

THTR20029 Design Realisation 2A

Credit Points:	25								
Level:	2 (Undergraduate)								
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: February, Southbank - Taught on campus.								
Time Commitment:	Contact Hours: 140 Hours Total Time Commitment: 300 Hours								
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>THTR10013 Design Realisation 1B</td> <td>Semester 2</td> <td>25</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	THTR10013 Design Realisation 1B	Semester 2	25
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THTR10013 Design Realisation 1B	Semester 2	25							
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 Gregory Clarke								
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Subject Overview:	<p>This subject is an extension of skills taught in Design Realisation 1. It is divided into 3 modules.</p> <p>Module 1 Costume Skills 2A</p> <p>In this module the students should be introduced to the historical development of clothing through a variety pattern making techniques. They should start to explore different fabrics and how they are used in costume construction. The students then should complete a costume project, combining these two areas of study.</p> <p>Module 2 Props Making Skills 2A</p> <p>In this module students should explore materials and techniques used in prop making for the entertainment industry. Students should complete a series of short practical exercises using common prop making materials and techniques. Students should then apply these learnt skills to conceive and realize a prop item as defined by a detailed brief.</p> <p>Module 3 Design Skills 2A</p> <p>In this module student should develop their skills in model making, rendering and drafting in response to a dramatic text. The students are introduced to the concept of text analysis and dramaturgy and through a series of demonstrative workshops develop both a research based and a reimagined response for character and environment appropriate to that text.</p>								
Learning Outcomes:	<p>Module 1 Costume Skills 2A</p> <p>At the conclusion of this module the students should have developed a basic understanding of pattern making, helping to inform them of the change of shapes and silhouettes. They should have developed a basic understanding of many types and purposes of fabrics and fibres used</p>								

	<p>when constructing costumes. Resulting in a garment researched and constructed utilizing and incorporating some of this knowledge.</p> <p>Module 2 Props Making Skills 2A</p> <p>At the conclusion of this subject students should be capable of conceptualising a creative response to a defined brief and individually realize this prop within the requirements of this brief. Realization will include planning and management of available time, budget and resources. At the conclusion of this module students will be required to present the finished props and explain the process and choices made as part of an exhibition of completed work.</p> <p>Module 3 Design Skills 2A</p> <p>At the conclusion of this subject students should be able to demonstrate research skills in response to a dramatic text. At the conclusion of this subject students should be capable of forming a conceptual approach to a text and effectively communicating their ideas through a variety of visual methods.</p>
Assessment:	<p>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 Costume Skills 2A Fabric catalogue (20%)(500 words or equivalent) Pattern and research folio (40%)(800 words or equivalent) Garment (30%)(700 words or equivalent) Module 2 Props Making Skills 2A Research and design concept documentation (20%)(500 words or equivalent) Project planning documentation (20%)(500 words or equivalent) Formal submission/exhibition of the realised prop including all required research material, drawings, documentation and reflection. (50%) (1500 words or equivalent) Module 3 Visual Communications Skills 2A Script Analysis and research (20%)(500 words or equivalent) Oral presentation of researched design concept model, rendering, plan and rationale (10 minutes) (30%)(700 words or equivalent) Oral presentation of reimagined design concept model, rendering, plan and rationale. (15 minutes) (40%)(800 words or equivalent) All assignment work must be submitted and a pass in each module must be achieved for successful completion of this subject.</p>
Prescribed Texts:	<p>Module 2 Props Making Skills 2A Wilson, A. Making Stage Props Guide: A Practical - 2007 Crowood, Wiltshire UK Module 3 Design Skills 2A Chekhov, A. Five Plays (Ivanov, Seagull, Uncle Vanya, Three Sisters, Cherry Orchard) Oxford University Press, UK. 2008 ISBN: 9780199536696</p>
Recommended Texts:	<p>Module 1 Costume Skills 2A Armstrong, Helen Joseph. Patternmaking for fashion design-5th Ed. Prentice Hall, New Jersey, USA. Arnold, J. A Handbook of Costume. Macmillan, UK.1973. Waugh, N. A Cut of Women's Clothes 1600-1900. Theatre Arts Books, New York, USA</p>
Breadth Options:	<p>This subject is not available as a breadth subject.</p>
Fees Information:	<p>Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees</p>
Generic Skills:	<ul style="list-style-type: none"> # 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. # Demonstrate capacities for artistic imagination, creativity, transformation and interpretation. # Work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments.
Related Course(s):	<p>Bachelor of Fine Arts (Production)</p>