



Working under the supervision of the Artistic Director, Production Manager and Director/Choreographer the **Lighting Designer** at *Glorify Performing Arts* is responsible for the vision/creation of the lighting design for our productions. The Lighting Designer should be able to be flexible, creative under pressure and have strong communication skills. Most importantly the Lighting Designer should feel confident they can uphold GPA's Foundational Four (Mission Statement, Vision Statement, Core Values and Business Philosophy).

Lighting Designer Responsibilities

- Work with the artistic director, director and production staff to develop a uniform artistic vision for the production
- Design a lighting plan for the production using any and all show information including, but not limited to, set designs, stage directions, director's notes, live rehearsals, and computer software
- Design light plot including locations, colors and dimmers for all lights that are to be included in the production along with all the lighting cues
- Insure lighting design of a production is within the lighting budget
- Inventory equipment and order any additional items needed
- Run light board for all main stage performances
- Follow production schedule to insure design is completed by the production deadline
- Obtain a current groundplan of the theater
- Prior to official tech week hold paper tech with production staff

Qualifications

- Degree in technical theatre or minimum 3 years lighting design experience
- Strong knowledge of lighting instruments, computer software for lighting, color theory, graphics and electronics
- Rigging experience will strengthen candidacy
- Active in staying updated on the latest lighting technology
- Knowledge of OSHA regulations ESTA/ANSI standards and NEC laws

Compensation:

During our Promo Year the Lighting Designer would receive a stipend of \$200 for our main stage production. Upon the launch of GPA into Phase One, this would be increased to \$400 per show.