

My Final College Paper

A Thesis
Presented to
The Established Interdisciplinary Committee for Mathematical and Natural Sciences
Reed College

In Partial Fulfillment
of the Requirements for the Degree
Bachelor of Arts

Gabriel Howland

May 2025

Approved for the Division
(Mathematics)

Peter Ksander

Jim Fix

Acknowledgements

I want to thank a few people.

Preface

This is an example of a thesis setup to use the reed thesis document class.

List of Abbreviations

You can always change the way your abbreviations are formatted. Play around with it yourself, use tables, or come to CUS if you'd like to change the way it looks. You can also completely remove this chapter if you have no need for a list of abbreviations. Here is an example of what this could look like:

ABC	American Broadcasting Company
CBS	Columbia Broadcasting System
CDC	Center for Disease Control
CIA	Central Intelligence Agency
CLBR	Center for Life Beyond Reed
CUS	Computer User Services
FBI	Federal Bureau of Investigation
NBC	National Broadcasting Corporation

Table of Contents

Introduction	1
Chapter 1: The First	3
1.1 References, Labels, Custom Commands and Footnotes	3
1.1.1 References and Labels	3
1.1.2 Custom Commands	4
1.1.3 Footnotes and Endnotes	4
1.2 Bibliographies	4
1.2.1 Tips for Bibliographies	5
1.3 Anything else?	5
Chapter 2: Mathematics and Science	7
2.1 Math	7
2.2 Chemistry 101: Symbols	7
2.2.1 Typesetting reactions	8
2.2.2 Other examples of reactions	8
2.3 Physics	8
2.4 Biology	8
Chapter 3: Tables and Graphics	9
3.1 Tables	9
3.2 Figures	12
3.3 More Figure Stuff	13
3.4 Even More Figure Stuff	13
3.4.1 Common Modifications	13
Conclusion	15
4.1 More info	15
Appendix A: The First Appendix	17
Appendix B: The Second Appendix, for Fun	19
References	21

List of Tables

3.1	Correlation of Inheritance Factors between Parents and Child	9
3.2	Chromium Hexacarbonyl Data Collected in 1998–1999	10

List of Figures

2.1	Combustion of glucose	8
3.1	A Figure	12
3.2	A Smaller Figure, Flipped Upside Down	13
3.3	A Cropped Figure	13
3.4	Subdivision of arc segments	13

Abstract

The preface pretty much says it all.

Dedication

You can have a dedication here if you wish.

Introduction

This thesis explores lighting control, specifically for live performance. It will take a look at how lighting was originally controlled manually, how the technology has advanced to today through the use of time coding, and proposes a system for control that is reactive to a performer. Lighting control has advanced at a breakneck speed over the past half-century as the world entered a digital age. Where lighting control rooms were packed with levers and room-scale dimming racks now sit lighting desks, or even just a laptop. As the technology for controlling lights has advanced, the lighting design for live performances has gotten more complicated, while being largely prerecorded. Thus, while a designer's vision is accomplished in collaboration with the director and performers, it stays static barring catastrophe, which introduces interesting problems. Consider the actor who moves in tandem to a moving light. This is usually accomplished through hours of rehearsal, and fine-tuning movements in order to keep pace with the light. However, if the actor in a particular showing wanted to modify a movement, either in the route or in the speed, they would be constrained by the lighting.

This thesis attempts to alleviate those constraints by creating a lighting control scheme that tracks a performer through a theatrical space. It is a reactive scheme that hopes to meet a few criteria: 1) The scheme must be lightweight; 2) The scheme must be able to run using off-the-shelf components and computing resources; 3) The scheme must be open source; 4) The scheme should run on top of existing theater infrastructure.[add more here]

It is worth mentioning that this concept is not revolutionary. There are numerous choices for high-end performer tracking offered by the likes of Cast Group's BLACK-TRAX, Follow-Me, and zactrack. However, these systems are often closed-source, prohibitively expensive, hardware intensive, or otherwise difficult for small productions to access. The software developed during this thesis hopes to try to make it easier to access.

This thesis is spread across three(?) chapters. The first is a literature review of

the theory and practice behind lighting control. It will start at the very beginning, mechanical ropes and pulleys, hiding and revealing gas lamps, all the way to the modern control systems that run live performance today. It will look at how the jump from analog to digital control marked a shift in the complexity of lighting design. It will explore how this technology differs over productions of different sizes with the theory that that technology often “trickles down” from high-end productions (concert tours, sporting events, Broadway, etc.) to low-end, and most technology is manufactured for the arenas, concert venues, and other performance spaces who can pay the premium.

The second chapter looks at this thesis with a different perspective, namely as a series of computational problems. It will be an exposition of the different computational problems that come with tracking a performer, what was done to solve them, and the juicy computer science theory that backs up the solutions. These problems are, including, but not limited to, tracking the performer, positioning the moving light, and communicating to the lights in question.

The third chapter will explore the culmination of the work done in the previous two chapters that will be presented in a lighting design for the Dance thesis of Beier (Belle) Li. Li’s thesis (presented in February, 2025) explores the various topics of “mother” through three lenses: her own mother, her mother language, and her mother country (being Mandarin and China respectively). [More will be in this paragraph as I develop work alongside Belle.] It will also discuss the logical next steps, which largely remain with packaging the software for consumer use, and other uses for this software.

Chapter 1

The First

This is the first page of the first chapter. You may delete the contents of this chapter so you can add your own text; it's just here to show you some examples.

1.1 References, Labels, Custom Commands and Footnotes

It is easy to refer to anything within your document using the `label` and `ref` tags. Labels must be unique and shouldn't use any odd characters; generally sticking to letters and numbers (no spaces) should be fine. Put the label on whatever you want to refer to, and put the reference where you want the reference. \LaTeX will keep track of the chapter, section, and figure or table numbers for you.

1.1.1 References and Labels

Sometimes you'd like to refer to a table or figure, e.g. you can see in Figure 3.2 that you can rotate figures. Start by labeling your figure or table with the `label` command (`\label{labelvariable}`) below the caption (see the chapter on graphics and tables for examples). Then when you would like to refer to the table or figure, use the `ref` command (`\ref{labelvariable}`). Make sure your label variables are unique; you can't have two elements named "default." Also, since the reference command only puts the figure or table number, you will have to put "Table" or "Figure" as appropriate, as seen in the following examples:

As I showed in Table 3.1 many factors can be assumed to follow from inheritance. Also see the Figure 3.1 for an illustration.

1.1.2 Custom Commands

Are you sick of writing the same complex equation or phrase over and over?

The custom commands should be placed in the preamble, or at least prior to the first usage of the command. The structure of the `\newcommand` consists of the name of the new command in curly braces, the number of arguments to be made in square brackets and then, inside a new set of curly braces, the command(s) that make up the new command. The whole thing is sandwiched inside a larger set of curly braces.

In other words, if you want to make a shorthand for H_2SO_4 , which doesn't include an argument, you would write: `\newcommand{\hydro}{H$_2$SO$_4$}` and then when you needed to use the command you would type `\hydro`. (sans verb and the equals sign brackets, if you're looking at the .tex version). For example: H_2SO_4

1.1.3 Footnotes and Endnotes

You might want to footnote something.¹ Be sure to leave no spaces between the word immediately preceding the footnote command and the command itself. The footnote will be in a smaller font and placed appropriately. Endnotes work in much the same way. More information can be found about both on the CUS site.

1.2 Bibliographies

Of course you will need to cite things, and you will probably accumulate an armful of sources. This is why BibTeX was created. For more information about BibTeX and bibliographies, see our CUS site (web.reed.edu/cis/help/latex/index.html)². There are three pages on this topic: *bibtex* (which talks about using BibTeX, at [/latex/bibtex.html](http://latex/bibtex.html)), *bibtexstyles* (about how to find and use the bibliography style that best suits your needs, at [/latex/bibtexstyles.html](http://latex/bibtexstyles.html)) and *bibman* (which covers how to make and maintain a bibliography by hand, without BibTeX, at [/latex/bibman.html](http://latex/bibman.html)). The last page will not be useful unless you have only a few sources. There used to be APA stuff here, but we don't need it since I've fixed this with my `apa-good natbib` style file.

¹footnote text

²Reed College (2007)

1.2.1 Tips for Bibliographies

1. Like with thesis formatting, the sooner you start compiling your bibliography for something as large as thesis, the better. Typing in source after source is mind-numbing enough; do you really want to do it for hours on end in late April? Think of it as procrastination.
2. The cite key (a citation's label) needs to be unique from the other entries.
3. When you have more than one author or editor, you need to separate each author's name by the word "and" e.g.
`Author = {Noble, Sam and Youngberg, Jessica},.`
4. Bibliographies made using BibTeX (whether manually or using a manager) accept LaTeX markup, so you can italicize and add symbols as necessary.
5. To force capitalization in an article title or where all lowercase is generally used, bracket the capital letter in curly braces.
6. You can add a Reed Thesis citation³ option. The best way to do this is to use the phdthesis type of citation, and use the optional "type" field to enter "Reed thesis" or "Undergraduate thesis". Here's a test of Chicago, showing the second cite in a row⁴ being different. Also the second time not in a row⁵ should be different. Of course in other styles they'll all look the same.

1.3 Anything else?

If you'd like to see examples of other things in this template, please contact CUS (email cus@reed.edu) with your suggestions. We love to see people using L^AT_EX for their theses, and are happy to help.

³Noble (2002)

⁴Noble (2002)

⁵Reed College (2007)

Chapter 2

Mathematics and Science

2.1 Math

T_EX is the best way to typeset mathematics. Donald Knuth designed T_EX when he got frustrated at how long it was taking the typesetters to finish his book, which contained a lot of mathematics.

If you are doing a thesis that will involve lots of math, you will want to read the following section which has been commented out. If you're not going to use math, skip over this next big red section. (It's red in the .tex file but does not show up in the .pdf.)

2.2 Chemistry 101: Symbols

Chemical formulas will look best if they are not italicized. Get around math mode's automatic italicizing by using the argument `$\mathrm{formula here}$`, with your formula inside the curly brackets.

So, Fe₂²⁺Cr₂O₄ is written `$\mathrm{Fe_2^{2+}Cr_2O_4}$`
Exponent or Superscript: O⁻
Subscript: CH₄

To stack numbers or letters as in Fe₂²⁺, the subscript is defined first, and then the superscript is defined.

Angstrom: Å

Bullet: CuCl • 7H₂O

Double Dagger: ‡

Delta: Δ

Reaction Arrows: \longrightarrow or $\xrightarrow{\text{solution}}$

Resonance Arrows: \leftrightarrow

Reversible Reaction Arrows: \rightleftharpoons or $\xrightleftharpoons{\text{solution}}$ (the latter requires the chemarr package)

2.2.1 Typesetting reactions

You may wish to put your reaction in a figure environment, which means that LaTeX will place the reaction where it fits and you can have a figure legend if desired:

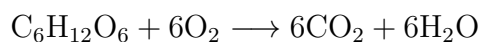
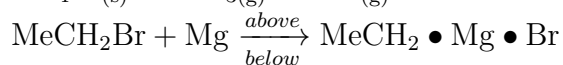


Figure 2.1: Combustion of glucose

2.2.2 Other examples of reactions



2.3 Physics

Many of the symbols you will need can be found on the math page (<http://web.reed.edu/cis/help/latex/math.html>) and the Comprehensive L^AT_EX Symbol Guide (enclosed in this template download). You may wish to create custom commands for commonly used symbols, phrases or equations, as described in Chapter 1.1.2.

2.4 Biology

You will probably find the resources at <http://www.lecb.ncifcrf.gov/~toms/latex.html> helpful, particularly the links to bst's for various journals. You may also be interested in TeXShade for nucleotide typesetting (<http://homepages.uni-tuebingen.de/beitz/txe.html>). Be sure to read the proceeding chapter on graphics and tables, and remember that the thesis template has versions of Ecology and Science bst's which support webpage citation formats.

Chapter 3

Tables and Graphics

3.1 Tables

The following section contains examples of tables, most of which have been commented out for brevity. (They will show up in the .tex document in red, but not at all in the .pdf). For more help in constructing a table (or anything else in this document), please see the LaTeX pages on the CUS site.

Table 3.1: Correlation of Inheritance Factors between Parents and Child

Factors	Correlation between Parents & Child	Inherited
Education	-0.49	Yes
Socio-Economic Status	0.28	Slight
Income	0.08	No
Family Size	0.19	Slight
Occupational Prestige	0.21	Slight

If you want to make a table that is longer than a page, you will want to use the longtable environment. Uncomment the table below to see an example, or see our online documentation.

Table 3.2: Chromium Hexacarbonyl Data Collected in
1998–1999

Chromium Hexacarbonyl			
State	Laser wavelength	Buffer gas	Ratio of $\frac{\text{Intensity at vapor pressure}}{\text{Intensity at 240 Torr}}$
$z^7P_4^\circ$	266 nm	Argon	1.5
$z^7P_2^\circ$	355 nm	Argon	0.57
$y^7P_3^\circ$	266 nm	Argon	1
$y^7P_3^\circ$	355 nm	Argon	0.14
$y^7P_2^\circ$	355 nm	Argon	0.14
$z^5P_3^\circ$	266 nm	Argon	1.2
$z^5P_3^\circ$	355 nm	Argon	0.04
$z^5P_3^\circ$	355 nm	Helium	0.02
$z^5P_2^\circ$	355 nm	Argon	0.07
$z^5P_1^\circ$	355 nm	Argon	0.05
$y^5P_3^\circ$	355 nm	Argon	0.05, 0.4
$y^5P_3^\circ$	355 nm	Helium	0.25
$z^5F_4^\circ$	266 nm	Argon	1.4
$z^5F_4^\circ$	355 nm	Argon	0.29
$z^5F_4^\circ$	355 nm	Helium	1.02
$z^5D_4^\circ$	355 nm	Argon	0.3
$z^5D_4^\circ$	355 nm	Helium	0.65
$y^5H_7^\circ$	266 nm	Argon	0.17
$y^5H_7^\circ$	355 nm	Argon	0.13
$y^5H_7^\circ$	355 nm	Helium	0.11
a^5D_3	266 nm	Argon	0.71
a^5D_2	266 nm	Argon	0.77
a^5D_2	355 nm	Argon	0.63
a^3D_3	355 nm	Argon	0.05
a^5S_2	266 nm	Argon	2
a^5S_2	355 nm	Argon	1.5
a^5G_6	355 nm	Argon	0.91

State	Laser wavelength	Buffer gas	Ratio of $\frac{\text{Intensity at vapor pressure}}{\text{Intensity at 240 Torr}}$
a^3G_4	355 nm	Argon	0.08
e^7D_5	355 nm	Helium	3.5
e^7D_3	355 nm	Helium	3
f^7D_5	355 nm	Helium	0.25
f^7D_5	355 nm	Argon	0.25
f^7D_4	355 nm	Argon	0.2
f^7D_4	355 nm	Helium	0.3
Propyl-ACT			
$z^7P_4^\circ$	355 nm	Argon	1.5
$z^7P_3^\circ$	355 nm	Argon	1.5
$z^7P_2^\circ$	355 nm	Argon	1.25
$z^7F_5^\circ$	355 nm	Argon	2.85
$y^7P_4^\circ$	355 nm	Argon	0.07
$y^7P_3^\circ$	355 nm	Argon	0.06
$z^5P_3^\circ$	355 nm	Argon	0.12
$z^5P_2^\circ$	355 nm	Argon	0.13
$z^5P_1^\circ$	355 nm	Argon	0.14
Methyl-ACT			
$z^7P_4^\circ$	355 nm	Argon	1.6, 2.5
$z^7P_4^\circ$	355 nm	Helium	3
$z^7P_4^\circ$	266 nm	Argon	1.33
$z^7P_3^\circ$	355 nm	Argon	1.5
$z^7P_2^\circ$	355 nm	Argon	1.25, 1.3
$z^7F_5^\circ$	355 nm	Argon	3
$y^7P_4^\circ$	355 nm	Argon	0.07, 0.08
$y^7P_4^\circ$	355 nm	Helium	0.2
$y^7P_3^\circ$	266 nm	Argon	1.22
$y^7P_3^\circ$	355 nm	Argon	0.08
$y^7P_2^\circ$	355 nm	Argon	0.1
$z^5P_3^\circ$	266 nm	Argon	0.67
$z^5P_3^\circ$	355 nm	Argon	0.08, 0.17
$z^5P_3^\circ$	355 nm	Helium	0.12
$z^5P_2^\circ$	355 nm	Argon	0.13
$z^5P_1^\circ$	355 nm	Argon	0.09

State	Laser wavelength	Buffer gas	Ratio of $\frac{\text{Intensity at vapor pressure}}{\text{Intensity at 240 Torr}}$
$y^5H_7^\circ$	355 nm	Argon	0.06, 0.05
a^5D_3	266 nm	Argon	2.5
a^5D_2	266 nm	Argon	1.9
a^5D_2	355 nm	Argon	1.17
a^5S_2	266 nm	Argon	2.3
a^5S_2	355 nm	Argon	1.11
a^5G_6	355 nm	Argon	1.6
e^7D_5	355 nm	Argon	1

3.2 Figures

If your thesis has a lot of figures, L^AT_EX might behave better for you than that other word processor. One thing that may be annoying is the way it handles “floats” like tables and figures. L^AT_EX will try to find the best place to put your object based on the text around it and until you’re really, truly done writing you should just leave it where it lies. There are some optional arguments to the figure and table environments to specify where you want it to appear; see the comments in the first figure.

If you need a graphic or tabular material to be part of the text, you can just put it inline. If you need it to appear in the list of figures or tables, it should be placed in the floating environment.

To get a figure from StatView, JMP, SPSS or other statistics program into a figure, you can print to pdf or save the image as a jpg or png. Precisely how you will do this depends on the program: you may need to copy-paste figures into Photoshop or other graphic program, then save in the appropriate format.

Below we have put a few examples of figures. For more help using graphics and the float environment, see our online documentation.

And this is how you add a figure with a graphic:

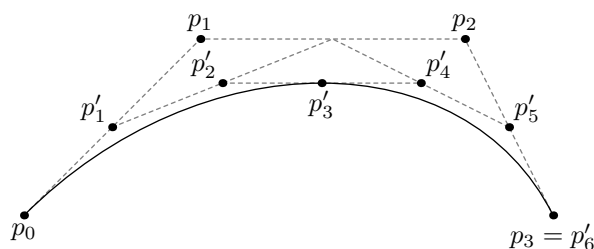


Figure 3.1: A Figure

3.3 More Figure Stuff

You can also scale and rotate figures.

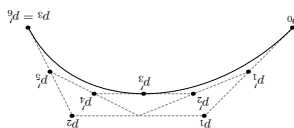


Figure 3.2: A Smaller Figure, Flipped Upside Down

3.4 Even More Figure Stuff

With some clever work you can crop a figure, which is handy if (for instance) your EPS or PDF is a little graphic on a whole sheet of paper. The viewport arguments are the lower-left and upper-right coordinates for the area you want to crop.

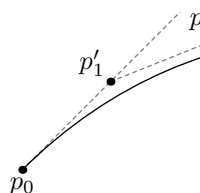


Figure 3.3: A Cropped Figure

3.4.1 Common Modifications

The following figure features the more popular changes thesis students want to their figures. This information is also on the web at web.reed.edu/cis/help/latex/graphics.html.

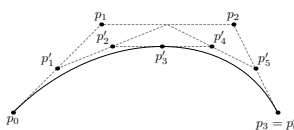


Figure 3.4: Subdivision of arc segments. You can see that $p_3 = p'_6$.

Conclusion

Here's a conclusion, demonstrating the use of all that manual incrementing and table of contents adding that has to happen if you use the starred form of the chapter command. The deal is, the chapter command in \LaTeX does a lot of things: it increments the chapter counter, it resets the section counter to zero, it puts the name of the chapter into the table of contents and the running headers, and probably some other stuff.

So, if you remove all that stuff because you don't like it to say "Chapter 4: Conclusion", then you have to manually add all the things \LaTeX would normally do for you. Maybe someday we'll write a new chapter macro that doesn't add "Chapter X" to the beginning of every chapter title.

4.1 More info

And here's some other random info: the first paragraph after a chapter title or section head *shouldn't be* indented, because indents are to tell the reader that you're starting a new paragraph. Since that's obvious after a chapter or section title, proper typesetting doesn't add an indent there.

Appendix A

The First Appendix

Appendix B

The Second Appendix, for Fun

References

- Angel, E. (2000). *Interactive Computer Graphics : A Top-Down Approach with OpenGL*. Boston, MA: Addison Wesley Longman.
- Angel, E. (2001a). *Batch-file Computer Graphics : A Bottom-Up Approach with QuickTime*. Boston, MA: Wesley Addison Longman.
- Angel, E. (2001b). *test second book by angel*. Boston, MA: Wesley Addison Longman.
- Deussen, O., & Strothotte, T. (2000). Computer-generated pen-and-ink illustration of trees. *"Proceedings of" SIGGRAPH 2000*, (pp. 13–18).
- Fisher, R., Perkins, S., Walker, A., & Wolfart, E. (1997). *Hypermedia Image Processing Reference*. New York, NY: John Wiley & Sons.
- Gooch, B., & Gooch, A. (2001a). *Non-Photorealistic Rendering*. Natick, Massachusetts: A K Peters.
- Gooch, B., & Gooch, A. (2001b). *Test second book by gooches*. Natick, Massachusetts: A K Peters.
- Hertzmann, A., & Zorin, D. (2000). Illustrating smooth surfaces. *Proceedings of SIGGRAPH 2000*, 5(17), 517–526.
- Jain, A. K. (1989). *Fundamentals of Digital Image Processing*. Englewood Cliffs, New Jersey: Prentice-Hall.
- Molina, S. T., & Borkovec, T. D. (1994). The Penn State worry questionnaire: Psychometric properties and associated characteristics. In G. C. L. Davey, & F. Tallis (Eds.), *Worrying: Perspectives on theory, assessment and treatment*, (pp. 265–283). New York: Wiley.
- Noble, S. G. (2002). *Turning images into simple line-art*. Undergraduate thesis, Reed College.

- Reed College (2007). Latex your document. <http://web.reed.edu/cis/help/LaTeX/index.html>
- Russ, J. C. (1995). *The Image Processing Handbook, Second Edition*. Boca Raton, Florida: CRC Press.
- Salisbury, M. P., Wong, M. T., Hughes, J. F., & Salesin, D. H. (1997). Orientable textures for image-based pen-and-ink illustration. “*Proceedings of*” *SIGGRAPH 97*, (pp. 401–406).
- Savitch, W. (2001). *JAVA: An Introduction to Computer Science & Programming*. Upper Saddle River, New Jersey: Prentice Hall.
- Wong, E. (1999). *Artistic Rendering of Portrait Photographs*. Master’s thesis, Cornell University.