STEPHEN HITCHCOCK

ABOUT

- Stanford University | 2018
- Major: Computer Science | Graphics
- Minor: Theatre | Lighting Design

CONTACT

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SYSTEMS EXPERIENCE

- High End Hog 4
- ETC Eos Family
- grandMA2
- QLab
- Watchout

LIGHTING DESIGN

THE WILD PARTY

Ram's Head Theatrical Society   Memorial Auditorium   March 2017

Directed by Nathan Large and produced by Andy Kao, The Wild Party featured a heavy "smart" rig that integrated heavily with projection mapping and automation (also credited as Projection Designer)

SPRING AWAKENING

Stanford Theatre & Performance Studies   Roble Studio Theatre   October 2016

Designed the inagural show in Stanford's new Roble Studio Theatre. This production was directed by Ken Savage and presented in a 3/4 thrust configuration, utilizing a heavy LED rig and ETC Eos family consoles

RENT

Ram's Head Theatrical Society   Memorial Auditorium   March 2016

Directed by Elizabeth Knarr and produced by Emily Ashton, this production featured a 14 fixture moving light rig and was the first usage of Smart Spot, a custom software created for automated follow spots, in a theatrical performance

MUTIMEDIA DESIGN

THE LARAMIE PROJECT

Stanford Theatre & Performance Studies   The Nitery Theater   May 2017

Directed by Zach Dammann and produced by James Sherwood, this show featured a large, curved fabric cloud that surrounded an audience sat in 3/4 configuration. The content featured real photos from the town of Laramie that morphed to create the impression of a rustic landscape.

HAIRSPRAY

Ram's Head Theatrical Society   Memorial Auditorium   March 2015

Directed by Ken Savage and produced by James Sherwood, this production design centered around a 20' x 40' LED Video Wall developed and assembled by Stanford LITES. All of the video content was created in house and was specially constructed to allow for real time operation and cueing.

EDUCATION

MINOR THEATRE - LIGHTING DESIGN

Stanford University   September 2014 - Present

Topics Studied:
     Lighting Design (Theory), Lighting Design (Application), Multimedia Design, Theatrical Automation, Motion Capture, Previsualization, Computer Aided Design (CAD), Networking Protocols, Show Control
Major Projects:
     • Large Integration of Theatrical Entities and Systems (*Rent*)
          - Developing communications protocol for integrated show control
     • Networked Moving Lights as Automated Follow Spots (*Rent*)
          - Developing network control system that allows moving head lights to function as traditional follow spots
     • Low Resolution LED Video Wall Design (*Hairspray*)
          - Designed methodology for the creation of multimedia content on low resolution LED displays

PUBLICATIONS & RESEARCH

INEXPENSIVE ARDUINO-BASED LED VIDEO WALL

Presented at the International Lighting Symposium in Hong Kong (Fall 2016) and at the USITT Conference & Stage Expo (Spring 2016). Published in USITT's Summer 2016 Edition of TD&T as "Supersized Video."

LIGHTING INNOVATION TECHNOLOGY EDUCATION AT STANFORD

President of Stanford's first theatrical technology research organization. Help to identify, fund, and cultivate new software and systems with the potential to disrupt the modern technical theatre industry.