

757-877 Techniques A (Lighting)

Credit Points:	25.000
Level:	Graduate/Postgraduate
Dates & Locations:	2008, This subject commences in the following study period/s: Semester 1, - Taught on campus. Semester 2, - Taught on campus.
Time Commitment:	Contact Hours: 6 hours per week (or equivalent) plus 14 hours per week time commitment, 12 weeks Total Time Commitment: Not available
Prerequisites:	None
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><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> </p>
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>
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
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:	<p>On completion of this subject students should be able to:</p> <p>Demonstrate computer design and control skills</p> <p>Work collaboratively with other creative team members on the development of design concepts</p> <p>Demonstrate the ability to develop concepts through a specific design process</p>

Links to further information:	http://www.vca.unimelb.edu.au/
Related Course(s):	Postgraduate Diploma in Production