IATSE LOCAL 52
JOB DESCRIPTION

Job Title:	Lighting Department Programmer

Job Description:

The Lighting Department Programmer consults with the Gaffer/Director of Photography to operate the lighting console which can use moving lights and/or intricate chase or lighting effects to carry out the lighting design and program the shoot during the rehearsal process.

Duties:

In order to properly program the correct lighting, the Lighting Department Programmer will have to prepare by configuring the sophisticated console/switch board's initial settings to generate the needed cues including downloading any necessary fixture profiles, building fixture and attribute pages, and defining any of the Director of Photography's preferences.

Next, the Programmer sets the focus positions, gobo pattern, and rotation of the lighting instruments. He or she records cues, gives fade times, and controls the lights from the console.

Skills & Education:

The Lighting Department Programmer must be attentive to detail, have high organization skills, and be able to follow directions exactly. A degree in theatrical production with lighting design is preferred. He or she must be able to troubleshoot dimmers, media servers, and other related lighting and show control systems. Experience in lighting is required.