

FLTV90004 Design Realisation and Collaboration A

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| Credit Points: | 12.50 |
| Level: | 9 (Graduate/Postgraduate) |
| Dates & Locations: | This subject is not offered in 2014. |
| 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><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> |
| 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: | In this subject students participate in a series of practical workshops developing skills in collaboration and design realisation. Developing collaborative skills through group projects will form a key part of this subject. Collaborators may include other designers, directors, animators, choreographers and cinematographers. Practical workshops will introduce students to a variety of technical skills needed for the realisation of their designs, including scenic art, props making, understanding camera, and basic set construction. |
| Learning Outcomes: | <p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> # Understand basic techniques for realising a design for screen # Select and utilise appropriate materials for the realisation of designs # participate in the realisation of designs for screen # understand how camera works and take this into consideration when designing # 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 Due Mid semester Worth 30%</p> <p>Project 2 Screen-based project equivalent to 1500 words Due End of semester Worth 30%</p> <p>Written assignment (2000 words) Due End of semester Worth 40%</p> <p>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 |

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| Generic Skills: | On completion of the subject students should have developed <ul style="list-style-type: none"># The ability to be organised and methodical in their approach to realising a design concept# The ability to solve technical problems# The ability to work as part of a creative team |
| Related Course(s): | Master of Production Design for Screen |