

THTR20043 Design and the Moving Image

Credit Points:	12.5
Level:	2 (Undergraduate)
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: June, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 6 hours per day over 5 days (30 hours) Total Time Commitment: 136 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	No specific background knowledge is required for this subject but an interest in Design and/or Filmmaking is beneficial.
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 Students Experiencing Academic Disadvantage Policy, academic requirements for this course are articulated in the Course Overview, Objectives 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 course are encouraged to discuss this matter with a Faculty Student Adviser and the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/
Coordinator:	Ms Juliet McDonnell
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Subject Overview:	<p>Through a five day intensive, this subject investigates how design can be used to bring greater meaning, depth and emotion to stories told through the medium of film.</p> <p>We consider how design works by looking at visual language, colour theory, composition and metaphor. The role of the Production Designer will be outlined and the motivating factors behind the decisions they make will be identified. Students will be introduced to the processes designers use to generate ideas and then develop them into detailed design concepts.</p> <p>This subject will also focus on some of the ways in which these design concepts are realised. You will learn about the various roles within the Art Department as well as the nature of how a Production Designer collaborates with other key creative personnel, including the Director and Cinematographer.</p> <p><i>This subject has an enrolment quota of 120.</i></p> <p><i>Selection is based on the order in which students enrol in the subject.</i></p>
Learning Outcomes:	<p>On completion of this subject, student should be able to demonstrate:</p> <ul style="list-style-type: none"> # An understanding of the role of design for the moving image # The ability to generate visual ideas in response to a text # Perform visual research # An understanding of the structure of an Art Department
Assessment:	Written task (1200 words) Visual analysis of a scene from a film; Mid winter term (30%) Production Design Concept (Equivalent to 2800 words) Including: Visual research, Mood boards, Written design rationale; end of winter term (70%) Hurdle requirement of 80% attendance

Prescribed Texts:	None
Breadth Options:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2016/B-ARTS) # Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2016/B-BMED) # Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2016/B-COM) # Bachelor of Environments (https://handbook.unimelb.edu.au/view/2016/B-ENVS) # Bachelor of Music (https://handbook.unimelb.edu.au/view/2016/B-MUS) # Bachelor of Science (https://handbook.unimelb.edu.au/view/2016/B-SCI) <p>You should visit learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completion of this subject students will be able to:</p> <ul style="list-style-type: none"> # Critically analyse the use of design in film # Develop visual idea in a creative manner # Prepare and communicate visual ideas
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	<p>Bachelor of Fine Arts (Animation) Bachelor of Fine Arts (Contemporary Music) Bachelor of Fine Arts (Dance) Bachelor of Fine Arts (Film and Television) Bachelor of Fine Arts (Music Theatre) Bachelor of Fine Arts (Production) Bachelor of Fine Arts (Screenwriting) Bachelor of Fine Arts (Theatre Practice) Bachelor of Fine Arts (Visual Art)</p>