

THTR30023 Design Realisation 3B

Credit Points:	18.75								
Level:	3 (Undergraduate)								
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.								
Time Commitment:	Contact Hours: 28 Hours Total Time Commitment: 200 Hours								
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>THTR30022 Design Realisation 3A</td> <td>Semester 1</td> <td>25</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	THTR30022 Design Realisation 3A	Semester 1	25
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THTR30022 Design Realisation 3A	Semester 1	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:	<p>Mr Gregory Clarke gpclarke@unimelb.edu.au (mailto:gpclarke@unimelb.edu.au) or Faculty of the VCA and Music Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006</p> <p>Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au</p>								
Subject Overview:	<p>This subject expands on the knowledge and skills acquired in Design Realisation 3A allowing students to research and develop a project based on a specified theme and to realise an element of that project in accordance with their area of specialization. Students will have the opportunity to work intensively on a theoretical design culminating in a comprehensive design portfolio. Documentation from this portfolio will then be used to realise one or more costume, scenery or prop elements for the design.</p>								
Learning Outcomes:	<p>This subject aims to develop the students capacity to:</p> <ul style="list-style-type: none"> • Research and develop support materials pertinent to a specified subject to a defined standard. • Present your design concept and produce renderings, models and technical drawings to communicate your ideas. • Manage and execute the realisation of a designed element (costume, prop or set element) displaying a high degree of expertise. 								

	<ul style="list-style-type: none"> • Document and exhibit the process to a defined standard. • Document the process and reflect on the outcome.
Assessment:	5 minute presentation of the design proposal, including research, concept development and technical data (1500 words or equivalent). Mid semester. 30% Exhibition of completed design element(s) including documentation and reflection of the process of realisation (4500 words or equivalent). End of semester. 70% 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:	None
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:	<p>At the conclusion of this subject students should be able to demonstrate the ability to:</p> <ul style="list-style-type: none"> • Research a design for a specified brief and arrive at a coherent, considered design concept. • 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.
Links to further information:	http://www.vca.unimelb.edu.au/performingarts
Related Course(s):	Bachelor of Fine Arts (Production)