



Lighting Supervisor (Project-based)

Background

ODC is a groundbreaking contemporary arts institution, delivering its mission through a world-class dance company, an innovative presenting theater, a dynamic digital platform, a dance school for movers of all ages and abilities, and ODC Heath with initiatives including a fee-free diagnostic and educational Healthy Dancers' Clinic, and fitness offerings informed by dancer training for all levels and abilities. Guided by Founding Artistic Director Brenda Way; Kimi Okada as Director of ODC School and Associate Choreographer; and, Carma Zisman as Executive Director, ODC is nationally recognized for its entrepreneurial spirit and artistic innovation. Unique for its fully integrated vision, ODC strives to inspire audiences, cultivate artists, engage community, and foster diversity and inclusion through dance performance, training, and mentorship. ODC operates a three-building campus including a Dance Commons and the ODC Theater in San Francisco's Mission District, and a robust digital program for classes, performances, and engaging dialogue. ODC's programs and activities have contributed to community development, arts education, and access to creative art-making for more than 50 years.

Overview of the [State of Play Festival](#)

State of Play is a longstanding dance & performance art festival produced by ODC. This season's performance runs August 1-4 and includes 9 artists, 6 of whom are producing fully staged works in ODC Theater in a rep festival format, including right changeovers between pieces.

Job Responsibilities

- Be available for all load ins, load outs, tech sessions, and performances. Generally, full time from July 22 to August 4 with additional, flexible hours for prep and meetings beforehand.
- Intake festival Artists' lighting needs and proposed plots
- Draft the Festival lighting plot to optimally support all Artists needs and integrate them into ODC's house lighting plot.
- Work with ODC's Production Department to assess and collate artist's lighting and projection needs
- Design lights for some pieces that do not come with a designer or existing design
- Specify and coordinate lighting and projection rentals.
- Support ODC Production staff to map out, document, and run festival operations, including daily and performance changeovers.
- Prepare the gel and other materials for specific changeovers in an organized way that expedites shifts between pieces.
- Direct the load in, hang, focus, and restore of ODC's light plot
- Manage electrics crew in their daily work

Qualifications

- Skilled in Vectorworks, Lightwright, and general lighting documentation
- Experience preparing light plots, and coordinating lighting for festival-format dance productions
- Detail oriented, organized, and able to produce clear and effective paperwork
- Team player with strong leadership skillsCalm under pressure
- Able to lift 25 pounds

Compensation and Time Base

- This position is hourly and project based, estimated **up to 160 hours**
- Employee status (W-2)
- Non-exempt (overtime applies)
- Non-union
- Pay is \$35/hr

To Apply

- To apply for this position, please send an email of interest and your current resume to:
production@odc.dance
- Note, please reference “**Lighting Supervisor**” in the subject line.

No phone calls please.

Principals only. Recruiters; please don't contact this job poster.

Please do not contact job poster about other services or products.

At ODC we believe the vitality of life in the San Francisco Bay Area is contingent upon continued exposure to a variety of perspectives, beliefs, and wisdom. Our work at ODC is challenging and exciting. We attract people who are committed to dance and the arts and we are willing to work hard to engage our audiences and serve our communities. If you want to make a difference, challenge yourself and help us continue to innovate, we welcome your energy and talents. People of color and people with disabilities, of diverse sexual orientations, gender expressions and identities are welcome and encouraged to apply.