

## THTR20033 Design Realisation 2B

<b>Credit Points:</b>	25								
<b>Level:</b>	2 (Undergraduate)								
<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: 150 hours Total Time Commitment: 300 hours (100 hours per module)								
<b>Prerequisites:</b>	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>THTR20029 Design Realisation 2A</td> <td>March</td> <td>25</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	THTR20029 Design Realisation 2A	March	25
Subject	Study Period Commencement:	Credit Points:							
THTR20029 Design Realisation 2A	March	25							
<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>	Mr Gregory Clarke								
<b>Contact:</b>	<a href="mailto:gpclarke@unimelb.edu.au">gpclarke@unimelb.edu.au</a> (mailto:gpclarke@unimelb.edu.au)								
<b>Subject Overview:</b>	<p><b>Module 1 Costume Skills 2B</b></p> <p>In this module the students should build on their knowledge gained in Design Realisation 2A. Further understanding and extending on their knowledge of fabrics incorporating fabric treatments. The introduction to the history and development of the male costume and learning applicable construction techniques by constructing a garment.</p> <p><b>Module 2 Scenic Art and Art Finishing Skills</b></p> <p>In this module, students should investigate the theory and practice of scenic art through a series of lectures and short practical technique tasks. Students will then apply the acquired practical skills and technical knowledge to the realization of a scenic art project as defined by a detailed brief.</p> <p><b>Module 3 Design Skills 2B</b></p> <p>In this module student are introduced to the skill of computer aided drafting gaining a hands-on understanding of the Vectorworks program through a series of lecture demonstrations. Students should also continue to develop their model making, rendering and articulation skills through a series of intensive projects focussing on character, light and vision and music based performance.</p>								
<b>Learning Outcomes:</b>	<p><b>Module 1 Costume Skills 2B</b></p> <p>At the conclusion of this module the students should have developed a much broader understanding of fabrics and fabric treatment techniques. They should also have a basic</p>								

	<p>knowledge of the history of male costume and be able to undertake simple construction tasks by creating a male garment.</p> <p><b>Module 2 Scenic Art and Art Finishing Skills</b></p> <p>At the conclusion of this module the students should be capable of interpreting and realizing a painted illusion of an agreed source image. Realization will include planning and management of available time and resources. At the conclusion of this module students will be required to present the finished scenic artwork and explain the process and choices made as part of an exhibition of completed work.</p> <p><b>Module 3 Design Skills 2B</b></p> <p>At the conclusion of this subject students should be able to demonstrate an understanding of the requirements of drafting for theatre productions and produce accurate scale drawings utilising the Vectorworks program. At the conclusion of the subject students should have a greater understanding of the breadth of design work for performance and have developed confident articulation skills.</p>
<b>Assessment:</b>	<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 2B Fabric catalogue (20%) (500 words or equivalent) Historical research folio (20%) (500 words or equivalent) Completed garment (50%) (1000 words or equivalent) Module 2 Scenic Art and Art Finishing Skills Practical exercises (Pass/Fail) Research and design concept documentation (20%) (500 words or equivalent) Project planning documentation (20%) (500 words or equivalent) Formal submission/exhibition of the realised painting exercise including all required drawings and documentation. Exhibition will also include an oral presentation reflecting on the process and outcome of the project. (50%) (1500 words or equivalent) Module 3 Visual communication 2B Oral Presentation of character costume (10 minutes) (20%) (400 words or equivalent) Oral Presentation of collaborative lighting and vision project (10 minutes) (20%) (500 words or equivalent) Submission of Vectorworks assignment (30%) (600 words or equivalent) Oral Presentation of music theatre project (10 minutes) (20%) (500 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>
<b>Prescribed Texts:</b>	None
<b>Recommended Texts:</b>	<p>Module 1 Costume Skills 2B</p> <p>Waugh, N. A Cut of Men's Clothes 1600-1900. Theatre Arts Books, New York, USA Friendship, E. Pattern Cutting for Men's Costume. Methuen/Drama, 2008. London, UK.</p>
<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>	<ul style="list-style-type: none"> <li># 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.</li> <li># Demonstrate capacities for artistic imagination, creativity, transformation and interpretation.</li> <li># Work at various levels, both as an individual and as a team member, in a wide variety of visual/performing artistic environments.</li> </ul>
<b>Links to further information:</b>	<a href="http://www.vcam.unimelb.edu.au/">http://www.vcam.unimelb.edu.au/</a>
<b>Related Course(s):</b>	Bachelor of Fine Arts (Production)