

THTR20015 Production Skills 2A

Credit Points:	12.50
Level:	2 (Undergraduate)
Dates & Locations:	2010, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 48 hours per module Total Time Commitment: 144 hours contact and non contact
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/
Coordinator:	Ms Kym Williams
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:	This subject provides an extension of skills in two areas of specialisation selected from Lighting, Sound, Design, Workshop, Costume and Stage Management. This will allow students to further explore and develop skills in specific areas of study. The narrowing down of this subject into two modules enables students to concentrate more deeply and at a higher level.
Objectives:	<p>To enable students to expand and develop knowledge introduced in Production Skills 1B.</p> <p>Design focuses on the analysis of text, the development of original design concepts from that text, the effective communication of those concepts and an examination of the implications of those design concepts.</p> <p>Workshop will examine typical prop and scenery making techniques and materials through a series of demonstrations and simple practical exercises. At the conclusion of this module students will be required to select, manage and complete a project using one or more of the skills covered. Projects will allow for individual skills development across a variety of materials and techniques.</p> <p>Costume At the end of this module students should have developed an ability to undertake costume construction research, have a basic understanding of a specific period of pattern making techniques, a rudimentary knowledge of toile construction and have developed an ability to interpret a costume design through pattern making into a 3D form.</p> <p>Stage Management Following the completion of this module students should have an understanding of the demands and requirements for fulfilling the roles within the stage management department via exercises introducing score reading and the introducing role of Production Management.</p> <p>Lighting At the end of this module students should have basic understanding of how to utilize computer software when undertaking a lighting design.</p>

	Sound At the end of this module students should have developed a high level of skill in sound design for the performance and non performance arts.
Assessment:	The two modules chosen will be assessed separately; the final result will be an aggregate of the two marks for the subject. Practical and written assignments (80%); participation (20%). Attendance hurdle of 80% is required for each of the modules.
Prescribed Texts:	None
Recommended 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> <ul style="list-style-type: none"> # demonstrate extensive theoretical and practical knowledge of their discipline including relevant professional knowledge, skills, discipline and ethics as they relate to practising visual/performing artists; # demonstrate practical skills in respect of critical analysis, problem solving, report writing, team work and oral and written communication; # demonstrate capacities for artistic imagination, creativity, transformation and interpretation; # demonstrate a flexible and innovative approach to the national and international challenges for the professional visual/performing artist in the 21st century.
Related Course(s):	Bachelor of Production