

Nat Broussard

Designer. Technologist. Artist

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Complete Performance List

Cactus Cafe with Shakey Graves

Asst. Lighting and Stagehand [February 2020]

The Gentlemen Preview Screening

Lighting Designer [January 2020]

UT Dance

Lighting Designer [December 2019]

Acapalooza

Lighting Designer [November 2019]

terms&CONDITIONS

Asst. Director/Producor [September 2019]

Evolution

Lighting Designer / Visual Programmer [May 2019]

Taal

Lighting Designer [April 2019]

American Shakespeare Company

Stagehand [March 2019]

The Trail To Oregon

Lighting Designer [February 2019]

Mr. Burns: A Post-Apocalyptic Story

Lighting Technician (Hang/Strike) [December 2018]

Jeena Acapella Competition

Lighting Designer [November 2018]

Maelstrom

Lighting Assistant / Mentor [November 2018]

Cactus Cafe

Lighting Designer [October 2018]

The Spiral Staircase

Lighting Designer [October 2018]

Panhellenic Rush Orientation (x4)

Lighting Designer [August 2018]

ATXplained

Lighting Designer [January 2020]

Quixote Nuevo

Lighting Designer [January 2020]

Jhalak

Lighting Designer [November 2019]

Spring Awakening

Lighting Programmer [October/November 2019]

Murder On the Orient Express

Lighting Intern [May-July 2019]

More As Needed

Lighting Designer [April 2019]

40 Acres Fest (Waka Flaka Flame)

Stagehand [April 2019]

Sigma Lambda Beta Stroll Off

Lighting Designer [March 2019]

Pop-Up Magazine w/ Cactus Cafe

Lighting technician/ Stagehand [February 2019]

Non-Greek Step Show

Lighting Designer [January 2019]

The Hunchback of Notre Dame

Lighting Designer [December 2018]

Fuddy Meers

Lighting Designer [November 2018]

Fest Africa Talent Show

Lighting Designer [October 2018]

Stumo

Lighting Designer [September 2018]

Athletics Orientation

Lighting Designer [August 2018]

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Beauties/ Longhorn Singers Showcase
Lighting Designer [May 2018]

Much Ado About Nothing
Lighting Designer [April 2018]

Falstaff
Media Board Operator [April 2018]

Enron
Lighting Board Operator [April 2018]

Seymour The Cannibal
Lighting Designer [March 2017]

Flowers For Algernon
Lighting Designer [December 2017]

Swadesh
Lighting Designer [April 2017]

Anything Goes
Lighting Designer [February 2016]

The 39 Steps
Lighting Designer [May 2015]

Chicago
Lighting Assistant [October 2014]

The 39 Steps
Lighting Designer [May 2018]

Longhorn Singers Showcase
Stagehand [April 2018]

Texas Revue Talent Show
Stagehand [April 2018]

Origins Talent Show
Stagehand [March 2018]

Into The Glare
Lighting Designer [October 2017]

Rainy Day People
Lighting Designer [November 2016]

Leading Ladies
Lighting Assistant [October 2015]

Bye Bye Birdie
Lighting Assistant [February 2015]

West Side Story
Spot Operator [February 2014]

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Relevant Completed Course Work

Concert and Event Lighting [Professor: Matt Smith]

Exploration of the styles, tools, and techniques specific to concert and event lighting production in a variety of environments: large-scale music venue, corporate ballroom, outdoor stage and intimate club.

Digital Fabrication [Professor: Jesse Cline]

Study of the artistic culture and techniques associated with digital visualization, three dimensional data acquisition, and various forms of digital fabrication including 3D Printing, CNC Milling, and Laser Cutting.

Softwares used: Slicer, GeoMagic, Powder Printer, Rhinoceros, Laser Cutter

Visual Programming [Professor: Michael McKellar]

Continued exploration of dynamic, real-time visual computing toward the production of a large final project. Focuses on the inclusion of external device input/output and interaction with MIDI and OSC protocols for applications in interactive performance settings.

Softwares Used: Touch Designer, Python

Drafting Lighting and Media [Professor: Matt Smith]

Study of the creation of Lighting and Projection Plots, Cones, and 3 Dimensional Sets in Vectorworks. Softwares used: Vectorworks

Entertainment Systems Design [Professor: Matt Smith]

Explores how lighting, projectors, and media are controlled over live entertainment networks. Introduces essential hardware and software components and how they communicate with one another to execute a variety of designs. Softwares used: Hog Operating Systems, Hog4PC, Light Console, QLab, Disguise (D3), OSC Messaging

Practical Special Effects [Professors: J.E. Johnson and Karen Maness]

Explores the application of practical skills to create an effect for the movie screen or live performance.

Digital Production Art: 2-D [Professor: Neal Daugherty]

Two-dimensional digital drawing and painting techniques with computer software.

Softwares used: Adobe Creative Cloud

Creative Coding [Professor: Michael Baker]

Examines the making of computer tools for implementing artistic visions. Explores the computer's role as an artist's medium in the context of major ideas in contemporary art.

Softwares used: Processing, Unity

Foundations of New Performance Technology [Professor: Matt Smith]

Explores tools and techniques prevalent in 3-D projection mapping, intelligent led lights & pixel mapping, interactive & generative imagery, and 3-D previsualization.

Softwares used: Qlab, Light Console, Hog4PC, Touch Designer, Disguise (D3)

Foundations of Digital Imaging and Visualization [Professor: Neal Daugherty]

This course develops concepts and skills by addressing assigned conceptual problem and will help the student creatively consider the interaction of media, imagery, composition, content, and digital manipulation methods.