THTR20035 Performance Technology 2B

Credit Points:	25
Level:	2 (Undergraduate)
Dates & Locations:	This subject is not offered in 2013.
Time Commitment:	Contact Hours: 300 HOURS (60 hours x 2 Modules+40 hours x 2 Modules) Total Time Commitment: Time Commitment 300 Hours (60 hours x 2 Modules+40 hours x 2 Modules) Module 1 Audio Skills 2B 30 hours contact and 30 hours non contact 10 x 3 hours Lecture Demonstration Module 2 Software in Theatre 20 hours contact and 20 hours non contact 10 x 2 hours Lecture Demonstration Module 3 Lighting Skills 2B 30 hours contact and 30 hours non contact 10 x 3 hours Lecture Demonstration Module 4 Vision Skills 2B 20 hours contact and 20 hours non contact 10 x 2 hours Lecture Demonstration

Prerequisites:	Subject	Study Period Commencement:	Credit Points:
	THTR20031 Performance Technology 2A	Not offered 2013	25

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 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. 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
Contact:	Joseph Mercurio
Subject Overview:	This subject should build on the core skills developed in Performance Technology 2A. 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.
Objectives:	**Module 1 Audio Skills 2B** On completion students should have demonstrated: a basic understanding of sound design software and its role in developing sound designs for performing arts, a basic understanding of sound system design and its relationship to different types of performing arts. **Module 2 Software in Theatre** On completion students should have demonstrated knowledge of Computer Aided Drafting software (Vectorworks). **Module 3 Lighting Skills 2B** On completion students should have demonstrated knowledge of the importance of lighting in composition, create examples of lighting compositions, and the process of lighting design for a drama. **Module 4 Vision Skills 2B** On completion students should have demonstrated knowledge of vision content creation and theatricalisation and delivery of content to playback in production.

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 2B Sound System Design (30%) Design and document a stereo sound system for live music and/or performance (500 words or equivalent) Sound design for Dance or Drama (30%) Design to an allocated dance film or text for stereo playback. (500 words or equivalent) Sound design for Dance or Drama (30%) Design to an allocated dance film or text for stereo playback. (500 words or equivalent) Module 2 Software in Theatre Draw 2d plan of a theatre in Vectorworks (40%) (600 words or equivalent) Draw a 3d model of a theatre in Vectorworks (50%) (900 words or equivalent) Module 3 Lighting Skills 2B Lighting composition 1:25 model (600 words or equivalent) Prepare a production From supplied text, extraction lists, create a set/ lighting design and document the whole process (900 words or equivalent) Module 4 Vision Skills 2B Content creation (40%) Create content package; create images and video to be displayed for example iMovie, or iPhoto (50%) (750 words or equivalent) Content Delivery (45%) Create a delivery system for a video presentation such as powerpoint, final cut pro, Isadora (45%) (750 words or equivalent)
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: # 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)