

Performing Arts At UWTSD

BA Theatre Design & Production

Digital Practice

Module Tutor: Stacey-Jo Atkinson + guest lecturers
Module Code: HPTD5006
2018 - 19

Digital Practice

With ever increasing use of Digital formats and programmes in use in presenting professional work you will be introduced to a series of methods throughout this module. All of these are likely to be used in your professional career.

The module explores the wide-ranging properties and applications of computer-aided design processes in theatre design and production. At the outset of the module you will be taught in practical sessions through a series of tasks and the fundamental operations of various software packages.

AIM(S)

- To develop students' knowledge and understanding of the use of digital techniques within contemporary practice.

LEARNING OUTCOMES

Upon the successful completion of this module, the student should be able to demonstrate the ability to:

- Display sound knowledge and understanding of appropriate software within **theatrical contexts**.
- Employ the appropriate practical and experimental use of computer-aided processes and techniques to **creative tasks**.
- Apply an analytical and critical approach to the use of the technologies relevant to students' **specialist area of study**.
- Evaluate, communicate and record the relevance and success of **processes** undertaken.

Week one commencing 18th February

Monday – Dress rehearsal

Tuesday – Dress rehearsal

Wednesday – Dress rehearsal

Thursday

Session 1

Intro & CAD

Time: 3pm – 5pm

Location: Parry 4

Friday

Session 2

CAD

Time: 3pm – 5pm

Location: Parry 4

Study Task

Begin process workbooks

Spring board research – How do technologies affect the Creative industries & theatre currently? What is currently being used and in what way?

Week two commencing 25th February**Tuesday**

Session 3

CAD

Time: 10am – 1pm

Location: Parry 4

Session 4

CAD

Time: 2pm – 5pm

Location: Parry 4

Wednesday

ITP Dry run presentations

Friday

ITP Final Presentations

Week three commencing 4th March**Tuesday**

Session 5

Photoshop

Time: 10am – 1pm

Location: Parry 4

Session 6

Photoshop

Time: 2pm – 5pm

Location: Parry 4

Wednesday

Session 7

Recap on LX

Time: 10am – 1pm

Location: Parry 4

Session 8
Recap on sound
Time: 2pm – 5pm
Location: Parry 4

Thursday

Session 9
Film editing
Time: 10am – 1pm
Location: Mac lab

Session 10
Film editing
Time: 2pm – 5pm
Location: Mac lab

Friday

Session 11
Film editing
Time: 10am – 1pm
Location: Mac lab

Session 12
Film editing
Time: 2pm – 5pm
Location: Mac lab

Week four commencing 11th March

Monday

Session 13
QLab
Time: 10am – 1pm
Location: Parry 4

Session 14
QLab
Time: 2pm – 5pm
Location: Parry 4

Tuesday

Session 15
OLab
Time: 10am – 1pm
Location: Parry 4

Session 16
QLab
Time: 2pm – 5pm
Location: Parry 4

Wednesday

Tutorials – Sign up on moodle

Thursday

Independent work day

Friday

Tutorials – Sign up on moodle

Debrief and Module questionnaires – 2pm in Parry 4

Hand in – Monday 18th March at 10am
via email to - s.atkinson@uwtsd.ac.uk

Final mini project – you will choose **one** of the following projects

Film editing

Produce a **2 min** video promoting the BA Theatre Design and Production course for an exhibition stand.

You should include –

- UWTSD Logo
- Performing Arts at UWTSD
- Music
- Recorded Dialog
- Moving image
- Still image
- Text (contact details for the course etc.)

CAD

Produce a 1:25 scale ground plan and construction drawings for a design of your choosing. This must be a set design for the Halliwell Theatre (models available in PA001)

Each drawing must include -

- All relevant layers
- Title block
- Dimensions
- Annotations on possible construction methods
- All to be saved in PDF & DWG files

Photoshop

Produce a series of digital marketing for a script you have studied here at UWTSD –

You will need to produce –

- Programme (design of your chose)
- A4 Poster
- A5 Flyer
- Ticket design
- Anything else you would like to include?

Your material must include –

- Performing Arts at UWTSD
- Ticket price (Full & concessions)
- UWTSD Logo
- Venue (Halliwell Theatre)
- Title of Play and Author
- Performance dates
- Cast and Crew List (Programme)
- Background information about author and the play. (Programme)

All completed projects and process workbooks are to be handed in electronically on USB. Please make sure that all of your **individual** input is clearly flagged where projects have been in groups.

ASSESSMENT

Practical Project & Process Workbook - 100%

Exemplar 1

Students work in small groups to survey the Halliwell Theatre to produce a ground plan and cross-section of the performance space and auditorium.

Exemplar 2

Students work individually to research a specific role and prepare a series of templates for further practice in this area.

Process Workbook (to the equivalent of 1500 words)

The workbook explores the ideas, methods and approaches encountered in the taught sessions and explored in the project.

BIBLIOGRAPHY

Essential

Carver, G & White, C. *Computer Vizualisation for the Theatre*. Oxford: Focal Press, 2003. (e-book)

Recommended

Blurton, J. *Scenery: Draughting and Construction*. London: A&C Black, 2001.

Essig, L. *Lighting and the Design Idea*. London: Thomson, 2005.

Hall, P.R. & Burnett, K. *2D/3D: Design for Theatre & Performance*. London: Society of British Theatre Designers, 2002.

Jaen, R. *Developing and Maintaining a Design-Tech Portfolio for Theatre, Film and TV*. Oxford: Focal Press, 2006.

Rowe, C. P. *Drawing and Rendering for Theatre*. Oxford: Focal, 2007. (e-book)

Sammler, B.J. & Harvey, D. *Technical Design Solutions for Theatre*. Oxford: Focal Press.2002.

Thomas, R. *Environmental Design: an Introduction for Architects and Engineers*. London:Taylor and Francis, 2006. (e-book)

Journals (if applicable)

Entertainment Design: *the Art & Technology of Show Business*
Theatre Crafts International: the Business of Entertainment Technology and Design

Live Design Sightline: *Journal of Theatre Technology and Design*

Websites (if applicable)

www.blue-room.org.uk