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2.0 The Light Plot

The Light Plot is a composite plan drawing that provides the most descriptive possible view of the luminaries so that the production staff can most efficiently execute the design intent. It may consist of more than a single plate; however, all plates should be the same size to facilitate reproduction. Distances between front of house hanging positions and the playing area can be compressed in a light plot.

2.1 Information contained in the Light Plot

Normally, the light plot should include all information necessary to assure clear understanding of the designer's intent. The location and identification data of every luminaire, accessory, and specialty unit should be represented on the light plot, along with the following information:

- The centerline
- A lineset schedule when appropriate
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- Basic scenic elements
- All scenic masking
- All architectural and scenic obstructions
- The proscenium arch, plaster line, smoke pockets, or other architectural details necessary to orient the lighting design in flexible spaces
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- Trim heights to boom positions measure from bottom of the boom base to the side arm or clamp
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- The legend or instrument key designating symbol type and notation in the light plot
- The title block (see Section 4)
- Sightlines

The original Graphics Standards Board noted that a standard is an example for comparison and an authority, which serves as a model. It should be noted that this model cannot hope to cover all possible situations encountered during the drafting of a light plot or section and thus should be viewed as a guide that theatrical lighting practitioners use to create their drawings. This document, therefore, represents a "recommended practice." The terms instrument and luminaire are used interchangeably throughout the document to designate lighting luminaries while other equivalent designations may also include fixture, unit and lantern. This document also does not seek to represent a specific manufacturer of lighting equipment but suggests common instruments in general use. The result is a group of generic instrument types that can be adapted to specific uses as necessary rather than an attempt to present a symbol for each luminaire available.

The purpose of this document is to establish a standardized language among lighting designers and anyone else who needs to understand or execute such a design. In practical terms, this document is intended to provide guidelines so that anyone, ranging from technicians who hang the luminaires to other members of the production team, can clearly understand the intent of the lighting designer.

1.0 Introduction

Legibility and consistency should determine the graphic choices made in the drafting of both CAD and hand-drafted drawings. USITT, or modified ANSI three-line thickness standard drafting practices, may be employed as set forth in the USITT Scenic Design and Technical Production Graphic Standard of 1992 (reissued April 15, 1999). Complex drawings may require the use of three- or four-line thicknesses. Luminaire outlines should take visual precedence over other information on the lighting design drawings.

The graphical representation of a lighting design normally consists of two categories of documents: the Light Plot and the Lighting Section. Preferably, the documents are produced in 1/2" = 1'-0" scale. Other scales, such as 1/4" = 1'-0", 3/8" = 1'-0", 1:25 or 1:50 (if working in SI or metric) may be used after considering the size of the architectural space, the overall size of the document and reproductions, the number of individual luminaries, and the desired legibility of their text and numeric attributes. A complete lighting design requires additional paperwork such as channel hookups and shop orders not addressed in this document. Generally, the light plot should include all information necessary to assure clear understanding of the designer’s intentions.

Preamble

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- The legend or instrument key designating symbol type and notation in the light plot
- The title block (see Section 4)
- Sightlines

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Additional information may include:
- Lighting areas
- Template key
- Color key
- Liability disclaimer
- Union stamp

2.2 Luminaire symbol information
The luminaire symbols used on the light plot should represent the approximate size and shape of the luminaires in scale (except where computer applications supply more specific symbols). The symbol should be placed so that its location reflects its exact hanging point. Unless otherwise noted, the default spacing between typical fixed focus luminaries is 18” (or 45 cm) to allow for adequate focus range of each luminaire. When the symbols are placed in relative locations other than the default, dimension lines or other measuring notations should be added between the symbols to indicate the distance and to facilitate mounting the luminaires. It is acceptable to visually orient the angle of each drawn luminaire to either focus points or 90° axes.

Normally, each symbol should be accompanied by the following information:
- Luminaire number
- Indication of focal length or beam spread as part of the symbol (where appropriate)
- Indication of any accessories such as templates, irises, scrollers, top hats, barn doors, etc.
- Channel (or control designation)
- Axis notation for PAR lamps

Additional information may include:
- Focus
- Wattage
- Circuit and/or dimmer number or space for the electrician to add this information
- Indication of “two-fers”
- Color notation
- Color notation for scrollers
- Template notation

2.3.1 Designation and numbering of conventional mounting positions
- Front of House (FOH) positions begin numbering from the position closest to plaster line.
- Onstage electrics number from downstage to upstage.
- Onstage booms number from downstage to upstage.
- All hanging locations not intersecting centerline are subnamed by their location relative to centerline. Ladders, box booms, booms, and such are divided between stage left and stage right; stage left listed first.

2.3.2 Numbering luminaires within conventional mounting positions
Each luminaire receives a unique whole number. If a luminaire has an attachment that alters the beam of an instrument, the attachment will often not receive its own whole number but rather the host instrument’s number. Luminaires that are inserted between previously numbered fixtures are assigned the lower luminaire’s unit number plus an additional letter (e.g., 3A or 3B). At the designer’s discretion, decimal or letter suffixes may also be added to a luminaire’s number. In common practice, multi-circuited luminaries such as striplights will be assigned a letter with a corresponding number for each circuit (e.g., A1, A2 and A3 while luminaires with multiple control channels or attributes will often be represented through a whole number designation of the unit number followed by a decimal point and number representing specific attributes for the luminaire (e.g., 23.1, 23.2 and 23.3).
- Luminaires on hanging positions perpendicular to centerline (e.g., battens) are numbered from stage left to stage right.
- Luminaires on onstage booms or other vertical hanging positions are numbered from top to bottom, downstage to upstage.
- Luminaires mounted on FOH positions parallel to centerline should number starting with the units nearest to plaster line.
- Luminaires mounted on FOH positions non-parallel to centerline (box booms) should number starting with the units closest to centerline.

2.3.3 Designation and numbering of mounting positions in non-proscenium venues
- Pipe grid positions should be designated by numbers on one axis of the grid and by letters on the other axis.
- Other atypical mounting positions may be designated by compass points or numbering in a clockwise manner.
- Mounting positions that repeat should be numbered from a consistent starting point.
- Other atypical hanging positions should be designated in a fashion that is sensible to the electricians. Luminaires hung in these positions should be numbered in an intelligible fashion compatible with other luminaire designations on the plot.

3.0 The Lighting Section
The Lighting Section is a sectional view in which the cutting plane intersects the theatre, typically along the centerline but may intersect any plane that best illustrates the mounting positions. This drawing provides the most descriptive view of the hanging positions relative to the architectural and scenic elements of the production. While it may be appropriate to compress distance (horizontal or vertical) in a presentational section, doing so in the working version reduces its effectiveness.

3.1 Information contained in the Lighting Section
The purpose of the lighting section is to communicate spatial information and relationships of all other elements relative to the lighting design. The following information should be represented on the lighting section:
• Definition of where the section is “cut”
• Stage floor, deck, or “vertical zero” location (indication
  of which one is being used as reference zero)
• Proscenium, plaster line, smoke pocket, or the
  “horizontal zero” location
• Back wall or upstage limitation of the performing space
• Vertical audience sight points and/or sightlines
• Downstage edge of stage floor and/or edge of playing
  area
• Architectural details necessary to orient the lighting
  design in non-proscenium spaces
• All hanging positions including side elevation of
  booms, ladders, etc.
• Trim height for all hanging positions that can change
  height
• Identification of all lighting positions
• Architectural and scenic obstructions
• Sectional view of scenery
• All masking
• Title block (See Section 4)
• Scaled representation of the luminaire that determines
  batten height mounted in each position.
• Human figure (or “head height”) in scale

Additional information may include:
• Vertical ruler in scale
• Horizontal ruler in scale
• Defined distance to other elements not shown on the
  drawing (to follow spot booth, other sightlines, etc.)
• Liability disclaimer
• Union stamp

4.0 Title Block
Acceptable locations for the title block are:
• Lower right hand corner of the drawing
• Vertical banner on the right side of the drawing

4.1 Information contained in the title block
To be placed in the order deemed most important by the
lighting designer:
• Name of the producing organization
• Name of the production
• Name of the venue
• Drawing title
• Drawing number (i.e., “1 of 4”)
• Predominant scale of the drawing
• Date the plate was drafted
• Designer of the production
• Draftsperson of the drawing

Additional information may include:
• Location of the venue
• Director of the production
• Other members of the production team
• Lighting assistant and/or Master Electrician
• Date and revision number
• Approval of the drawing

• Contact information (telephone and fax numbers,
  e-mail addresses)

5.0 Legend or Instrument Key
Placement is acceptable in any location that does not con-
flict with other information.

5.1 Information contained in the legend or
instrument key:
• Pictorial representations (symbols) of all luminaires and
devices shown on the plot with identifying descriptions of
each.
• Beam spread (in degrees or focal length) for each
luminaire type if the numeric value is not part of the
luminaire’s name
• Designation of all notations associated with each
luminaire.
• Color manufacturer designation (e.g., R = Rosco, L =
Lee, G = Gam, etc.)
• Template manufacturer designation (when applicable)
• Wattage (total luminaire load) and/or ANSI lamp code
• Symbols for any accessories – templates, irises, color
scrollers, top hats, barn doors, etc.

Additional information may include:
• Luminaire manufacturer
• Representation of “two-fers”
• Indication of voltage

6.0 Symbol Guidelines
These guidelines represent a selection of standard generic
symbols that approximate the size and shape of stage lumi-
nares. Further differentiation or notation may be necessary
to distinguish between luminaires of approximately the same
size. This may include shading the symbol, making the
“front” of the symbol a heavier line, and other individual
techniques. As manufacturers introduce new luminaries and
accessories that are not specified by the current
Recommended Practice, a designer may either create new
symbols or make variations in existing symbols that approx-
imate the silhouettes and optical qualities of the new equip-
ment. In this case, a clear indication of the new symbol must
be included within the Instrument Key. Detailed luminaire
symbols specific to each manufacturers’ products and sup-
plied by computer drafting programs may be substituted,
provided they allow the specialized markings needed to
effectively specify the luminaire and provided they are properly
explained by the instrument key (see Section 5).

These symbols are presented as a guideline. Specific choic-
es should be considered to differentiate between different
manufacturers of the same type of luminaire. It is USITT pol-
icy not to specify any manufacturers in the Symbol
Guidelines.

Because of the number and complexity of attributes in auto-
mated fixtures, each designer must determine a logical
notation system for the luminaire used.
6.1 Ellipsoidal Reflector Spotlights

6.1.1 3.5" Diameter Lens Instruments
- Radial
- Axial
  - 3.5" x 5"
  - 3.5" x 6"
  - 3.5" x 8"
  - 3.5" x 10"
  - 3.5" x 12"
  (approx. 48°)
  (approx. 38°)
  (approx. 28°)
  (approx. 23°)
  (approx. 18°)

6.1.2 4.5" Diameter Lens Box Shape Instruments
- 50°
- 30°
- 40°
- 2°
- Variable Focus

6.1.3 4.5" Diameter Lens Instruments
- 4.5" x 5.5"
- or 50°

6.1.4 6" Diameter Lens Instruments
- 6" x 9"
- or 40°
- 6" x 12"
- or 30°
- 6" x 16"
- or 20°
- 6" x 22"
- or 12°

6.1.5 6" Diameter Lens Box Shape Instruments
- 50°
- 40°
- 30°
- 20°
- Variable Focus

6.1.6 Enhanced ERS Instruments
- 90°
- 70°
- 50°
- 15°
- 10°

6.1.7 8" Diameter Lens Box Shape Instruments
- 10°

6.1.8 8" Diameter Lens Instruments
- 8" x 9"
- 8" x 10"
- 8" x 11"
- 8" x 13"
- Variable Focus

6.1.9 10" Diameter Lens Instruments
- 10" x 12"
6.0 Symbol Guidelines

6.1 Ellipsoidal Reflector Spotlights

6.1.10 10" Diameter Lens
Box Shape Instrument

6.1.11 Variations on Standard
ERS Symbols

ERS with radial reflector
ERS with axial reflector
ERS with a single lens
Variable Focus
(Zoom ERS)
Variable Focus
(Enhanced Zoom ERS)
ERS with a template or gobo
ERS with an iris
ERS with gobo rotator
ERS with double gobo rotator

6.2 Fresnel Lens Instruments

3" Fresnel
6" Fresnel
8" Fresnel
12" Fresnel
Oval Beam Fresnel

6.3 PAR Lamp Instruments & Designations

6.3.1 PAR Instruments

MR-16 Birdie
PAR 38
PAR 46
PAR 56
PAR 64
Axial PAR or
Enhanced PAR
Variable Focus
PAR Lens

6.3.2 PAR Designations

Extra Wide Flood
(WXFL)
Wide Flood
(WFL)
Medium Flood
(MFL)
Narrow
(NSP)
Very Narrow
(VNSP)
Beam spreads for Axial,
Enhanced, or multiple
PARs use the designations
shown for PAR 64 examples.
Lamp axis
orientation
(Used to indicate
where beam lands or
filament orientation)

6.4 Beam Projector Instruments

10" Beam Projector
12" Beam Projector
16" Beam Projector
Enhanced Beam Projector

6.5 Ellipsoidal Reflector Floodlights

10" Scoop
12" Scoop
14" Scoop
18" Scoop
6.6 Cyclorama Instruments

6.6.1 T-3 Cyclorama Instruments

Focus Direction Example

1 circuit T-3 Unit
2 circuit T-3 Unit
3 circuit T-3 Unit

4 circuit T-3 Unit
6 light T-3 Unit

9 light T-3 Unit

6.6.2 Cyclorama Instruments

1 Cell
2 Cell

3 Cell

4 Cell

The symbol for multiple cyclorama instruments approximate an accurate size & shape.

6.7 Striplight Instruments & Mounting Designations

6.7.1 Striplight Instruments

Overall length of the instrument dependent on number of lamps. Measure the instruments.

MR-16 Striplight
R40/PAR 38 Striplight

This symbol is used for either of these lamps. Label the lamp type in the instrument key.

PAR 56 Striplight
PAR 64 Striplight

6.7.2 Striplight Mounting Designations

Pipe Mounted (Hung)
Trunion Mounted (Ground row)

6.7.3 Fluorescent Instruments

Overall size of the instrument dependent on size and number of tubes. Number of circuits vary per unit. Be specific.

T-12 Tube 2 Circuit

Option 1

4 Foot 2 Tube
5 Foot 3 Tube
6 Foot 1 Tube

Option 2
6.0 Symbol Guidelines

6.8 Automated Luminaires
Symbols for Automated Luminaires should approximate size, shape, and swing radius.

6.8.1 Fixed Bodies
- Moving mirror instrument

6.8.2 Moving Yokes & Heads
- Moving Yoke (Shown with Enhanced 19°)
- Moving Head Wash Luminaire
- Moving Head Spot Luminaire
- Zero Reference Point as specified by Designer
- Moving Head Spot Luminaire
- External Moving Mirror Device

6.9 Practicals & Special Units
- Practical Luminaire
- 35 mm Slide Projector
The symbol for Special Effects instruments approximates an accurate size & shape.

6.10 Follow Spot
- Follow Spot

6.11 Symbols for Circuitry
- Two-fers

6.12 Symbols and Layout for Lighting Booms
- Hatch or shade acceptable for top view of boom
- Option 1
  - 8'-0"
  - Yoke out: (no sidearm)
  - Floor Plate
  - Boom Base
- Option 2
  - 6'-0"
  - 3'-0"
  - 1'-6"
  - 3'-0"
  - 4'-0"
  - 2'-0"
- Layouts may not be to scale
- Choose only one type of layout per plot
- Shown are different examples of indicating height designation
6.0 Symbol Guidelines

6.13 Accessory & Ancillary Symbols

6.14 Luminaire Notation

6.14.1 Normal Luminaire Notation

Control with Hard and Soft patch

Control without Soft patch

Notation shown on any plot is a case-by-case basis. It is not necessary to include all categories, when the combination runs the risk of making the plot's appearance cluttered.

6.14.2 Normal Luminaire Notation

6.14.4 Notation for Instruments with PAR Lamps

6.14.3 Normal Striplight and Cyclorama Light Notation

6.14.5 Notation for Followspot Boomerang
6.0 Symbol Guidelines

6.15 Arc Source Luminaires

6.16 LED Fixtures

Number of dots represent the number of different colors.

6.17 Scene Machine

6.18 Line Weights

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<th>Medium</th>
<th>Heavy</th>
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