

TRAINING GUIDE

Lighting: LEADER

I. Lighting 201

- A. Dimmers Vs Channels
- B. Patching
- C. Lamp Change
- D. Focusing
- E. ERS vs Par
- F. Control (DMX)
 - a) Theory
 - b) Cabling/Universes
- G. Color Temperature
 - a) Warm vs Cool

II. Striking/Dousing Lamps

III. Programming

- A. Process
 - 1. Plotting via Service Flow
 - 2. Listening to music for cue points
 - a) Matching feel/mood of music
 - 3. Cue Timing
 - 4. Cue Flow
 - a) Too much of a good thing...
 - b) Looking ahead to next song
 - (1) Transitions
- B. "Clear" & "Oops" Buttons
 - 1. Levels of "Clear"
 - 2. When to use "Clear" vs "Oops"
- C. Recording Cues
 - 1. Syntax/Order of Attribute Entry
 - a) Shortcuts
- D. Presets/Palettes
 - 1. Single Attributes vs "All"
 - 2. Recording
 - 3. Recalling

IV. Service Standards

- 1. "Sermon" look
- 2. House never below 30%
- 3. House never above 90%
- 4. No "blindings" or "house ballyhoos"
- B. Video Standards
 - 1. Saturated Colors
 - 2. Color changes on Video

V. Effects

- A. Applying
- B. "Stomp"

VI. Cue Book

- A. Organization
- B. Notation
- C. User Friendly

VII. Live Changes

- A. Executor & Program Time
- B. Subtle vs Distractions
- C. Reading Worship Leader
 - 1. Signs
 - 2. Body Language
- D. Effecting the Shade
 - 1. Communication with Shader
 - 2. What's live on IMAG?

VIII. Calling Cues

- A. Calling Syntax/Pattern
 - 1. Warnings
 - 2. Standbys
 - 3. "GO!"
- B. Timing
 - 1. Anticipation
 - 2. Cue Timing
- C. Thinking Ahead