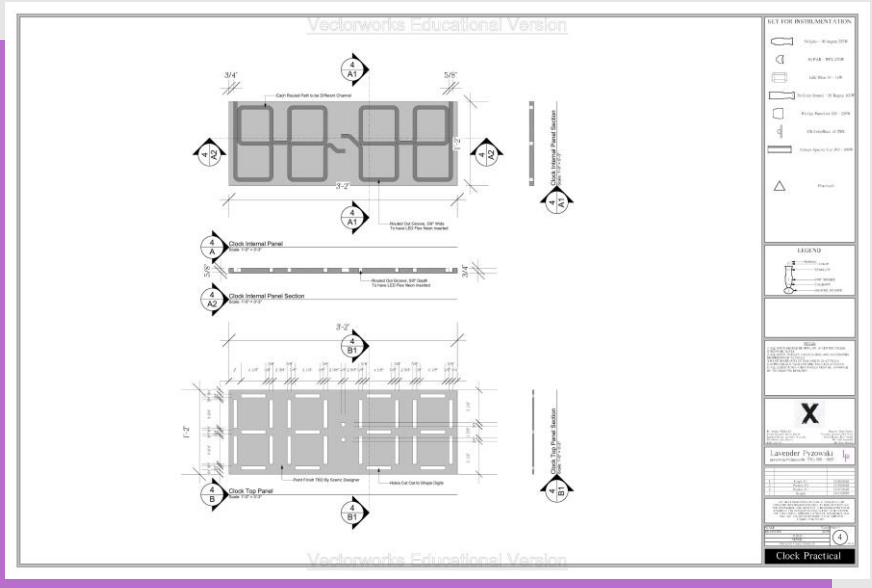
Project - *X* Clock

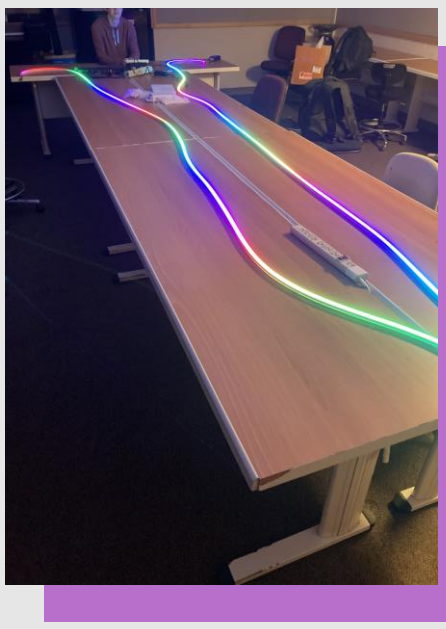
Lighting Design

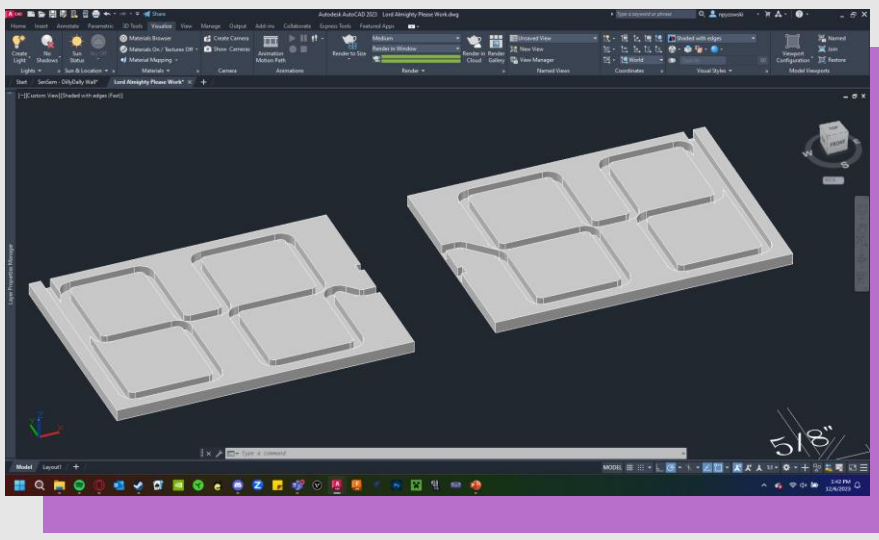
Fall 2023



As part of the show, a digital clock is a heavily utilized piece of the show which we determined was going to be needed for the production. As the show was in traverse and for the sake of sightlines, two clocks were needed, placed above each side of the audience for the other side to view.

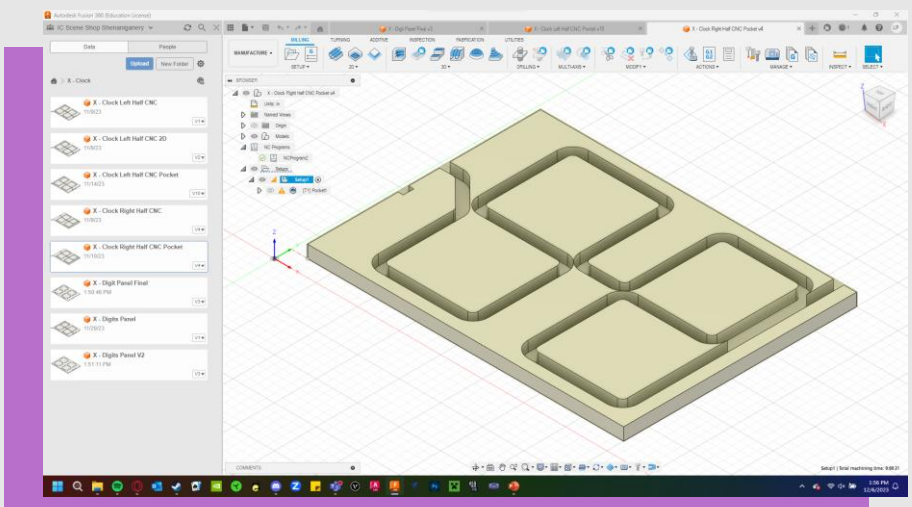
Once the size was determined with the scenic designer, Raven Bartlett, it was determined that the best way to make them as large as desired that using LED tape with individual diode control would be both cost effective and controllable by a lighting console to the extent that I wanted for the design.





Once the lighting material was determined, I began to work out how to create the overall look of a digital clock using LED tape inside of side emitting neon diffusion, using the front digit panel as a reference on how to route the tape in a back plate.

Using the 2d Vectorworks drafting of this back plate, it was converted into an AutoCAD file. Using CAD, I built out the model into 3d, detailing the depth of the groove into the piece itself, then broken apart into two segments to be able to routed out on the CNC router in the Ithaca College scene shop as the full piece would have been larger than the working bed of the machine.



Once modeled individually in AutoCAD, the parts were imported into Fusion 360 for production.