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# TOWN HALL ARTS CENTER

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## Lighting Designer position

Position: Lighting Designer  
Reports to: Production Director and Executive Director  
Contract and paid position  
Recruitment ongoing

Position Overview: Lighting Designers use different lighting instruments and colors of light to appropriately illuminate the performance space. They mimic different lighting conditions (daylight, night-time, indoors, outdoors, etc.), as well as enhance the mood of a scene. They also create a light plot, hang and focus instruments, and program cues. Lighting designers are collaborators, understand appropriate use of color and angles of light, and are adept at programming a light board.

### General Responsibilities:

- The Lighting Designer should provide light plot and associated paperwork for the artistic concepts of the Director within budgetary constraints established for the production.
- Generate and update additional lighting paperwork such as Instrument Schedule, Circuiting, and Patching for the light plot.
- Lead and supervise hang and focus.
- Program lighting cues into the light board AND into the show control system (Qlab)
- Must have a full working knowledge of the ETC Ion lighting console and Qlab 3 show control program
- Accomplish and supervise all lighting notes during tech and run of show.
- Designer agrees to schedule adequate time with the Director for design execution; work within the existing inventories/restrictions of Town Hall Arts Center; set cues with Stage Manager and Director at "paper tech" and build light cues with Director and Stage Manager during "dry tech" as necessary.
- Be familiar with safe operating procedures of working with light equipment and ladders (must always have one other person present in the theatre when working on a ladder.)
- Attend all production meetings, technical, and dress rehearsals.

Interested? Please send your resume and theater background to:  
Cheryl McNab, Executive Director, [cmcnab@townhallartscenter.org](mailto:cmcnab@townhallartscenter.org)