

THTR30022 Design Realisation 3A

Credit Points:	25								
Level:	3 (Undergraduate)								
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.								
Time Commitment:	Contact Hours: 120 hours Total Time Commitment: 240 Hours								
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>THTR20033 Design Realisation 2B</td> <td>Semester 2</td> <td>25</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	THTR20033 Design Realisation 2B	Semester 2	25
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THTR20033 Design Realisation 2B	Semester 2	25							
Corequisites:	None								
Recommended Background Knowledge:	None								
Non Allowed Subjects:	None								
Core Participation Requirements:	<p>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/</p>								
Coordinator:	Mr Gregory Clarke								
Contact:	gpclarke@unimelb.edu.au (mailto:gpclarke@unimelb.edu.au)								
Subject Overview:	<p>Module 1 Design</p> <p>Students will develop a design concept for a large-scale theatrical production utilising research into the text. Students will apply skills learnt in Design Realisation 2B to produce a series of design artefacts (Model, plans, renderings) to illustrate their concept and will present their ideas to their peers.</p> <p>Module 2 Costume</p> <p>This module enables students to expand and develop knowledge introduced in Design Realisation 2B (Costume). At the end of this module the students should have developed an ability to undertake costume construction research, have a basic understanding of a specific period of pattern making techniques, a rudimentary knowledge of toile construction and have developed an ability to interpret a costume design through pattern making into a 3D form.</p> <p>Module 3 Props</p> <p>Students produce a folio work demonstrating their ability to conceive, document, manage and realise a significant prop from a defined brief. Students will apply skills learnt in Design Realisation 2A and B and expand on these skills through further research and specific skill acquisition as required by their design concept.</p>								
Learning Outcomes:	<p>Module 1 Design</p> <p>This subject will:</p> <ul style="list-style-type: none"> • Introduce an approach a text creatively to form a design concept. • Present the process of design concept to produce renderings, models and technical drawings to help communicate the ideas. 								

	<ul style="list-style-type: none"> • Include the production of a design element to a high standard. • Detail how to document the process and reflect on the outcome. <p>Module 2 Costume</p> <p>This subject will demonstrate how to:</p> <ul style="list-style-type: none"> • interpret, translate and execute a costume design in the form of a toile. • determine the technical implications of a design through detailed pattern making. • have a better understanding of professional standards required as a pattern maker. <p>Module 3 Props</p> <p>This subject aims to develop the students capacity to:</p> <ul style="list-style-type: none"> • Creatively interpret a maker's brief and formulate an achievable design concept. • Research conceptual and practical solutions to design issues. • Independently manage and execute the realisation of a designed element to a required standard. • Professionally document the conceptual development, research and realisation of the designed item.
Assessment:	Design presentation (20 minutes) including model, renderings, technical drawings and design rationale (2000 words or equivalent). Mid Semester. 35% Construction of a design element (prop) to a specified brief including research, a development folio and a reflective paper (2000 words or equivalent). End of semester. 35% Costume research folio, toile costume project, costume drafts and patterns (2000 words or equivalent). End of semester. 30% Hurdle requirements: Students must attend 80% of all scheduled classes and attempt all elements of assessment to be eligible for a pass in this subject.
Prescribed Texts:	Module 1(Design) NA Module 2(Costume) Waugh, Nora: 'The Cut of Women's Clothes 1600-1930', Faber and Faber, UK Module 3(Props) NA
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:	At the conclusion of this subject students should be able to demonstrate the ability to: <ul style="list-style-type: none"> # Understand the research skills required to design for a specified brief. # Express this concept in an imaginative, artistic manner using appropriate 2D, 3D, written and verbal communication skills. # Plan and execute the realisation of one or more designed element to an indicated standard. # problem solve technical issues by applying learnt skills in a creative way.
Links to further information:	http://www.vca.unimelb.edu.au/performingarts
Related Course(s):	Bachelor of Fine Arts (Production)