

THTR20031 Performance Technology 2A

Credit Points:	25								
Level:	2 (Undergraduate)								
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: February, Southbank - Taught on campus.								
Time Commitment:	Contact Hours: 128 hours Total Time Commitment: 300 hours								
Prerequisites:	<table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>THTR10014 Performance Technology 1B</td><td>Semester 2</td><td>25</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	THTR10014 Performance Technology 1B	Semester 2	25
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THTR10014 Performance Technology 1B	Semester 2	25							
Corequisites:	None								
Recommended Background Knowledge:	None								
Non Allowed Subjects:	None								
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>								
Contact:	Joseph Mercurio josephwm@unimelb.edu.au or Faculty of the VCA and Music Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au								
Subject Overview:	This subject should build on the basic skills developed in Performance Technology 1B. The new module Software in Theatre should be introduced to guide students in the use of CAAD tools in theatrical context for drawing plans, schematics and 3d modelling								
Learning Outcomes:	<p>Module 1 Audio Skills 2A</p> <p>On completion students should have demonstrated an intermediate-level understanding of: sound design software and its role in developing sound designs for performing arts; sound system design and its relationship to different types of performing arts.</p> <p>Module 2 Software in Theatre</p> <p>On completion students should have demonstrated knowledge of Computer Aided Drafting software (Vectorworks).</p> <p>Module 3 Lighting Skills 2A</p> <p>On completion students should have demonstrated knowledge of the importance of lighting in composition, the physical working of light and power and the role of design in light.</p>								

	Module 4 Vision Skills 2A On completion students should have demonstrated knowledge of signal processing, system design and its relationship to different types of performing arts.
Assessment:	Participation (all Modules) (10%) Class attendance is required for this subject; if you do not attend a minimum of 80% of classes without an approved exemption you will not be eligible for a pass in this subject. Assessment submitted late without an approved extension will be penalised at 10% per day. All assignment work must be submitted and a pass in each module must be achieved for successful completion of this subject. Module 1 Audio Skills 2A Sound System Design (30%) Stereo sound system for live music (500 words or equivalent) Sound design for Drama (30%) Design to an allocated text 500 words or equivalent) Sound design for Dance (30%) Design to an allocated dance 500 words or equivalent) Module 2 Draw 2d plan in Vectorworks (40%) (600 words or equivalent) Draw a 3d model in Vectorworks (50%) (900 words or equivalent) Module 3 Lighting Skills 2A Visual Journal (40%) (600 words or equivalent) Make a practical fixture (50%) (900 words or equivalent) Module 4 Vision Skills 2A Signal distribution (40%) (600 words or equivalent) System design (50%) (900 words or equivalent) All assignment work must be submitted and a pass in each module must be achieved for successful completion of this subject.
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completing this subject students should be able to: <ul style="list-style-type: none"> # work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments; # demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas; # demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication; 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.
Related Course(s):	Bachelor of Fine Arts (Production)