

Haunt Lighting Design

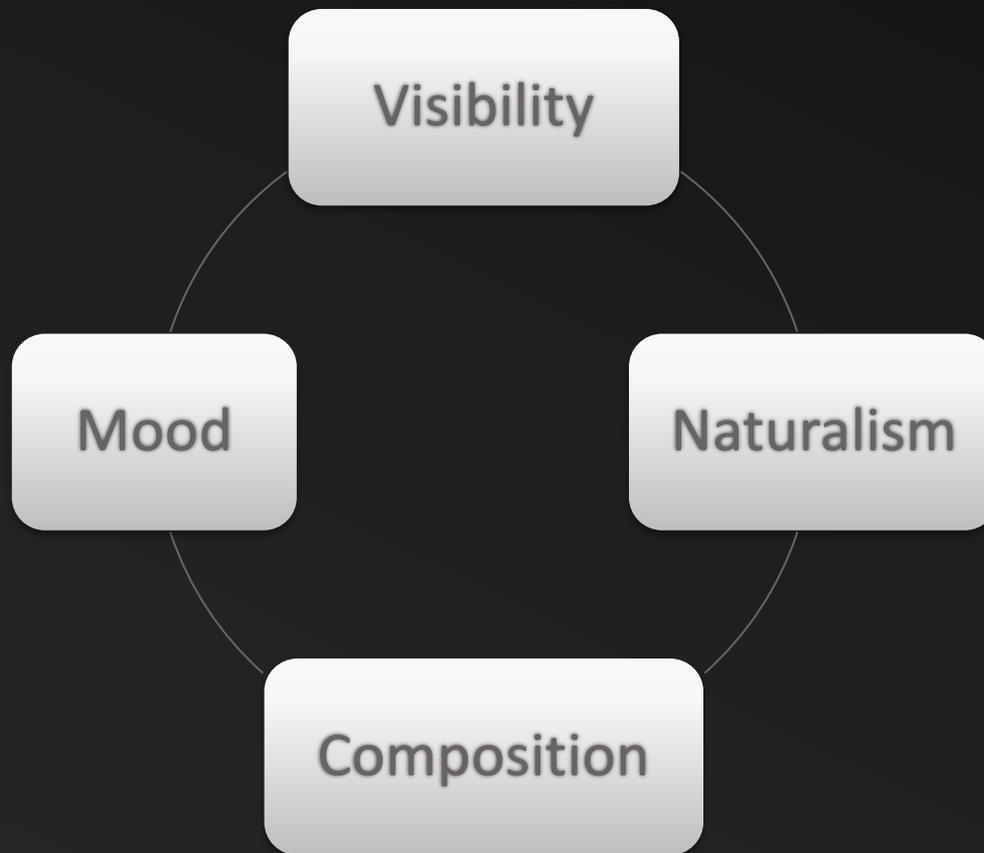
Maximizing Impact of What Your Audience Sees
(and Doesn't See)

Presented by Quan Gan, President of Darklight

- Stage Lighting Principles
- Show Control
- LED Systems
- Examples & Tips
- Q&A Session

Stage Lighting Principles

Purpose of lighting is to provide a sense of



Visibility

- Light provides audience understanding of the object being illuminated. Selectively show audience the scene so scare can be hidden.

Naturalism

- Scenery needs believable light sources to tell audience time and place (sun, moon, fire, lamps, etc.)
- Sunlight is what we are most used to, warm white light from 30°-45° above gives shadows we are used to.
- Light from extreme angles (side & top) create unnaturally exaggerated shadows which can sometimes be good in a haunt.

Composition

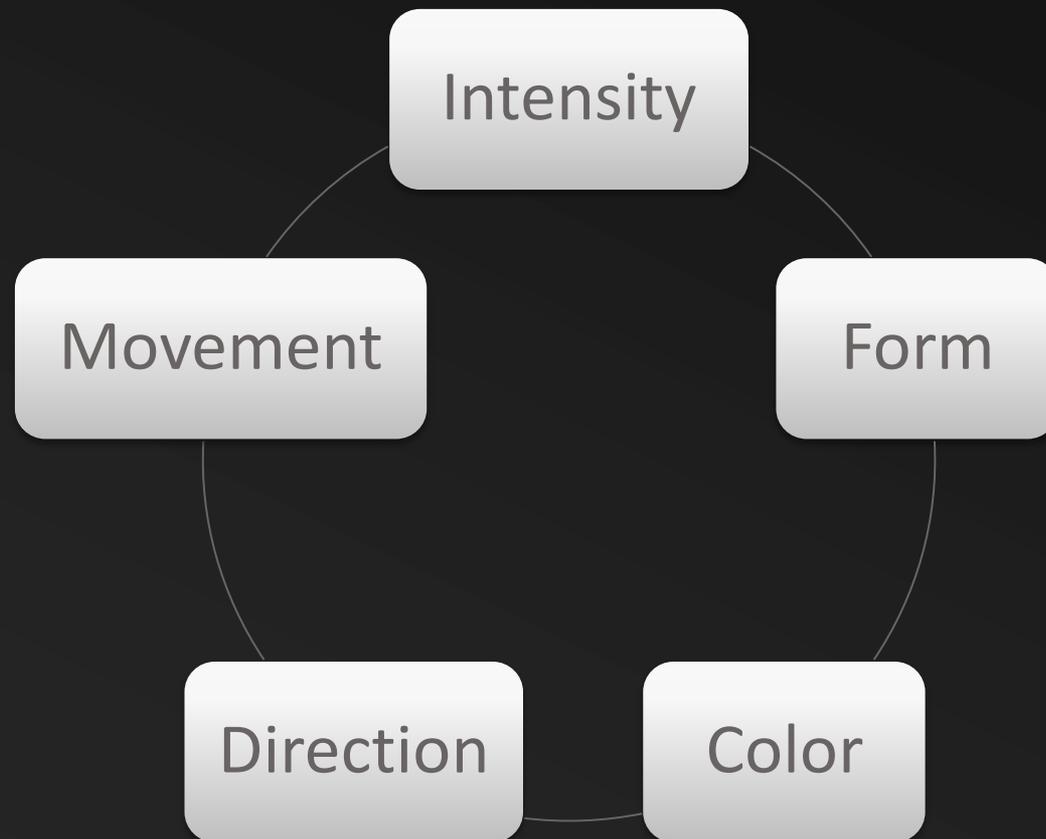
- **Focal objects**
- **Key light - one**
 - brightest source and provides focal point and strong shadows
- **Fill light - several**
 - dimmer, diffused light to soften/fill in shadows
- **Back light**
 - can also be used to illuminate behind object to create more depth, separating it from background.

Mood

- lighting can make the audience FEEL the scene - reds feel hot, blues feel cold, greens feel creepy or mysterious.



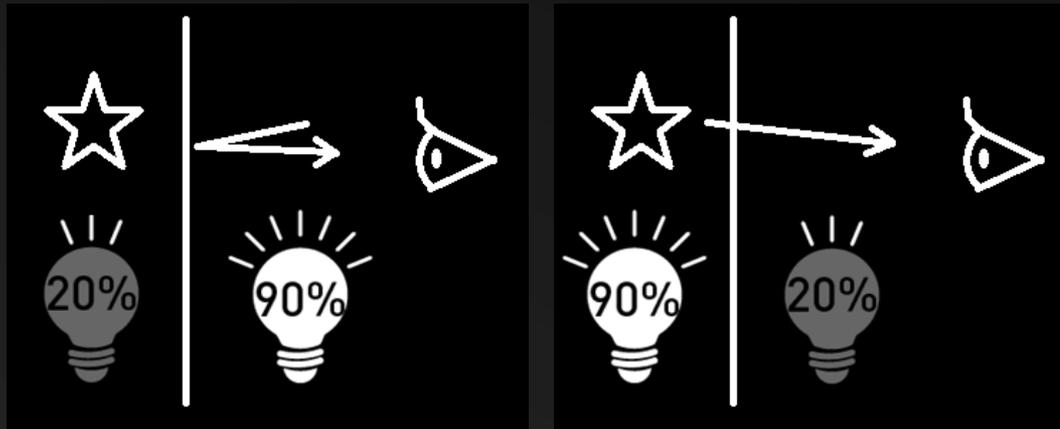
Qualities of Light



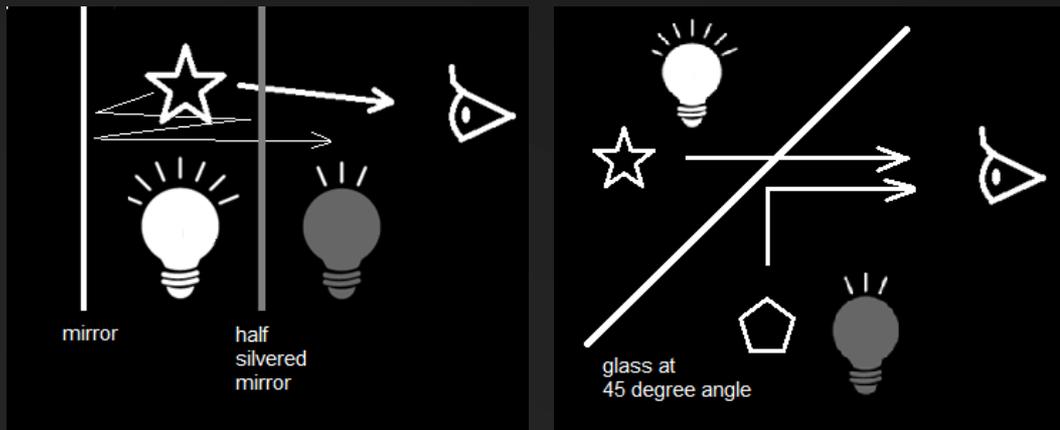
Intensity (1)

- Bright attract attention - used for distraction.
- Dark conceals - used for scare element.
- Darker = SLOWER throughput, more scary.
- Brighter = FASTER throughput, less scary.
- Beware of sunlight spill during early season. Customers will see more of scenery as eyes get adjusted to darkness.
- Vary the intensity from room to room to keep guests on edge.

Intensity (2)



Concealing scare behind glass



Infinity mirror

Pepper's ghost

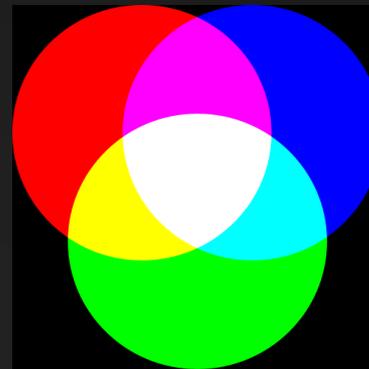
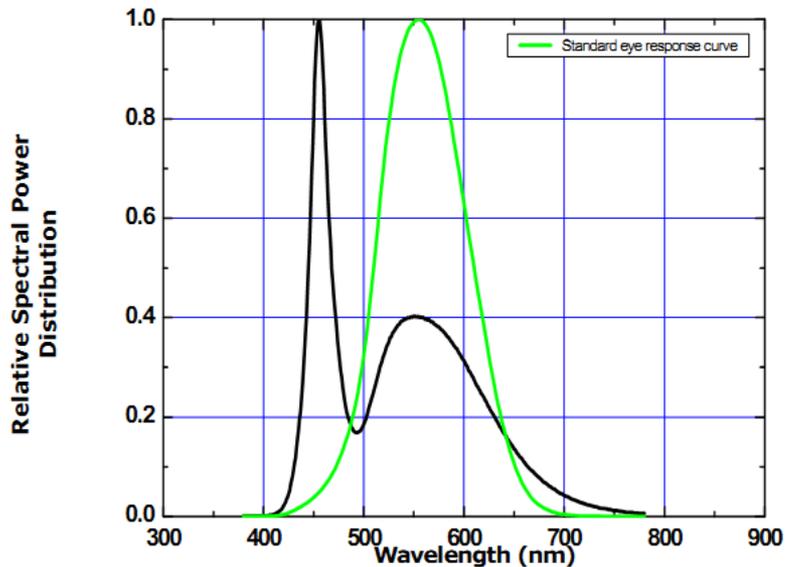
Form

- Shape of light/shadows can enhance realism or add cool effects
 - Blackwrap taped directly onto mini LED fixtures.
 - Gobos, stained glass, reflected water

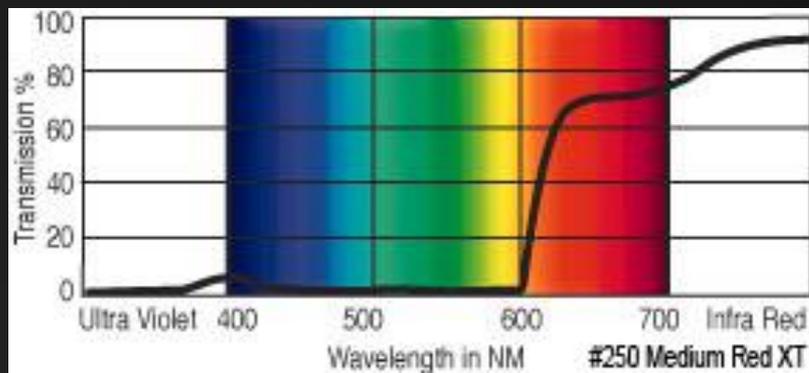


Color (1)

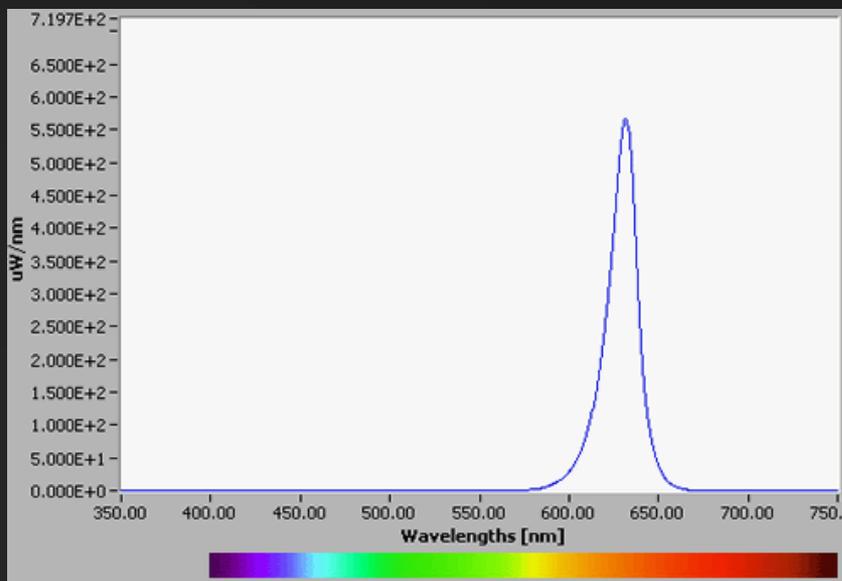
- Primary:
Red, Green, Blue
- Secondary:
Yellow, Magenta, Cyan



Color (2)



- Colored LEDs
 - Narrow band
 - Saturated color: surreal look
- Filtered White LEDs
 - Wider band
 - Softer color: more natural color



Direction

- Hide your light source unless it's meant to be seen.
- Generally, point light in direction of travel.
- Overhead downward light for natural effects, low upward lighting for dramatic effects
- LED fixtures can easily be mounted to any flat surface and pointed in desired direction.



Movement

- Any change in the above 4 qualities (intensity, color, form, direction)
- Show control



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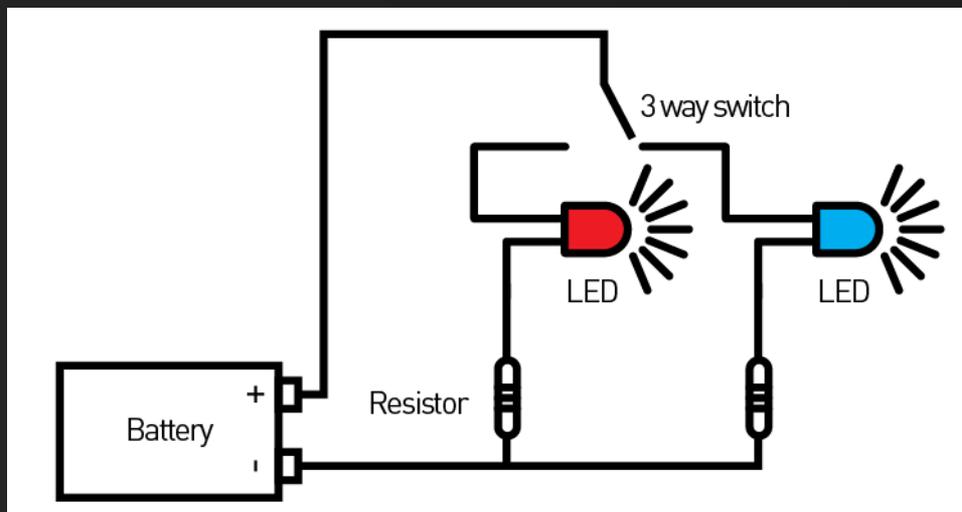
Basic: Preset Patterns

- Good for most haunt scenes – continuous play, no reset.
- DarkBox Flicker Module
 - Flicker, blink, strobe, fade, dimming
 - Set & forget
 - Multiple lights can connect to one module



Medium: Switches or Relays

- On/Off control of light
- Manually triggered by actor
 - Vampire example: UV/red spotlight switch
- Prop controllers with relays
 - User can record sequences for lights to blink



Advanced: DMX Control

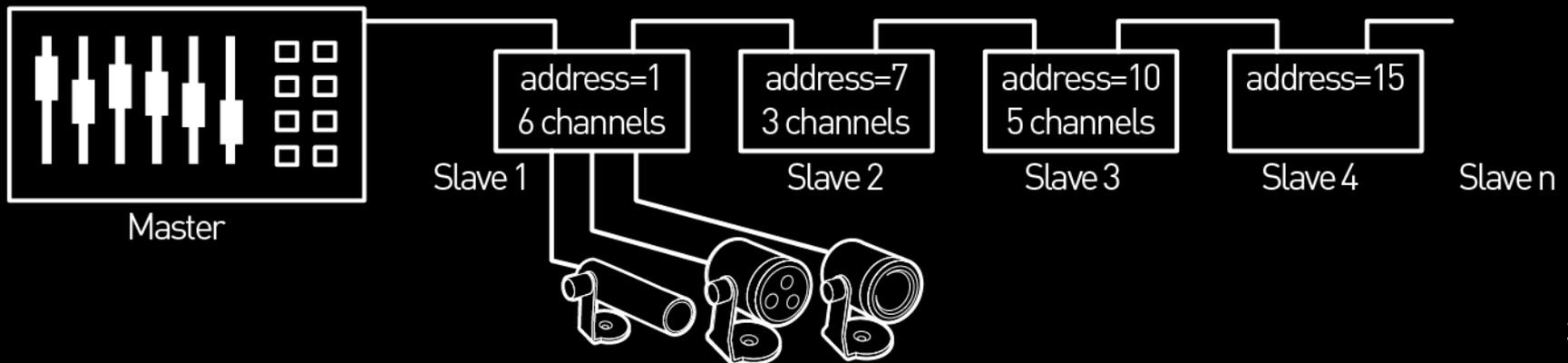
- “Performance” type show sequences
- Triggered actions
- Requires reset – suitable for preshow
 - Worthwhile for longer sequences



DarkBox DMX

DMX Overview (1)

- One master device and up to 32 daisy chained slave devices
 - Slave devices: dimmers, intelligent lights, fog machines, lasers, etc.
- Master device controls up to 512 channels
 - Each channel has value 0-255, slave device interprets meaning of value
- All slave devices listen to same signal
- Slave devices are differentiated by their “start address”
- Identical slave devices with same address will behave the same



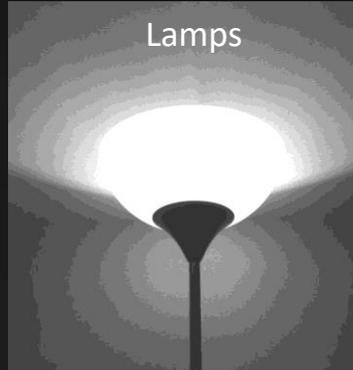
DMX Overview (2)

- Various masters available
 - Basic: 6 channel manual control board, completely manual controls
 - Medium: 128 channel control board with memory, can build different “looks” and cycle through them automatically
 - Advanced: dedicated devices, computers, requires tech to program the show, virtually boundless creativity allowed – actions can be triggered



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Standard lighting fixtures



Décor lighting



Theatrical lighting

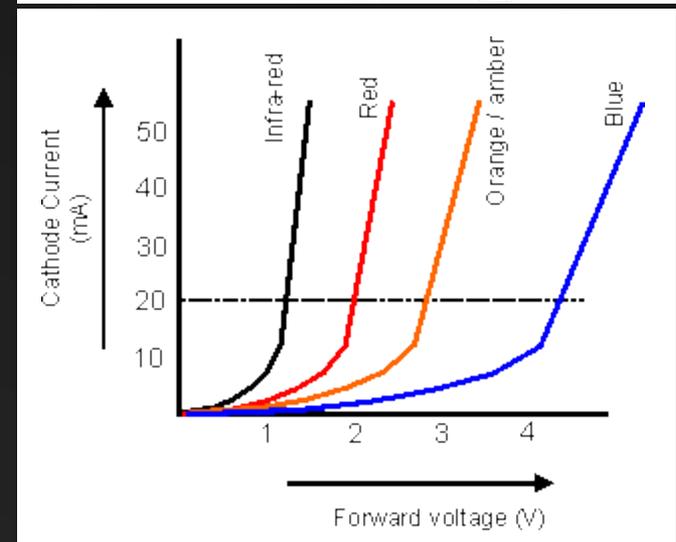
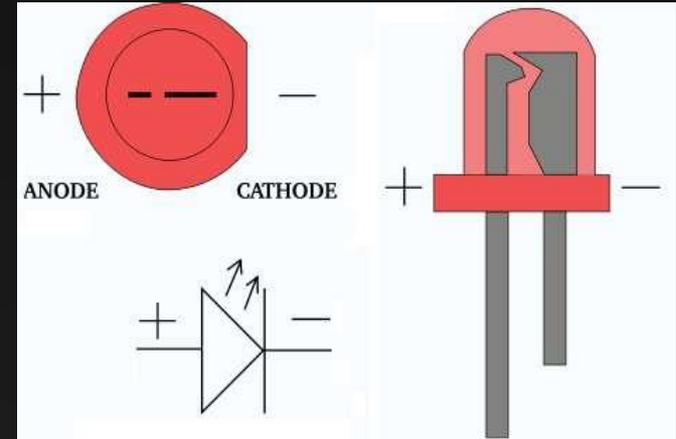


Why LEDs are preferred for applications

- Small spaces
Compact: ¼" to ½" bulbs, multi-LED fixtures comparable to standard lights
- Flammable surrounding
Low heat: Low voltage, low current, low power: safe!
- Close contact with customers
Durable: Doesn't shatter, impact resistant, lifetime > 10 years!
- Modularity
Portable & Flexible: With right system, plug and play, all colors
- Predominantly dark
Lights up small areas: Suitable for dark environments, directional
- Cost
Competitive cost: low cost of energy and maintenance

LED 101 (1)

- LED = Light Emitting Diode
- Electrical one-way valve:
polarity matters
- Anode (+): long leg,
Cathode (-): short leg
- Direct Current (DC)
1.7V to 3.7V to turn on

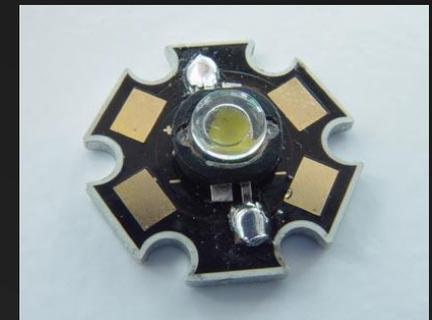


LED 101 (2)

- Point light source
- Some typical LEDs:
 - 3.4V
 - 20mA
- Single LED may not be enough
- AC/DC adapters & resistors used for compatibility
 - 120V AC (transformer steps down to 12V)
 - 12V, use resistors to limit current, provides 3.7V to each LED

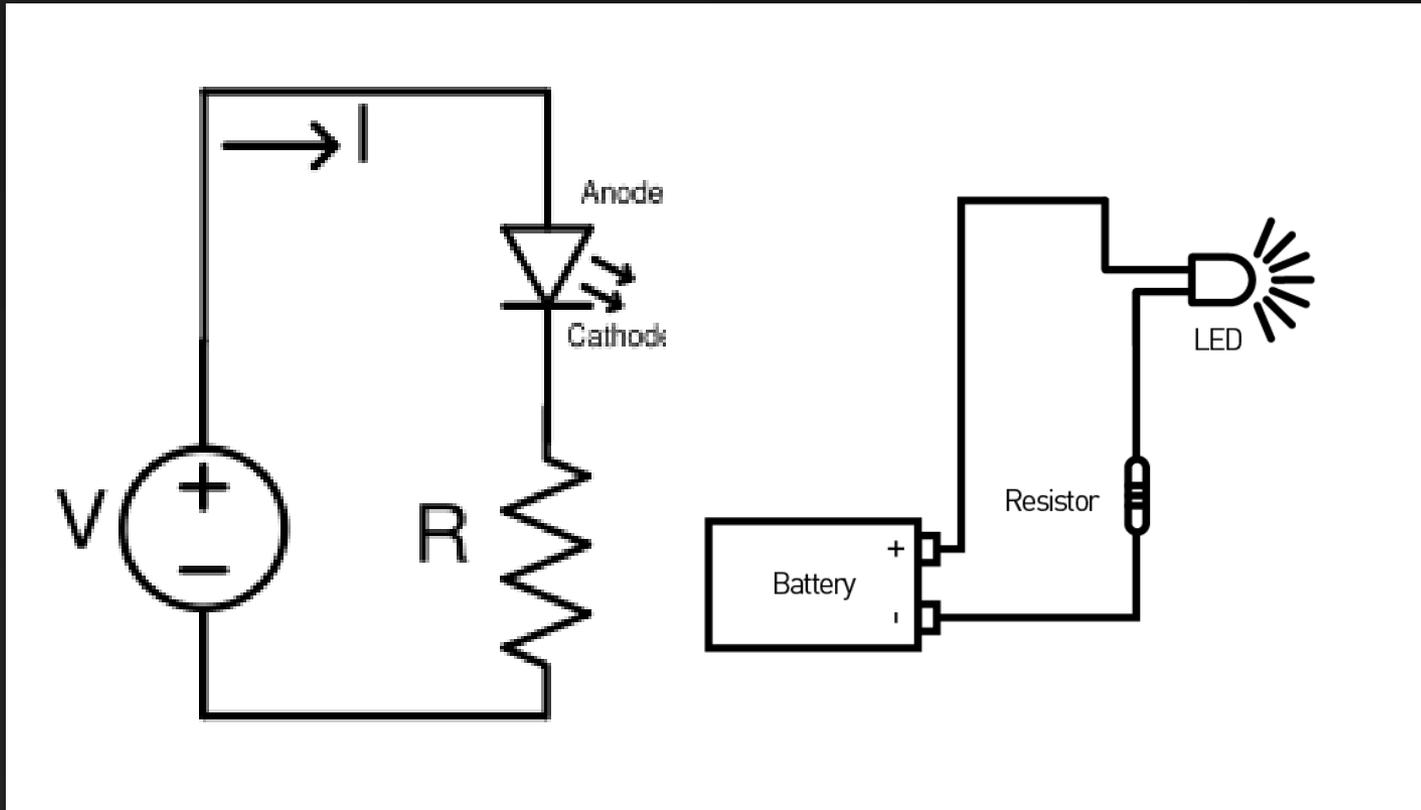


20mA:70mW



350mA: 1W

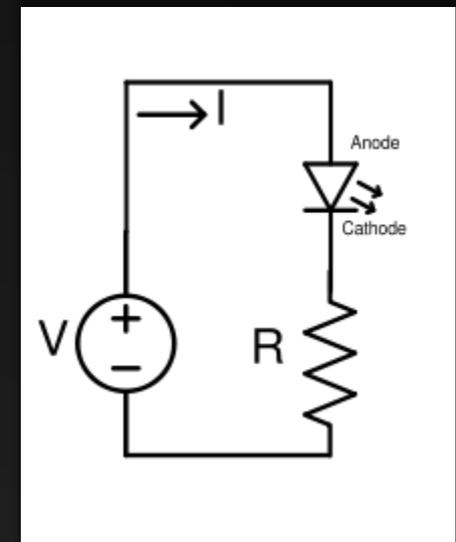
How to Light an LED



Basic LED Circuit

How to Light an LED

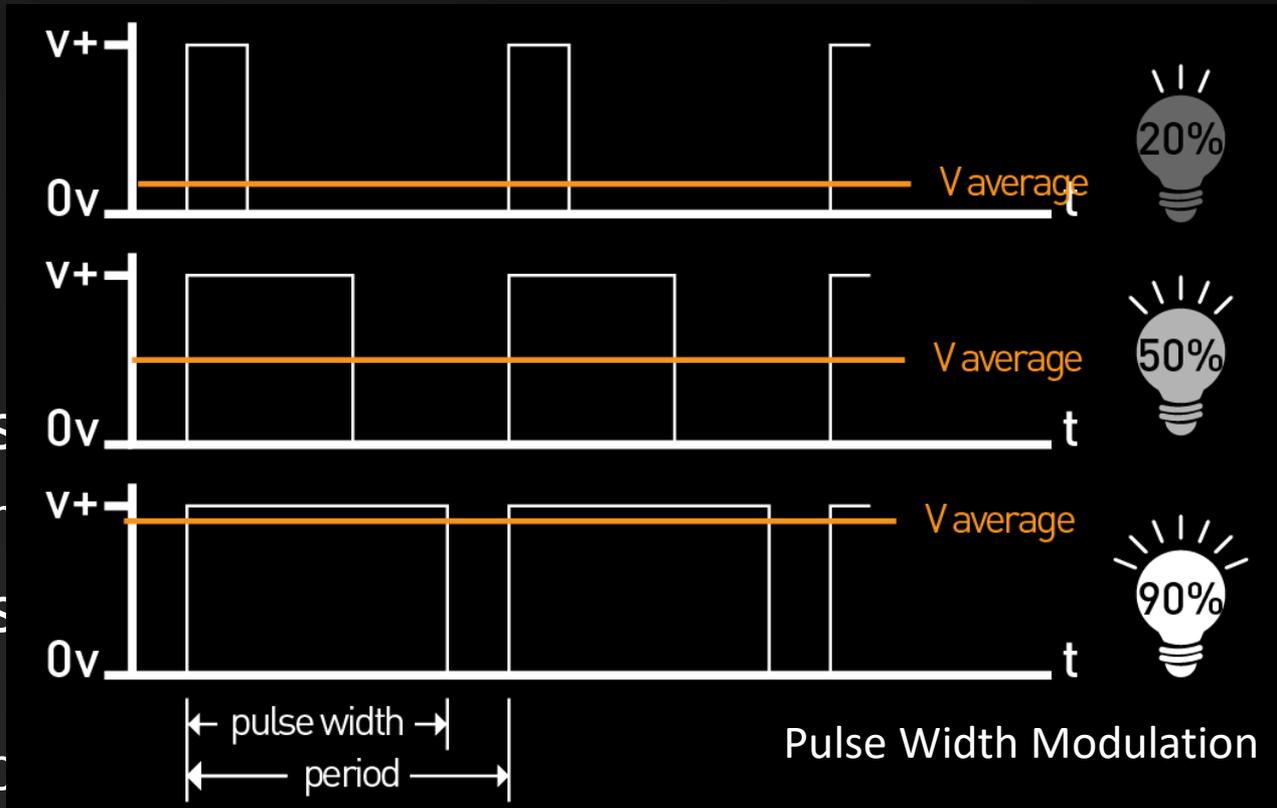
- Select DC source (12V)
- Determine LED specs from datasheet
 - Voltage drop (3.7V)
 - Maximum continuous current (20mA)
- Determine resistor needed
 - Voltage = $12V - 1.7V = 10.3V$
 - Resistance = Voltage / Current (Ohm's Law)
 - Resistance = $10.3V / 0.02A = 515\Omega$
 - Pick larger common value: 560Ω



Simple LED Circuit

Flashing & Dimming

- LEDs
- An
- LEDs
- Di
- (10



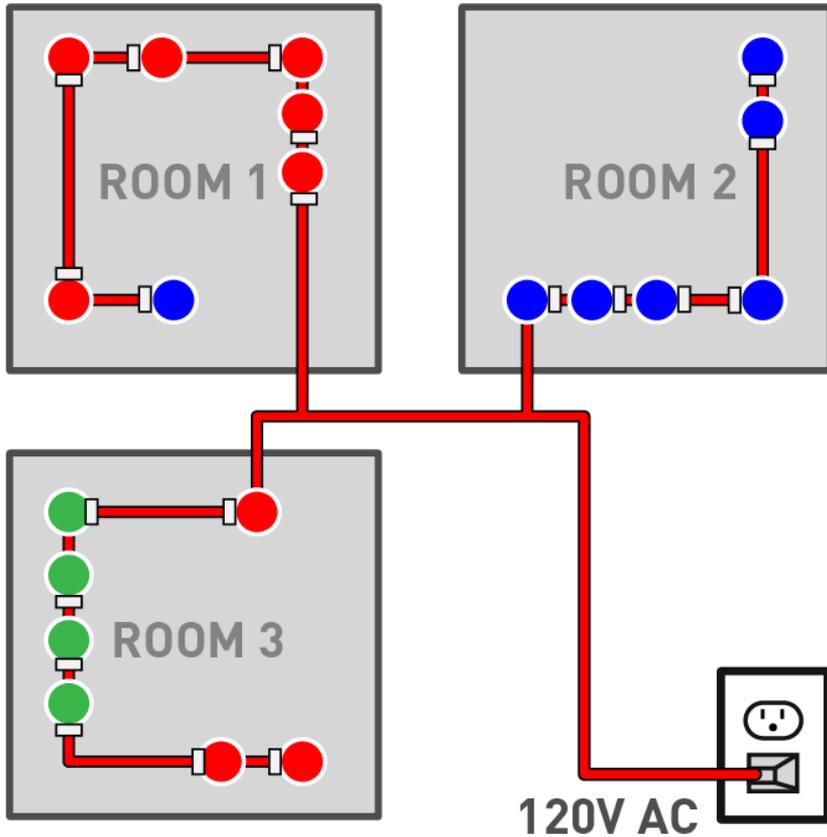
- Brighter: more ON time than OFF time
- Darker: more OFF time than ON time

Types of LED lighting

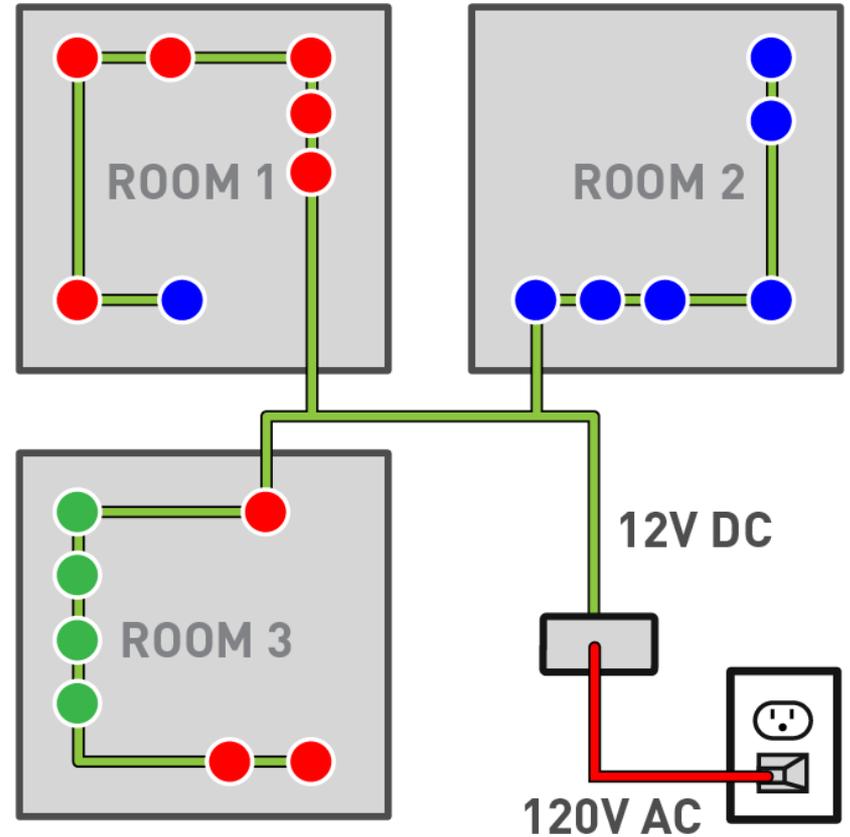
- Traditional Light Replacements
 - LED PAR-Can, LED light bulbs, LED stage lights...
 - Connects directly to 120V AC
 - Pro: bulbs are safe, low heat
 - Con: bulky, cables are still 120V AC, reliable equipment can be expensive, not water resistant
- Low Voltage Systems
 - LED spotlights
 - Pro: entire system is safe, low heat, water resistant, low voltage, easier setup
 - Con: Not designed for all applications



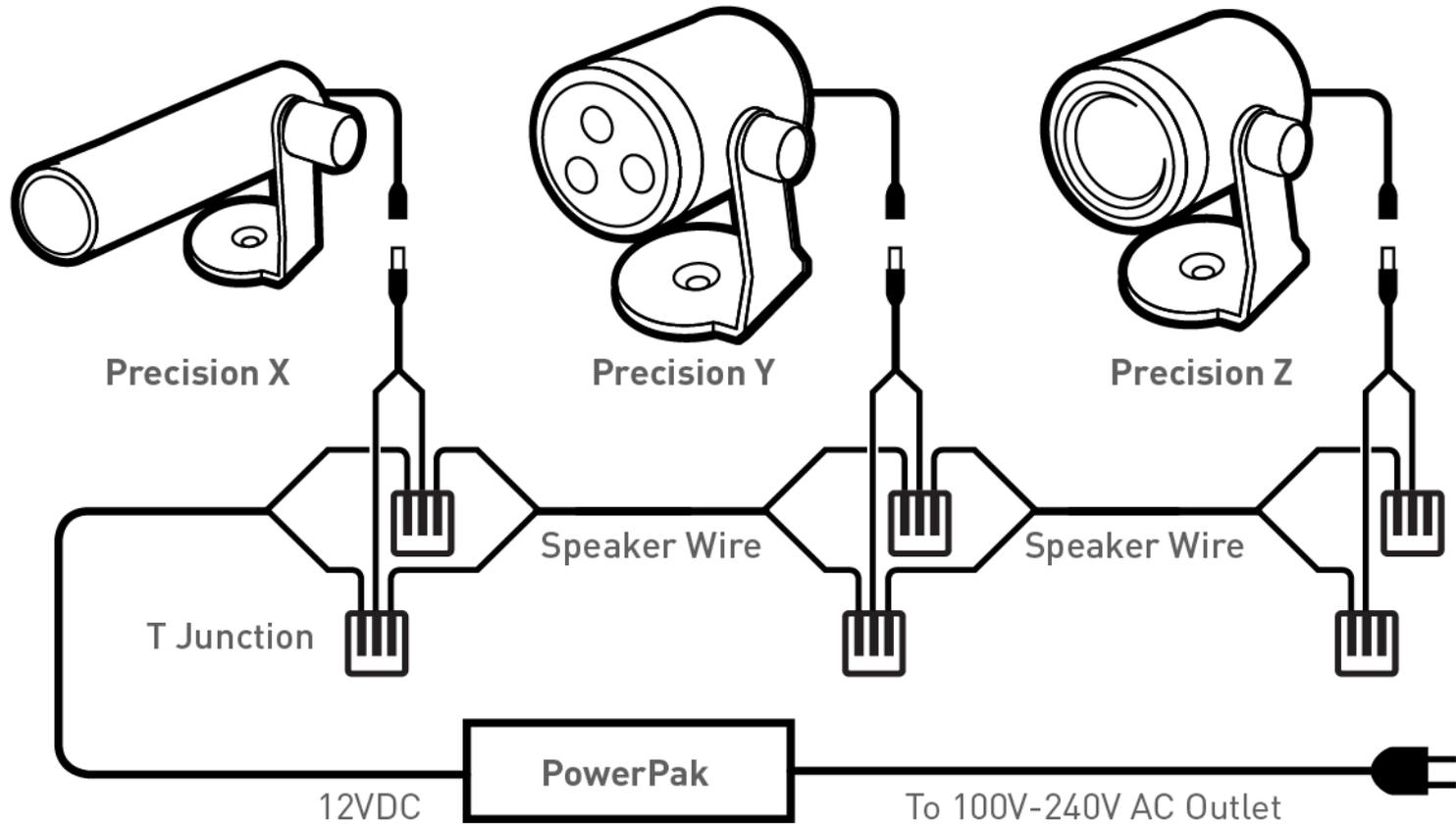
Traditional Cable Diagram



Low Voltage Cable Diagram



20 LEDs @ 20mA/LED= 400mA = 0.4A
12V Power Supply > 0.4A current output OK



Wiring Notes for Typical LED Systems

- Make sure Power Supply is adequate
 - Calculate LED total current
 - If PS not enough, use more and spread load
- Long cable has resistance (reduces brightness)
 - 22AWG, < 800ft: negligible
 - Long distances: go use thicker cable, reduce distance to PS
 - Shorter distances: telephone cable is great
- Polarity matters: red to red, black to black
- Use stranded cable if possible: more flexible

Darklight makes it simple

- Polarity doesn't matter for our LEDs
- High power LEDs have internal drivers
 - Constant brightness even with voltage sag over long wire
- Plug & play for easy reconfiguration
 - Tool-less swapping of LED fixtures
- Water resistant
- Built to handle tough environments
 - Rated for 50,000 hours



Precision X



Precision Y



Precision Z

Topics

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- **Examples & Tips**
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Winchester Mystery House

San Jose, CA



City Museum

St. Louis, MO



Haunted Graveyard

Bristol, CT



Tips

- Work with set lighting
- Detailed haunts should use more natural colors: white + gel filter
- Use battery pack with LED lights to check your work as you go
- Don't wait until last minute! Lighting is **IMPORTANT!**

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