

Listed below are the elective subjects available from [Design for Theatre & Television](#)

AUTUMN

DES104 DESIGN IMPLEMENTATION
Prerequisite: Nil

VPA101 FUNDAMENTALS OF DESIGN
Prerequisite: Nil

DES208 THE DESIGN PROCESS
Prerequisite: DES106

SPRING

DES105 DESIGN IMPLEMENTATION 2
Prerequisite: DES104

DES106 THREE DIMENSIONAL DESIGN
Prerequisite: Nil

DES209 DESIGN COMMUNICATION
Prerequisite: DES208

Following are subject outlines giving more detailed information

DES104 DESIGN IMPLEMENTATION
Prerequisite: Nil

This subject explores basic construction techniques for set and props. Students will become familiar with OH&S concerns in the workshop, and, through a series of practical projects, develop construction techniques across the design disciplines.

Objectives - upon successful completion of this subject, students should:

- . demonstrate an understanding of basic construction techniques for sets
- . demonstrate an understanding of basic construction techniques for properties
- . demonstrate an understanding of basic casting and moulding methods
- . demonstrate an understand of and implement workshop OH&S procedures

Teaching, support and learning strategies

This subject will be taught with a combination of lectures, workshops, individual tutorials and group tutorials.

This subject builds upon skills introduced in Design Implementation 1. This subject develops student ability in costume techniques and small project planning and budgeting. Focus will be given to developing project planning construction skills and finishing techniques and applying these skills and the skills acquired in Design Implementation 1 to a small scale project.

Objectives - upon successful completion of this subject, students should:

- demonstrate an understanding of and implement a project planning process
- .demonstrate an understanding of basic construction techniques for costume
- .demonstrate an understanding of costume finishing techniques
- .demonstrate an understanding of and compile budgets for small construction project
- be able to cost small cost a project from plans
- .demonstrate an understanding of and implement workshop OH&S procedures

Teaching, support and learning strategies

Lectures, workshops and individual and group tutorials.

Additional information about the subject

All staff and students, whilst on campus, are required to make every effort to ensure the health and safety of themselves, and that their acts or omissions do not affect the health and safety of other campus personnel. Staff and students have an intimate understanding of their own workplace and are, therefore, in a position to identify, report and minimise risks. They should, at all times, be prepared to talk to management and should regard their supervisor as the first point of contact in the University Occupational Health and Safety Program.

Risk management information is located in core subjects and Standard Operating Procedures are available on <http://www.csu.edu.au/faculty/arts/vpa/students.html>

This subject imparts knowledge of the elementary principles and theories in the design process and the functional role of design as it relates to a number of design disciplines. The subject includes consideration of two-dimensional visual communication, three-dimensional objects and the impact and use of the new digital technologies as fundamental concepts and tools in all design fields. Design conventions and developments are framed within the social, economic, political and technological contexts that shape the changing patterns of communication and design needs in the contemporary world.

Aims of the subject

This subject aims to impart a working theoretical and practical knowledge of the elementary theories and language of two dimensional design; the process of design and the primary critical importance of design as it relates to all disciplines. Understanding that ALL successful visual images of any form or any style are built upon an underlying structure that is composed of abstract visual elements and that this visual language has an order and a structure determined by human perception. Since the business of the artist and designer is in creating meaningful illusions by manipulating the ways the brain attaches meaning to visual images, students will investigate the fundamental nature of the design process and how to use this knowledge to design more effective visual images for any form of visual communication; for graphic design and advertising, theatre and television, jewellery, photography, multimedia, communication industries --in all that is commonly called art and design.

Objectives - upon successful completion of this subject, students should:

- understand and apply the basic principles and theories of design
- demonstrate a knowledge of the underlying factors that have shaped conventions and developments in design history
- demonstrate a knowledge of and the ability to assign the interrelated aspects of design to specific professional areas
- begin to develop a personal aesthetic in approaching design issues
- demonstrate visual communication skills, processes and technology competence appropriate to approaching specific design fields

Topics

The following weekly topics will be covered as one hour lectures/topics:

- Kissing frogs - design and the design process
- Frameworks: The anatomy of design
- Looking is listening: Rhythm and pattern
- Out of order: Coherence = unity and variety
- Emphasis: Purposeful attention seeking
- Design eye problems: Polka dots and bull's eyes
- Outward bound: Illusion of 3D space in 2D imagery
- A ghastly mistake or not? Linear perspective
- Destinations: Reading - spatial relationships
- Colour is the place: Additive and subtractive colour systems
- Horses do gallop on tomatoes: Colour and subjectivity.

Teaching, support and learning strategies

This subject is delivered by way of a compulsory 1 hour lecture (Thursday - 1-2 p.m. Wal Fife Theatre. Bldg 115) and 3-hour workshop sessions designated according to your Degree program. There is an online Subject Forum which students are expected to contribute to on a regular basis and ALL lectures and workshop details are available from the SVPA School Office. This CD-ROM was designed for Distance students taking this subject but was made available for the use of on-campus students' study.

Subject requirements

As this is a practical Studio Design Subject, ALL students are expected to attend each workshop class with the necessary and appropriate materials and equipment to undertake the relevant design workshop tasks. See Essential Resources and equipment requirements later in this document. An on-going failure to comply with this requirement may result in less than a pass grade as studio workshop classes cannot be repeated nor can materials and equipment be provided regularly out of sequence due to poor management on the part of the student. Students who are unable to attend a workshop class during their designated time may attend alternative classes across the week as this subject runs as 6 different discipline specific classes each day. Consult with the subject coordinator for further information.

This subject will examine the working structures of theatre and television projects, job roles and responsibilities in the artistic process and how to read design and production plans and paperwork. An overview of company structure and design process will be explored through the study of text that has been produced for the stage and screen.

Objectives - by the end of this session, students should:

- understand standard theatre procedures
- understand standard television procedures
- be able to interpret plans and paper work
- understand company management structure
- understand job roles within the artistic process
- understand the design and production process
- understand and observe workshop OH&S procedures

Teaching, support and learning strategies

Through a series of lectures and practical workshops students are taught the necessary skills to understand at an introductory level the three-dimensional design process. This process will be supported by forums and listserv email communication.

This subject will examine the process of design and project management in developing a concept from a text that has been both written for the stage and adapted for television. Particular emphasis will be given to the role of research and working as part of a collaborative team in developing a concept and how this is related to theatre and television.

Objectives - upon successful completion of this subject, students should be able to:

- analyse text from a design perspective
- independently research design concepts
- assess and apply these concepts to a theatre setting
- assess and apply these concepts to a television setting
- work as part of the creative team to develop a design concept

Learning outcomes

This subject will examine:

- the interaction of the creative team
- Text and Research analysis for theatre and television design
- implementation of design through to presentation for theatre and television
- OH&S issues

Teaching, support and learning strategies

Through a series of lectures and workshops students will work through the design process learning how to analysis a script by working in groups to problem solve all aspects of design culminating in a presentation to the class and handing in individual portfolios of the process.

Subject forum

To assist you with your studies I will be posting messages and information on this subject's online forum. I encourage you to access this site and to also communicate with your peers and me during the session. Online forums provide an interactive teaching and learning environment that can actively raise a range of issues or insights for discussion. This discussion may extend thinking, questioning, problem solving, analysing and synthesising as you interact with other students, who have a variety of experiences, worldviews and backgrounds.

DES209 Design Communication
Prerequisites: DES208

This subject explores communication within the creative team from a design and production perspective. Particular attention will be paid to set, lighting, sound, costume and production. How these various disciplines collaborate and the means that can be used to communicate such as presentations, thumbnail sketches, concept drawings, model making and plan drafting.

Objectives

By the end of this session, students should be able to:

- communicate effectively within the design team
- articulate what the roles are within a production
- mechanically draft plans
- draw on a range of techniques to aid in participation of the development of the design concept
- have design and production communication skills relevant to a particular discipline

Teaching, support and learning strategies

Through a series of lectures and practical workshops students are taught the necessary mechanical and computer skills to understand at an intermediate level the design communication process. This process will be supported by Forums and Listserv email communication.