

THTR60015 Techniques A (Lighting)

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| Credit Points: | 25 |
| Level: | 6 (Graduate/Postgraduate) |
| Dates & Locations: | 2010, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus. |
| Time Commitment: | Contact Hours: 6 hours per week (or equivalent) Total Time Commitment: 14 hours per week |
| Prerequisites: | None |
| Corequisites: | None |
| Recommended Background Knowledge: | None |
| Non Allowed Subjects: | None |
| Core Participation Requirements: | For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/ |
| Contact: | Student and Academic Services, Faculty of the Victorian College of the Arts, 234 St Kilda Road, Southbank Vic 3006 Tel: 9685 9419 |
| Subject Overview: | <p>Performance Techniques A (Lighting Design) addresses knowledge and techniques specific to the discipline. In this subject students will be exposed to a variety of performing art forms through videotape, live performance and photographic images. By the end of this subject students should have further developed their aesthetic sensibility through the interpretation and creation of images developed through an examination of a variety of performance art forms. They should be able to analyse the lighting needs of a particular performance and have an understanding of the specific demands and aesthetic of a variety of performing art forms. Within a series of classes with postgraduate students from other performance disciplines, students should also develop an ability to identify, evaluate and participate in the working processes relevant to effective collaboration between directors, choreographers, animateurs and set and lighting designers</p> <p>The subject is also designed to allow the student to explore, develop and extend the use and understanding of computer lighting design tools available and their application in various event styles and formats. It explores the use of 2 dimensional and 3 dimensional design tools and the use of computers in documentation and lighting control.</p> |
| Objectives: | <p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> # demonstrate computer design and control skills; # work collaboratively with other creative team members on the development of design concepts; # demonstrate the ability to develop concepts through a specific design process. |
| Assessment: | Written/practical assignments equivalent to 8,000 word essay (80%); participation (20%). Assignments will be due at regular intervals during the semester |
| Prescribed Texts: | None |
| Recommended Texts: | None |
| Breadth Options: | This subject is not available as a breadth subject. |

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| Fees Information: | Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees |
| Generic Skills: | <p>On completion of this subject students should be able to:</p> <ul style="list-style-type: none"> # exhibit extensive theoretical and practical knowledge of their discipline including relevant professional knowledge, skills, discipline and ethics as they relate to a practising visual/performing artist; # demonstrate capacities for artistic imagination, creativity, transformation and interpretation; # demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication; # demonstrate a flexible and innovative approach to the national and international challenges for the professional visual/performing artist in the 21st century; # work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments; # contribute to a range of visual/performng arts environments as artistic collaborators and leaders; # demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas; # critically and creatively engage with topics of cultural significance across communities; # understand and appreciate how the visual and performing arts connect with the broader society and contribute to its social and economic development; # understand their relationship with and responsibilitiy to their cultural environment and society. |
| Links to further information: | http://www.vca.unimelb.edu.au/ |
| Related Course(s): | Postgraduate Diploma in Production |