for actors.*

## Design idea examples

### LOW LEVEL SKILL

Using a cold or warm wash in the rig.

### MID LEVEL SKILL

Using colour symbolism. Cues will be linked together with crossfades/snaps or blackouts.

### HIGH LEVEL SKILL

Using gobos or plotting chases. Operating a follow spot or have actors work with items such as torches.

### USEFUL LINKS

<https://burtsdrama.com/stage-designers-lesson-4-lighting-design/>

<https://www.theatrefolk.com/blog/tips-for-first-time-lighting-designers>

<https://www.bbc.co.uk/bitesize/guides/zhg7kmn/revision/1>