

## FLTV90009 Design Documentation and Communication B

<b>Credit Points:</b>	12.5
<b>Level:</b>	9 (Graduate/Postgraduate)
<b>Dates &amp; Locations:</b>	2016, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.
<b>Time Commitment:</b>	Contact Hours: 3 hours per week for 12 weeks Total Time Commitment: 120 hours per semester
<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;         &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>
<b>Coordinator:</b>	Ms Anna Cordingley
<b>Contact:</b>	Leon Salom leon.salom@unimelb.edu.au
<b>Subject Overview:</b>	In this subject students further develop the skills and techniques for documenting and communicating designs for stage and screen. While building on the skills gained in Design Documentation and Communication A, there will be a particular emphasis on the use of graphics software. Students will also learn how to use these skills for the purpose of pre-visualisation.
<b>Learning Outcomes:</b>	<p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> <li>• Utilise a broad range of design documentation techniques</li> <li>• Utilise graphics software for the documentation and communication of their designs</li> <li>• Select and apply appropriate techniques for the documentation and communication of finalised designs</li> <li>• Effectively utilise design documentation techniques for the purpose of pre-visualisation</li> </ul>
<b>Assessment:</b>	<p>Project 1 (equivalent to 1500 words)Incorporating: Documentation of designs (including digital drawing folio) Due Mid Semester Worth 30%Project 2 (equivalent to 1500 words)Incorporating: Documentation of designs (including drawing and painting folio) Due End of semester Worth 30%Project 3 (equivalent to 2000 words)Incorporating: Documentation of designs (including drawing folio and scale model) Due End of semester Worth 40%Hurdle Requirement 80% attendance</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>	On completion of the subject students should have developed <ul style="list-style-type: none"><li>• The ability to be organised and methodical in their approach to documenting a design concept</li><li>• The ability to communicate effectively through visual and verbal means</li><li>• The ability to present their ideas professionally</li></ul>
<b>Related Course(s):</b>	Master of Design for Performance Master of Production Design for Screen