

FLTV90008 Design Realisation and Collaboration B

Credit Points:	12.5
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.
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>
Coordinator:	Mr Leon Salom
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Subject Overview:	In this subject students participate in a series of practical workshops further developing their skills in collaboration and the realisation of their designs. Collaborators may include other designers, directors, cinematographers, choreographers and/or animators. Practical workshops will focus primarily on scenic art skills for finishing sets. Where possible students will get some experience on the set of a VCA film or stage production.
Learning Outcomes:	<p>On completion of this subject students should be able to:</p> <ul style="list-style-type: none"> # Understand techniques for adapting, and finishing sets; # Select and utilise appropriate materials and techniques for creating scenic art on sets for stage and screen; # Collaborate with others in the process of conceiving and realising a design for stage or screen.
Assessment:	Project 1. Design realisation project equivalent to 1500 words, mid-semester; (30%) Project 1. Design realisation project equivalent to 1500 words, week 2-8; (30%) Written assignment (2000 words), week 12; (40%)
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: <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 Design for Performance Master of Production Design for Screen