



**ST. LUKE'S PLAYERS**  
Community Theatre Since 1948

# WORKSHOPS



## Lighting

Saturday July 27th • 1pm–3pm

Limit: None

**Max Terpstra** will be showing the lights and lighting system in the main hall.

An introduction to our lighting equipment and how we use light for the needs of our small theatre:

- Setting up moods, lighting effects;
- How lighting integrates and contributes into the theatre experience;
- Working with the limitations of our stage.

To register for these free workshops contact **Geoffrey Davidson**  
[gdaavidson486@gmail.com](mailto:gdaavidson486@gmail.com)

## Sound Designer

Saturday July 27th • 10:30am–noon

Limit: 10

**Mitch Barnes** will be hooking his laptop to the television in the Lounge.

- Covers the fundamentals of what a sound designer does.
- How to source music and effects.
- Where to get started.
- How to edit.
- How to choose the best effects for the moment: musical sting, underscoring, a monologue, etc.
- Tips for Sound Designers including how to work with the Director.

Large part of the workshop will be spent teaching the fundamentals of Audacity—free sound design software.

Participants are encouraged to bring their laptop with Audacity already loaded for a more hands on experience, but it won't be necessary for attending the workshop.

<https://www.audacityteam.org/>

## QLAB

Sunday July 28th • 1pm–3pm

Limit: 10

**Max Terpstra** will be hooking up to the television in the Lounge.

- A good companion to the Sound Design Workshop.
- Will show the job of a Sound Technician with emphasis on showing how we use QLAB to do so.
- How the sounds get from computer to speaker.
- Setting up the 'Cue' list.
- Layering sounds and adding effects.
- How to run sound during a show.
- Best practices for live theatre.

