

Production Technology Process Workbook

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Lighting

Lighting is one of the key parts of set design as lighting allows us to tell stories without words, it allows us to set scenes without having to put context or having to fill the stage with tons of props and scenery. If a Person is meant to be walking down the hallway but they are meant to be happy then the scene would be lit up well clearly showing most of the set while if it was meant to be a scene from a horror film, then the set would be lit darker with more shadow to allow the suspense to build. Another reason why lighting is important in the industry is without it, you wouldn't be able to see the performance.

Lighting has been apart of theatre history since it began and often through most of history was lit by candles or lanterns. This became a problem when theatres began to burn down due to the naked flame. This was soon altered when the creation of the bulb which lead to the creation of the flood light which began the lighting revolution in theatres.



(From Unit 6: Lights -lakeside Theatre Programs)

Of course these can be split into two groups, Generic and intelligent lighting.

Generic lighting is when the lighting is only focused, gelled and then dimmed to give the desired effect where as Intelligent lighting is any lighting which is automated or mechanical Capabilities that provide for more dramatic mood or scene changes. These are all operated from a lighting desk which will use a program and will have been preset with cues for the show, This allows the lighting operator to simply hit a button which will activate the next cue, this only means that the lighting operator has to follow the script.

When it comes to attaching the lights to a rig. Your first port of call should be to turn all the power off. This is so you don't cause any harm to yourself or others when creating your lighting rig. All lights have a small hook shaped area that the light is hung from on the rig. Once this is placed on the bar, you wrap the safety wire around the bar and then attach it to the light, this means that should the hook fail and the light fall, it has something else to hold it instead of fall and break and possibly causing someone damage or death. Finally to secure it, you tighten the wing nut on the back of the hook which secures it to the bar by adding pressure which keeps it in place. It should be important to add that you shouldn't put the light on a weld as this will not hold the light and cause damage to the rig. If the rig is damaged at all then it must be thrown away which will cost anywhere from a few hundred up to 10,000 with professional rigs.

Of course most of the time, lighting rigs are off the ground requiring a ladder to reach, This takes about three people as one person must hold the ladder while the other goes up to put

the light up while maintaining three contact points to the ladder for safety. The third person is the lighting director who will test the light using flagging which is when you wave a hand in front of the light to find the centre of the beam which allows you to see where the light will hit the hardest.

Our lighting assessment was to create a light show for a short monologue or song in groups of 4.

I knew from the start I wanted to do something different and so began to look towards some of my favourite media sources. Video games. This was just after I turned towards one of the opening monologues in 'The Woman in Black' theatre play by 'Stephen Mallatratt' but decided against it as I quickly realised that the monologue in question was too long.

My first port of call when it came to sourcing my Monologue from a video game was to go to one of my favourites 'Fallout New Vegas' by Obsidian Entertainment and quickly found Bennys speech.

<https://youtu.be/GsWZB5P3F68?si=87zQ3tRwwihrfHhZ>

(Fallout New Vegas: First Scene Posted by Suit72)

I was interested in this as I believe it stood out due to the way the dialogue was written. To me it seemed very much coated in 50, 60s nostalgia but at the same time, the implied context with the line "You've made your last delivery kid" - Benny, Fallout New Vegas. applies that the worst is about to happen for whoever the speech is directed at. However, what brought this to a grinding halt was the fact that for part of the speech to make sense, you need to have another person speak during

the beginning of the speech and due to it being only one person saying the speech for the assessment, then the speech couldn't be done. I then finally found the speech I wanted to do. A speech from 'Half Life 2' (a valve game)

In 'Half Life 2 Episode 2' there is a very important Monologue done by the ever mysterious Gman who follows the player character around all the games. The Monologue I chose for this is apply named 'Heart to Heart' Monologue.

<https://youtu.be/ylyCY9srJGw?si=FR31oxUUIftVSuja>

(Half Life 2 Episode two G-man scene [Heart to Heart] 1080p uploaded by GamingRevenant)

I picked this speech because it allows me to create an atmosphere of unease and to show how unsettling the character or the Gman is in General.

From this I went about finding a transcript of the Monologue, finding it quickly on

<https://www.imdb.com/title/tt0853117/characters/nm0788587/>

Which had The full monologue and from there transcribed it on to two pieces of paper, allowing the reader and myself to have a script.

The light show started off in pure darkness



before the reader would state the beginning of the speech. I picked this because it was my way of Mirroring the opening of the speech. In the speech in game, you are watching aliens attempt to heal your friend, only for time to be stopped and the famous 'Doctor Freeman' to ring out. Without having any acting or moving about, this in my opinion was the best way to represent the way the actual speech pulls the viewer out of the world and out of their comfort zone. This was followed by the backlights (downstage) being lit in a dark blue colour



which follows the Gman's quite blue ascetic. It also helps stick

to the goal I had during the creation of this light show and that was to try and make the audience uncomfortable. I believe i achieved this by using darker colours as well as not lighting the face. I chose not to light the readers front through most of it so the readers face would remain in shadow and not all people To make out key details of the face, which would help create the atmosphere of unease.

Red's where used when showing or expressing the themes

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of Violence and used in the lines 'A Crowbar coming at them down a steel corridor' and 'when.... Qwelling them was out of the question'. I did this because it shows that the Gman or reader in this case isn't someone who won't turn away from violence to get what they want. It also matches along with how he speaks and talks along with the mannerisms he uses. While the G-man speaks as if he is an alien attempting to speak like a regular human but failing, he also speaks in a way that every single word is hand picked to have a meaning. This meant that one of the parts of making a lighting rig to go along with this idea which lead me to the idea that for these moments, when he has clearly picked words that sound like a threat, that it displaces in red. It also works as the Crowbar used by the Main protagonist is red.

I also chose to have the centre light mostly stay as a white colour to add an almost clinic and alien colour to the lighting show.

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It was done to make it seem like it was too clean. This once again ties into the idea that is how the G-man speaks. As I mentioned earlier, the G-man speaks as if he is attempting to hide that fact that he's not human but is failing, yet at the same time, knows it. The way he speaks by adding pauses in different locations where they are not needed add to the tension behind his character as well as the seemingly hand picked nature of the words he uses. When you normally think of a pure white light, you picture places like hospitals or doctors or even more biblical ideas such as the bright light that has been reportedly seen upon death, yet, with the lighting still low and not highlighting the face (using keyascuro lighting techniques), a air of unease is created as the audience can't fully create a picture of the person reading it. Normally, lighting works along side facial expressions to help highlight aspects about the character, it allows the audience to get an idea for the character, what their personality is like as well as any evil deeds but if you remove this and take away the audience's ability to properly get a feel for the character and what their motivations might be and most importantly, what kind of character archetype the fit under which sets the audience off because they don't know wether to route for the character or fear them. And that sums up the G-man's character. He isn't a bad guy yet he's also not a good guy, like how the lighting show displaces the reader's face by not showing the face in full, it creates the idea of someone who isn't on your side but also someone who isn't against you.

Finally, As the monologue reached its end, I dimmed the center light off, leaving the area bathed in a dark blue.

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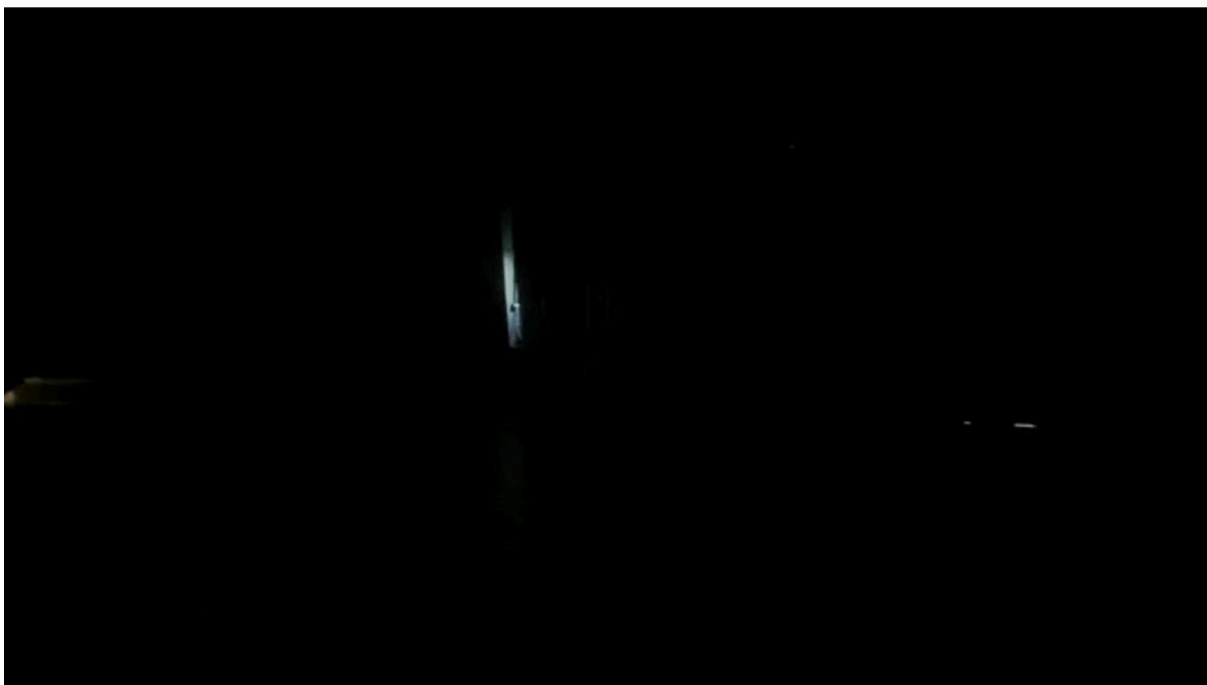
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This was done in a similar way as to use the colour red during previous parts of the lighting show. The end part is meant to be threat but also a warning but unlike the previous times the G-man has spoken like this, he doesn't hide it under carefully handpicked words and actions, he tells this directly to the viewer. He knows now that you have seen what he is about. He knows that he doesn't have to hide what he actually means and even if he's given you the goal of reaching an area with everything he's doing seeming to aid you, he (right at the end) shows his true colours, that he is only out for himself and his employers and that's why I went back to the colours that started the show off because when the monologue opened, it was the G-man pulling the Viewer out of reality to get you to do what he wanted and so when it ends, you are once again reminded that none of this is coming from his heart. It is coming from the fact he needs something done. The final cue of the light show, is switching to a rapid darkness almost immediately after the final line 'Prepare for Unforeseen Consequences'.

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This is done with only one cause, the G-man is done with you now so he has no need to talk to you and so sets you free to do his bidding.





Sound

Sound Design (foley) is an important part of the TV and Film Industry as it allows the creation of sound to match What is happening in the scene. This is very important as quite often an acutal recording of the thing you making sound for may not sound like what you are aiming for.

Our design brief for the folly project was to create the sound for a short series of videos live with a working speaker system. This was down over the course of 4 weeks with week 1 being taught the different parts of sound.

Now Filey was something I did in collage as part of the horror movie project we where made to do. Of course I went into it

thinking Why couldn't we use the actual sounds that are created. I remember not liking folly but had some interesting ideas such as the sound of typing rapidly on a key board being used as the sound of rain. However the most amount of Foley used for the horror movie was the sound of walking and moving through leaves.

Unlike collage I remember enjoying doing folly this time around. Of course folly is mostly used in the Tv and Film industry as well as in radio plays as it allows more sounds to be heard and allows what the sound director/ sound crew want to hear. It's no good if in a scene where someone's meant to be walking in an abandoned world and you can hear a car or if people are sword fighting and you can't hear any metal hitting each other.

Once we had the video we had to make Sound to, we set off searching for props to use. The easiest one to find was for a man walking in snow which was simple a bag filled with cornstarch and then squeezed and mutilated next to a microphone. Another one we had was a video of wood being cut. Now we did try to cut a piece of wood however, while we were in the props cupboard. Ant happened to scratch a magnet against a metal box and the noise it made identical to the sound of wood being cut. Another video Was two glasses being clicked together. This was replicated by clicking a wine glass with a China cup twice in rapid succession. While this worked, the live performance didn't work as the problem was if you thought about how to do it too much, it meant you couldn't do it Right, which during the live performance, I did which left one Lonely click instead of the two that had been planned. The final scene was that of a scene from Tom and Jerry. This one in my opinion looked the hardest but only because of the many parts of it.

At the beginning this was done by waving a thin stick to get a choosing noise. This is done because in the scene, the lion waves at Jerry to enter a room. This was quickly followed by Tom slamming the door. Now this was a tricky part as we didn't know what to do. Our first idea was to hit the side of a plastic box with a baseball bat but it didn't get the standard effect we wanted. It was only by accident that when brainstorming ideas, someone threw the baseball bat onto a sofa and the sound of it hitting the pillow gave us our sound. So when the door slams shut, I hit the pillow with a baseball bat before quickly making my way to the table to grab a small bolt wrench. This was because the sound of the mechanism being released sounded like a lock being locked which worked perfectly. The sound of the key coming out of the lock was done by running a ruler across a bolt. The sound of the commotion taking place on the other side of the door was done by using the aforementioned Plastic box filled with items and shaking it before slamming it on the ground as the door was thrown off its hinges. When the door hit the wall, I had to hit the pillow again and I believe I was a second too early or a second too late. As I often struggle with timing and was fully panicking trying to get everything I did right which I personally believe made me make more mistakes than I should have which let down the team I was a part of. The final two sounds were Tom's scream which we used a World War 1 officer's whistle as we felt it fitting with the theme of slapstick child's cartoon before finally bringing the stick back for when Jerry and the lion shook hands.

While the folly project was tough in my opinion, I enjoyed it more than I did when we basically did the same thing in both (both were to make the sounds for a scene, the collage one was to make the sound for the Jurassic Park scene just before

the t-rex appeared) but I personally believe that due to my overthinking and panicking I made more mistakes which let the team down.

Of course sound is still used heavily in theatre through musicals and opera. These require a whole sound crew ranging in order of:

Sound designer

Sound operator no.1

Sound operator no.2 - sound effects

Sound Operator No.3 - Equipment

Crew.

These are the people that normally operate the sound desk (otherwise known as a mixer) and will be in charge of different aspects of the sound such as Sound operator no.3 is in charge of equipment such as mics and wires where as Sound Operator no.2 creates/complies the sound effects. This allows a more streamlined version of the Production to be done.

Of course, as with lighting, sound can be pre queued so all the sound operator has to do is Click a button instead of the old Way of swapping disks and making sure to play them at the right time or having to skip ahead. This is all done... through Qlab

Qlab is a video queuing software only available on mac and is the industry standard for queuing shows or productions. Unlike a video which allows you to stop and start at a whim, Qlab's process is to press the start button and let everything else run through it without having to intervene.

This is quite often used during smaller shows or shows with a smaller crew where the sound operator may have to handle another job role at the same time, say lighting and sound. This allows them to take some of the weight off their shoulders but requires a lot of work to get everything perfectly done. Normally Qlabs would be used for background music as attempting to match soundeffect made by an actor doing something, such as dropping a glass which breaks behind a counter may be too hard to time correctly with an automated sound. Where it comes in handy is if your doing a video.

Our brief for Qlabs was to make a short film which using the original sound from the video. Me and my partner for this decided to work with and do one which payed homage to the silent film era but also mainly Charlie chaplin.

The plot of our short film was following two people who play a game of pool only for the game and the shots done by the players to becoming more and more dramatic and over the top. The film ends with one player winning only for the other to say he's cheating, the fight escalates and the other player shoots the other with a banana. We did plan on having a funeral scene at the end which would end with the one who 'died' opening his eyes. We however scrapped this as we realised that the editing and finding proper sound effects for it would take up too much time.

The whole point was to make it as silly as we could I personally say we achieved it. Over the course of one week, we filmed and edited the scene together to make them into sizeable chunks which could be easier to add to Qlabs. Once these where finished, I created the Iconic silent film Text slides using Microsoft PowerPoint. These where then added into the Qlabs

at different points after me and Gavin spent time, timing the short film.

The problem hit us when we realised that we wouldn't be able to add sound effects to the piece because of the way we had sequenced everything together. The video itself ran smoothly and without problems but due to the fact we had sequenced it together before adding the sound effects meant that any sound effects added would have broken the sequence and caused it to fall apart. The time it would have taken us to take the sequence apart and fix it would have taken us over the time we had and so we simply accepted it and showed the film with no sound effects other than background music. This meant that we didn't meet the design brief however, it was very clear what we had done wrong and how it could be fixed. It did also represent what I believe was a key problem with how I worked during this project and over the module.

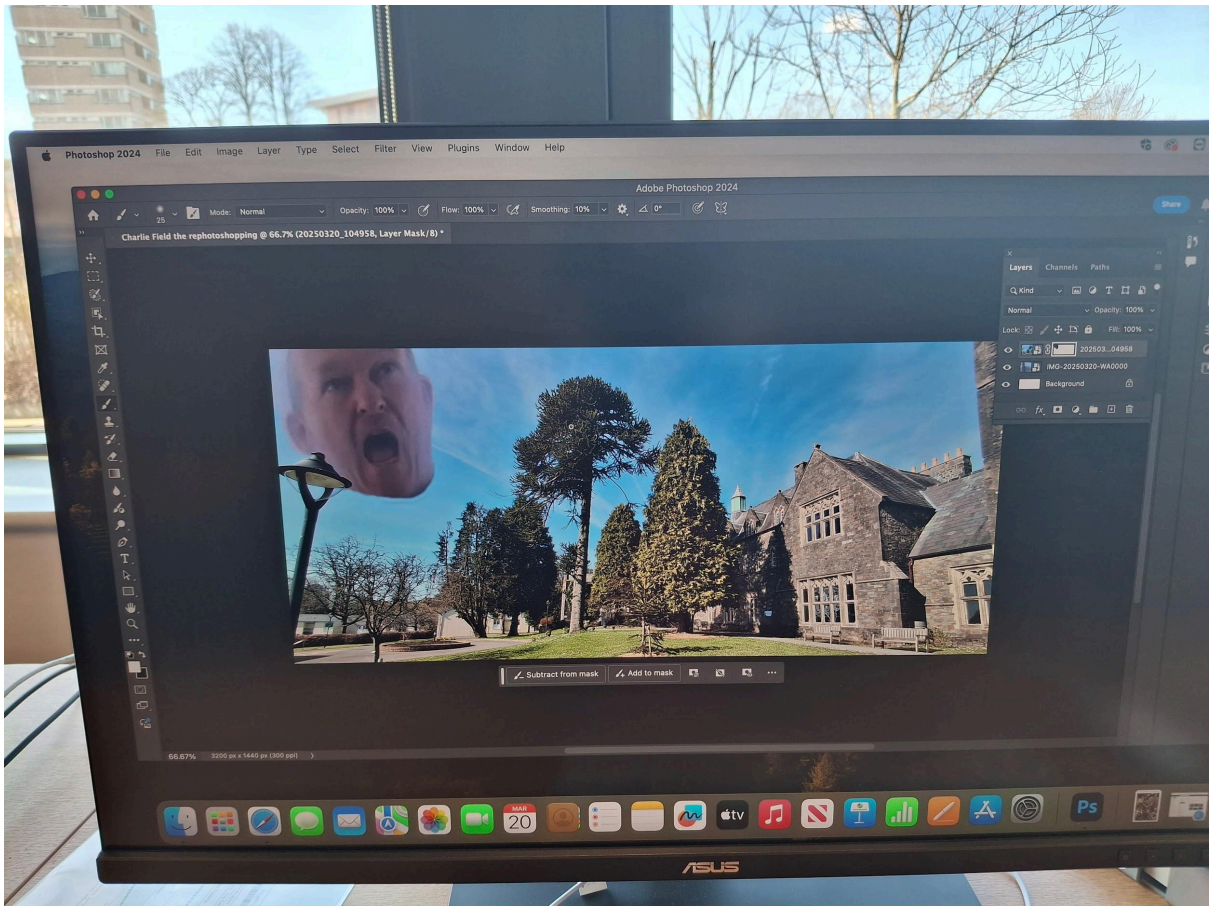
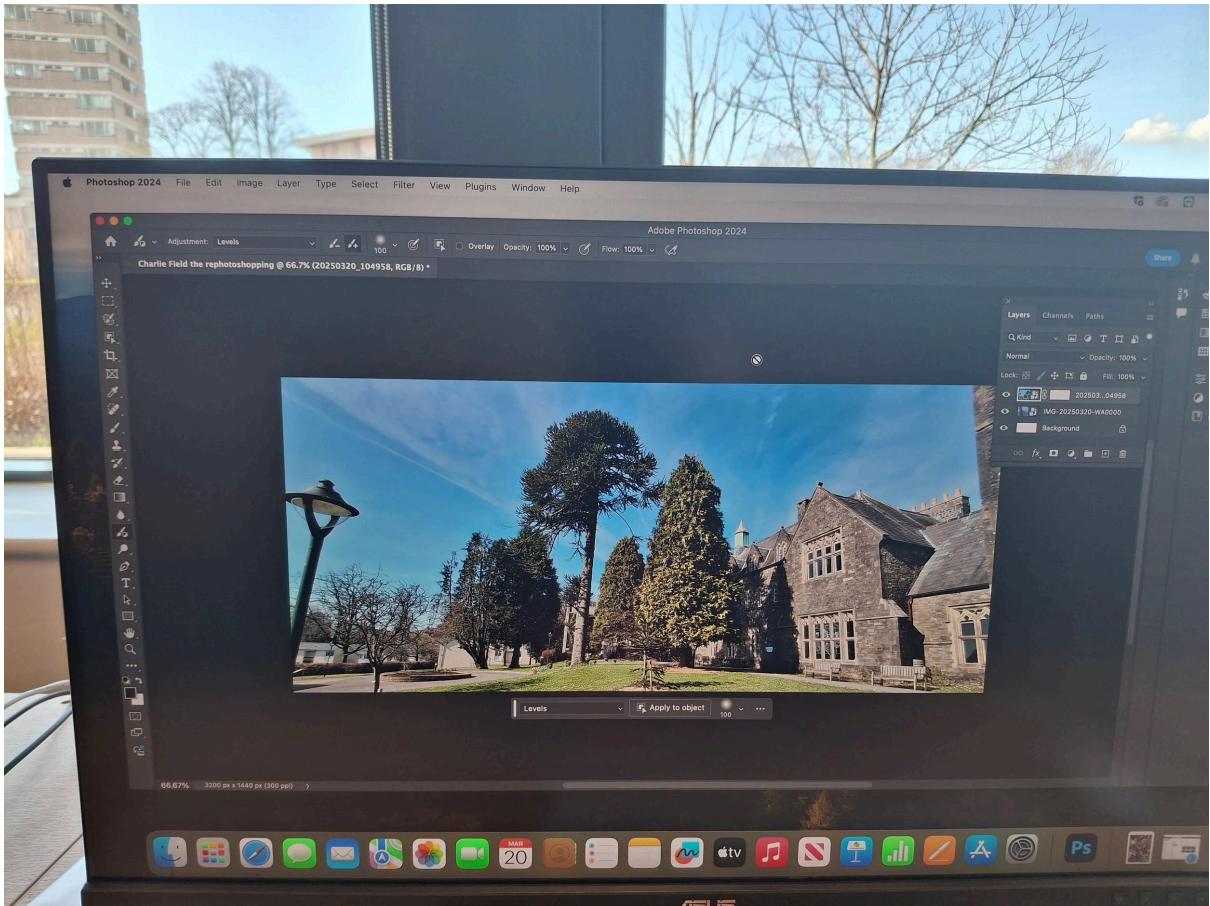
The problem is that I was very much focused on completing the work and getting the tasks given to me that I lost sight of the bigger picture and I never did the one thing that has been told to me to do during any part of my work and that is the ability to take a breath and a step back and view the project as a whole. I personally believe that if I had done that instead of focusing on getting the text slides done and coming up with ideas and sourcing sound clips, then we might have spotted the problem before it became too late to fix it. Other than this problem, I am confident that we met the criteria for the design brief as we were able to create a functional and logical short film that was (at least to me) enjoyable to watch.

Another program that is used heavily in theatre and TV is Photoshop and After Effects. Photoshop allows the user to

change and Warp images to their hearts content. This quite often can be seen in shows that take place in a real place but need some fixtionalised items such a billboard. This means instead of going to the location and spending large amounts of money to get the rights and then build the billboard, one can simple photoshop it onto the image or scene.

After effect is used in conjunction with Premier pro and Photoshop and allows you to add effects to the image or change certain parts of the recording. My personal favourite is photoshop as I have tried to used after effects in both collage and uni and have ended up hating it and getting overly stressed about it.

This was normally partnered with a green screen however, new technology has begun to change that with immersive rooms or immersive sets. What theses are, are a room filled with LED screens which allow the used to project anything onto the screen and all the scream will turn a flat image into a 3 dimensional (3d space). It also allows the creation of backgrounds that move without needing hundreds of crew to do it. A couple good examples are how this kind of set is used heavily in Disneys 'The Manalorian' and featured in the doctor who eposide 'Boom'. The biggest problem with this kind of set is that the LED Screens are incredible expensive and fragile meaning extra care has to used when handling or using these kind of screens.







Evaluation.

Overall, I really enjoyed this module as it handled the parts of media production I wasn't a fan of Or didn't like. My personal favourite was the lighting as I believed that I wasn't going to enjoy it only to find it really fun when being allowed to create my own compistion.

My least favourite areas was qlab and sound. The reason why it is sound is that while i did find it fun, I personally believe that because I began to overthink and panic which caused mistakes and I feel like That needs to be improved. Qlabs was out because I found it difficult to understand and follow which I believe comes from the fact that I much prefer to edit the videos with premier pro and add everything together. This of course will have to be fixed as in the theatre industry, you are more likely to used Qlabs then Pro.

My main take away from this module other then you never know until you try it is that I need to ask for help and guidance. During this module, I had a family member become majorly ill and was having to help take care of him while trying to fight back to wave of work needed to be done which inturn caused my mental health to spiral. What this module has shown me that I need to take away and improve is to ask people whether that be friends, the people On the course or lecturers for help and guidance on what to do.

Of course, the biggest problem that I have taken away from this project is more clearer now that I have had to re submit this project and that is that I failed to plan and to write. One of my biggest problems is that I struggle to write about the things I do

especially in the detail needed as I have always used the mentality that if something can be explained in 5 words, then there is no need to use any more words than 5 and this has handy capt me and this is something that i need to break because it will cause me to struggle more, this can be fixed with proper planning, what this proper planning will be is yet to be decided but I believe it might be something along the lines of trying to get weekly meeting with a tutor or a learning support team member as I have noticed that when I have a deadline, I tend to get it finished in time for it and so I can use it to break the mentality of waiting till it becomes too stressful for the work to be done successfully.