

FLTV90008 Design Realisation and Collaboration B

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2013.
Time Commitment:	Contact Hours: 3 hours per week for 12 weeks Total Time Commitment: 120 hours per semester
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>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:	<p>Faculty of the VCA & MCM 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</p>
Subject Overview:	<p>In this subject students participate in a series of practical workshops further developing students' skills in collaboration and the realisation of their designs. Collaborations may include other designers, directors, cinematographers, choreographers and animators. Practical workshops will focus primarily on skills and techniques for adapting and dressing locations. Where possible students will get some experience on the set of a VCA film.</p>
Objectives:	<p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> • Understand techniques for adapting and dressing a location for filming • Select and utilise appropriate materials for adapting and dressing a location for filming • Participate in the realisation of location designs for screen • Collaborate with others in the process of conceiving and realising a design for screen
Assessment:	<p>Project 1 Screen-based project equivalent to 1500 words Mid semester 30%Project 2 Screen-based project equivalent to 1500 words End of semester 30%Written assignment (2000 words) End of semester 40%Hurdle Requirement 80% attendance</p>
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 the subject students should have developed</p> <ul style="list-style-type: none"> • The ability to be organised and methodical in their approach to realising a design concept • The ability to creatively solve problems

	• The ability to work as part of a creative team
Related Course(s):	Master of Production Design for Screen