

<b>Title</b>	<b>Demonstrate and apply knowledge of lighting design for an entertainment and event context</b>		
<b>Level</b>	<b>2</b>	<b>Credits</b>	<b>4</b>

<b>Purpose</b>	People credited with this unit standard are able to: demonstrate knowledge of lighting design for an entertainment and event context; and set up, plot and operate lighting to meet the design requirements of an entertainment and event context.
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<b>Classification</b>	Performing Arts General > Entertainment and Event Technology and Operations
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<b>Available grade</b>	Achieved, Merit, and Excellence
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<b>Criteria for Merit</b>	<p>In demonstrating and applying knowledge of lighting design, the candidate must:</p> <ul style="list-style-type: none"> <li>– describe relationships between the technical requirements and purpose of lighting, and lighting design for the entertainment and event context, and;</li> <li>– explain their selection and operation of equipment in terms of meeting the design requirements.</li> </ul>
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<b>Criteria for Excellence</b>	<p>In demonstrating and applying knowledge of lighting design, the candidate must:</p> <ul style="list-style-type: none"> <li>– explain relationships between the technical requirements and purpose of lighting, and lighting design for the entertainment and event context, and;</li> <li>– justify their selection and operation of equipment in terms of meeting the design requirements.</li> </ul>
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### Guidance Information

- 1 This unit standard can be awarded with an *Achieved*, *Merit* or *Excellence*. For the *Achieved* grade to be awarded, all outcomes must be achieved as specified in the outcome statements. For *Merit* or *Excellence* grades to be awarded, the candidate must meet the *Merit* or *Excellence* criteria specified above.
- 2 All learning and assessment leading to this unit standard must be carried out in accordance with:
  - legislation including Health and Safety at Work Act 2015, Copyright Act 1994, and subsequent amendments;
  - safe working practices. These may include but are not limited to safe working practices in situations involving – working at heights, working with electricity,

lifting, securing equipment safely, replacing and storing equipment, use of tools, use of supplied safety equipment. Evidence of this may be provided by a teacher/tutor attestation or candidate's reflective statement. A useful reference for safe working practice is the Entertainment Technology New Zealand publication *A Guide for Safe Working Practices in the New Zealand Theatre and Entertainment Industry*, version 14 or subsequent amendments, which can be accessed at <http://www.etnz.org>.

### 3 Definitions

*Communicate image* refers to using lighting to visually enhance the shape and form of the entertainment or event space and the performer.

*Design requirements* are included in a design concept, which has been developed in response to such aspects as: the script; the setting, culture, style or period of the production or event; the purpose of the production or event; technical requirements; the performers.

*Entertainment and event context* refers to a performance or event such as dance, kapa haka, scripted drama, music performance (live or recorded in-studio), moving image production, physical theatre, devised work, performance art, and cultural event, circus that can take place in a range of venues, for example, stadia, theatres, event and convention centres, studios, parks and sports grounds, outdoor spaces, museums and galleries, places of worship, cultural places (e.g. marae), specialist classrooms.

*Luminaires* refer to a complete lighting unit including its casing, lens or aperture, reflector and lamp, and may include LED lighting systems.

*Technical language* refers to the specialised terminology associated with lighting design for entertainment and event contexts and may include but is not limited to – specifications, direction or position on stage, relevant jargon, trade names, acronyms.

- 4 Candidates must be given access to lighting equipment that has been certified as safe in order to complete assessment against this unit standard. The assessor must ensure that the power supply used in practical activities has sufficient capacity and circuit protection for the connected equipment. Equipment must be checked and verified by the assessor as being connected correctly prior to power up.

### 5 Range

The entertainment and event context the candidate is being assessed in must be specified or agreed by the teacher/tutor.

The design requirements to be met must be supplied to the candidate.

- 6 Recommended for entry: Unit 26686, *Demonstrate and apply knowledge of lighting for an entertainment and event context*.

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## Outcomes and performance criteria

### Outcome 1

Demonstrate knowledge of lighting design for an entertainment and event context.

Range includes use of technical language.

**Performance criteria**

1.1 Describe lighting design in terms of the technical requirements and purpose of lighting for the entertainment and event context.

Range technical requirements include but are not limited to – physical aspects of the venue, lighting equipment used, lighting states created, budget;  
purpose may include but is not limited to – visibility, focus, communicate themes, communicate time, communicate image, create mood, create texture, emphasise creative elements.

**Outcome 2**

Set up, plot and operate lighting to meet the design requirements of an entertainment and event context.

Range evidence of three different lighting states in sequence is required.

**Performance criteria**

2.1 Select, rig, patch, label and focus equipment according to the requirements of the design and safe working practices.

Range equipment may include but is not limited to – luminaires, dimmer pack, power source, cables, lighting desk.

2.2 Plot and document the lighting states in terms of the types of transitions, sequence, channel(s) and intensity, colour filters and cues.

2.3 Operate lighting console to produce the lighting states on cue and in accordance with the design.

Range lighting console operation may include but is not limited to – cross fade, fade to black-out, snap to black-out, use of preset, timed or slow build.

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<b>Planned review date</b>	31 December 2025
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**Status information and last date for assessment for superseded versions**

Process	Version	Date	Last Date for Assessment
Registration	1	19 April 2012	31 December 2017
Revision	2	17 July 2014	31 December 2017
Rollover and Revision	3	21 April 2016	31 December 2022
Rollover and Revision	4	26 October 2017	31 December 2022
Review	5	29 April 2021	N/A

**Consent and Moderation Requirements (CMR) reference**

0099

This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

**Comments on this unit standard**

Please contact Skills Active Aotearoa Limited [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.