

# THTR10013 Design Realisation 1

<b>Credit Points:</b>	25
<b>Level:</b>	1 (Undergraduate)
<b>Dates &amp; Locations:</b>	This subject is not offered in 2013.
<b>Time Commitment:</b>	Contact Hours: 138 Total Time Commitment: 250 hours
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;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.&lt;/p&gt; <p>&lt;p&gt;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: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p> </p>
<b>Contact:</b>	<p><b>Faculty of the VCA and Music Student Centre</b>  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>
<b>Subject Overview:</b>	<p>This subject will be delivered via three modules.  Module One: Workshop Skills  Module Two: Costume Skills  Module Three: Visual Communication Skills</p> <p><b>Module One:</b>  In this workshop module, students will be introduced to methods of research, concept development, structural design, common construction materials, documentation and planning for construction. Classes will take the form of lecture/demonstrations and practical sessions examining common carpentry and metalworking techniques. Students will apply learnt skills to develop and realize a scenic element/s as defined by a detailed brief.</p> <p><b>Module Two:</b>  In this costume module the students will be introduced to the skill of flat pattern making and basic garment construction using a number of different pieces of equipment. They will also be introduced to the History of Costume.</p> <p><b>Module Three:</b>  This visual communication module introduces the student to the range of methods available in communicating their design ideas. The module includes hand technical drawing, observational drawing, perspective technique, costume rendering in various mediums (water colour, gouache, collage) and model making techniques required to communicate the student's design ideas to other members of a creative team.</p>
<b>Objectives:</b>	<p><b>Module One:</b>  On completing this subject students will be able to develop an idea and work collaboratively within a team to effectively manage and realize a designed scenic element using familiar materials and techniques.</p> <p><b>Module Two:</b></p>

	<p>On completing this subject students will be able to complete basic pattern making, to construct basic garments to a high standard and have an understanding of a prescribed period of costume.</p> <p>Module Three: On completing this subject students will be able to communicate their design ideas via a range of visual mediums, recognise and apply various styles of rendering/technical drawing and produce technical drawings, models and renderings that could be understood and produced by a theatre workshop/workroom.</p>
<b>Assessment:</b>	<p>Module One: 30%Research and design concept documentation, 2000 words of equivalent, Due week 5 - 40%Formal submission of a realised project Due end of semester - 60%Module Two: 30%The student will submit all drafts and patterns created during pattern making class. Due end of semester, 1,000 words or equivalent, 40%The student will submit a completed garment. Due at the end of semester, 1,000 words or equivalent, 40%The students will submit a paper briefly exploring a designated period of costume. Due Mid semester, 500 words or equivalent, 20%Module Three: 30%The students will submit a model, a rendering and technical drawings for an historical artefact based on research, 1,000 words or equivalent. Due at the end of week 6 - 40%.The student will submit of folio of work including drawings, collages and model making work as well as a written reflection on the application and effectiveness of the various mediums, (1,500 words or equivalent. Due at the end of the semester - 60%Participation (for 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.</p>
<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On completing this subject students will be able to:</p> <ul style="list-style-type: none"> <li>• 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;</li> <li>• demonstrate capacities for artistic imagination, creativity, transformation and interpretation;</li> <li>• work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments.</li> </ul>
<b>Links to further information:</b>	<a href="http://www.vcam.unimelb.edu.au">www.vcam.unimelb.edu.au</a>
<b>Related Course(s):</b>	Bachelor of Fine Arts (Production)