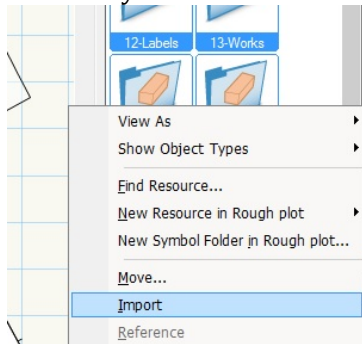


## Drawing Prep

### Part 1: Prepping the scenic drawing, hanging positions & focus points

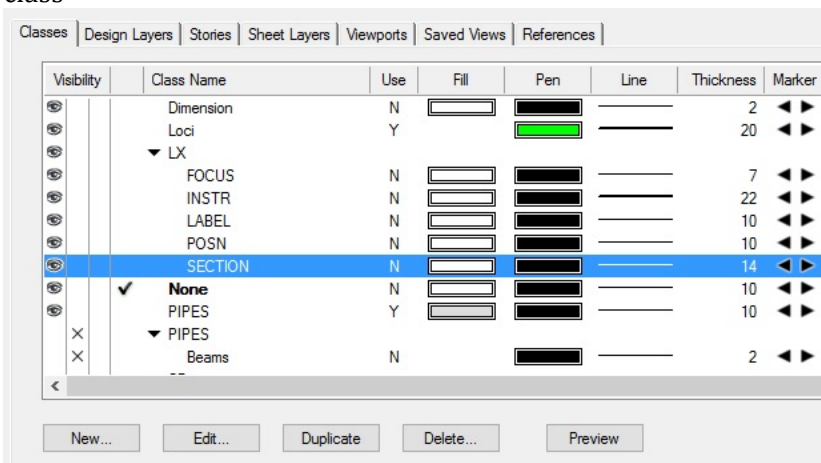
When you receive the drawing package from the scenic designer there will be a lot of information that you will need to remove for clarity of the lighting design.

1. Open LD1 Symbols in our class dropbox in the 'class' folder
2. Open the scenic drawing and re-save as Rough\_Plot\_Last Name
3. In your new drawing (Rough\_Plot) navigate in the resource browser (cmd+r) to LD1 symbols and import (right click) the all the symbol folders into your file. At the 1<sup>st</sup> pop up click OK to 'preserve folder hierarchy' at the 2nd pop up click 'do not import this symbol definition' and check the box to make that for all conflicts.



#### 4. Layers & Classes

- Create a 'SCENIC' **Layer**; place all scenic elements in this layer
- Create a 'LIGHTING' **Layer**; Move this to the no. 1 slot in the Navigation window, so it is the first layer visible on the drawing, above scenic
- Create 'LX-FOCUS' class w/ thickness 7 mils
- Create 'LX-FIXTURE Class w/thickness 22 Mils
- Create 'LX-LABEL' Class w/thickness 10 Mils
- Create 'LX-POSITION Class w/ thickness 10 Mils
- Create 'LX-SECTION' Class w/ thickness 14 mils; this will contain all lighting sections
- Create a 'SET-Labels' Class w/thickness 7 mils, move all scenic labels to this class



- Double click the thickness number and changed the class default to the proper thickness

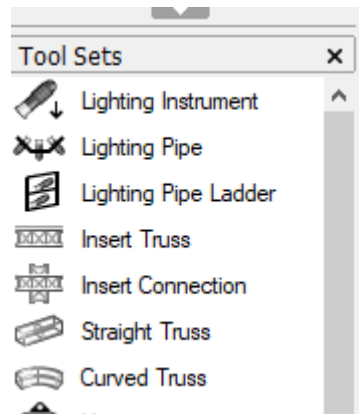
5. Change line weights (some of these elements will be created later i.e. dimension lines)

- Title Block & Border 39 Mils
- Architectural Walls 7 Mils
- Lighting Fixtures 22 Mils
- Centerline/Plasterline 7 Mils
- Hanging Positions 10 Mils
- Groundplan (greyed out) 7 Mils
- Dimension Lines 5 Mils

6. Create Hanging Positions

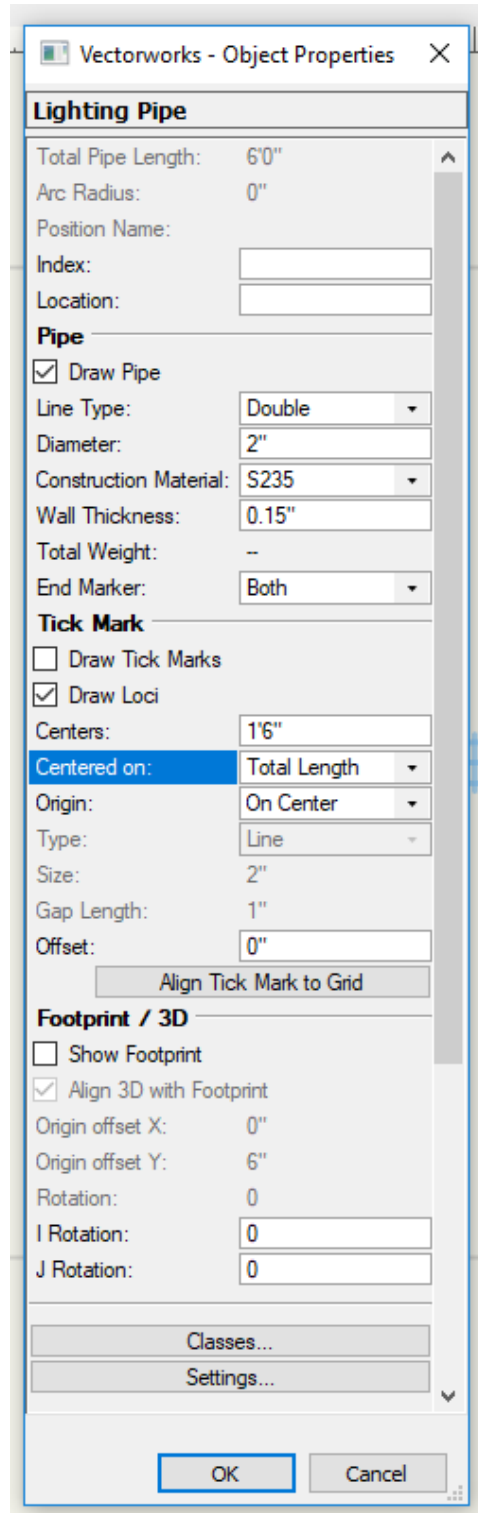
Some of the scenic drawings have pipes and grids in the drawings. However this will not work as effective as creating hanging positions using the Lighting Pipe Tool. But you will use them as guides.

- Ensure you are in the **Spotlight** workspace
- Set your Class Options (in Navigation window) to “Grey/Snap Others”
- Ensure you are in the ‘Lights’ layer and the ‘LX- POSITION’ class
- In the Attributes window, ensure that all attributes are set to Default Class Attributes
- To draw a Lighting Pipe, select the Lighting Pipe in your Spotlight Toolset, or your Truss Toolset (depending on which update of VW2019 you are using)
  - Once you have selected this tool, it will allow you to create a polyline that spans the desired distance and shape of your pipe

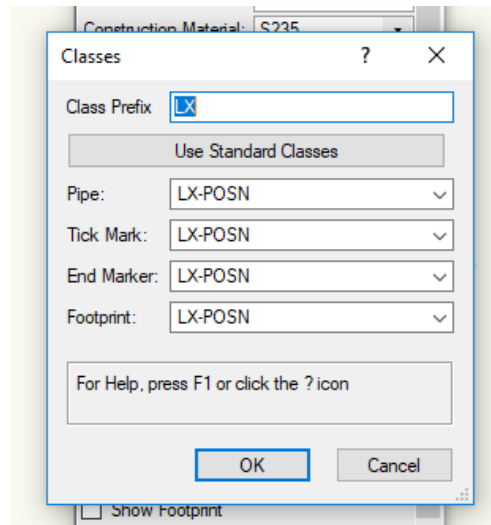


- Use the Lighting Pipe tool to draw a single line over the center of the greyed-out pipe within the drawing

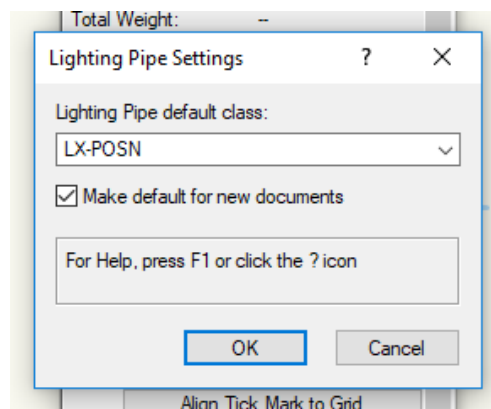
- When you have reached the end of the pipe, Double-Click your mouse over the endpoint of the line. A window will pop up that allows you to alter the Pipe settings. Please set all attributes as they are shown in the provided image:



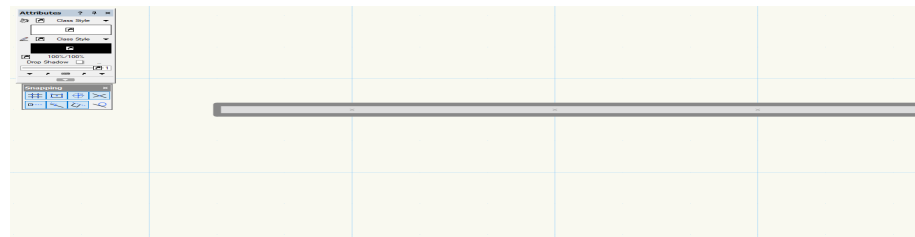
- Once you have finished, click 'Classes...' at the bottom of the window. This will open up a new pop-up. Here, you can assign the LX-POSITION class to be used for all elements of the pipe you have created.



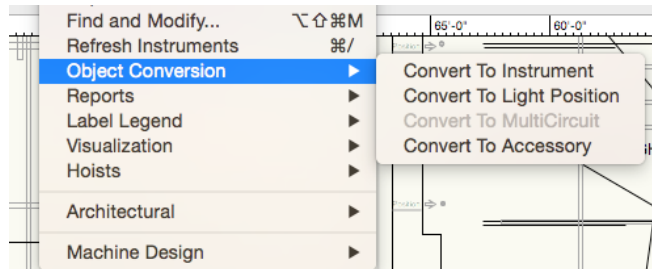
- Once you have finished and hit 'okay', click on 'Settings...' at the bottom of the Lighting Pipe window. This will open yet another pop up that allows you to define how the entire Lighting Pipe Object is classed in your drawing.



- Once you have completed this, you can click 'okay' until you have closed all pop-up windows. You will then, hopefully, see a pipe! It should look something like this:



- Now that you have a pipe, you can turn that pipe into a hanging position in your theater...
- With the Lighting Pipe that you created selected, under **Spotlight > Object Conversion**, click 'convert to Light Position'



- Click 'convert object' on the pop-up
- Click 'yes' on the next pop-up
- Name the position. In a proscenium the labels are plaster line to US and plaster line to front of house
  - 2<sup>nd</sup> Electric
  - 1<sup>st</sup> Electric
  - ----- plaster line -----
  - FOH 1
  - FOH 2
- In a grid the us/ds position are numbered ds to us
  - 1 pipe
  - 2 pipe
  - etc.
- The SL/SR positions are lettered from SL to SR
  - A pipe
  - B pipe