FLTV90007 Design Processes and Principles B

Credit Points:	12.5
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2015, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 4 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:	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
Coordinator:	Mr Leon Salom
Contact:	**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
Subject Overview:	This subject builds upon the skills and knowledge covered in Design Processes and Principles A to further develop students' ability to understand and drive the design process. Studio-based classes and theoretical design projects will cover visual storytelling, costume design, research for period detail, design for character and designing non-naturalistic environments.
Learning Outcomes:	On completion of this subject students should be able to • Demonstrate a deep understanding of the design process • Perform research in an effective and organised manner to inform designing a particular period for screen • Understand and apply design processes and principles to develop full designs for screen-based media • Develop well considered designs for non-naturalistic settings
Assessment:	Design project 1 (equivalent to 2000 words)Incorporating: Written rationale of designs, documentation of designs (including scale models, concept sketches, etc.)Due Mid SemesterWorth 40% Design Project 2 (equivalent to 3000 words)Incorporating: Written rationale of designs, documentation of designs (including scale models, concept sketches, etc.) Due End of semesterWorth 60%Hurdle Requirement 80% attendance
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 completion of the subject students should have developed • The ability to be organised and methodical in their approach to developing full designs • The ability to apply theory in practice • The ability to generate creative ideas and concepts • The ability to accept and respond to constructive feedback • The ability to creatively solve problems
Related Course(s):	Master of Production Design for Screen