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APPROVED

## BA (Hons) Production Arts for Screen

<b>Awarding Body</b>	University of the Arts London
<b>College</b>	Wimbledon College of Arts
<b>School</b>	University of the Arts London
<b>Programme</b>	Performance Design and Technologies (L074)
<b>Course AOS Code</b>	WIMBAPASF01
<b>FHEQ Level</b>	Level 6 Degree
<b>Course Credits</b>	360
<b>Mode</b>	Full Time
<b>Duration of Course</b>	3 years
<b>Valid From</b>	September 1st 2019
<b>QAA Subject Benchmark</b>	Art and Design, Dance, drama and performance
<b>Collaboration</b>	N/A
<b>UAL Subject Classification</b>	Performance and design for theatre and screen
<b>JACS Code</b>	W460 - Theatre design
<b>UCAS Code</b>	W690
<b>PSRB</b>	N/A
<b>Work placement offered</b>	Yes
<b>Course Entry Requirements</b>	The standard minimum entry requirements for this course are:

	<ul style="list-style-type: none"> <li>• Pass at Foundation Diploma in Art and Design (Level 3 or 4)</li> <li>• 2 A Levels at grade C or above</li> <li>• Merit, Pass, Pass (MPP) at BTEC Extended Diploma</li> <li>• Pass at UAL Extended Diploma</li> <li>• Access to Higher Education Diploma</li> <li>• Or equivalent EU/International qualifications, such as International Baccalaureate Diploma</li> <li>• And 3 GCSE passes at grade 4 or above (grade A*-C)</li> </ul> <p>Entry to this course will also be determined by the quality of your application, looking primarily at your portfolio of work, personal statement and reference.</p> <p><b>APEL - Accreditation of Prior (Experiential) Learning</b></p> <p>Applicants who do not meet these course entry requirements may still be considered in exceptional cases. The course team will consider each application that demonstrates additional strengths and alternative evidence. This might, for example, be demonstrated by:</p> <ul style="list-style-type: none"> <li>• Related academic or work experience</li> <li>• The quality of the personal statement</li> <li>• A strong academic or other professional reference</li> <li>• A combination of these factors</li> </ul> <p>Each application will be considered on its own merit but we cannot guarantee an offer in each case.</p> <p><b>English language requirements</b></p> <p>All classes are taught in English. If English isn't your first language you must provide evidence at enrolment of the following:</p> <ul style="list-style-type: none"> <li>• IELTS level 6.0 or above, with at least 5.5 in reading, writing, listening and speaking (please check our <a href="#">English language requirements</a>)</li> </ul>
<b>Selection Criteria</b>	We look for:

- An interest, commitment and motivation for studying the subject
- An ability to work imaginatively and creatively in 2D and 3D visual media, materials and processes
- Potential for creative problem solving
- An ability to create and develop new ideas
- A desire to learn and an ability to investigate and develop ideas independently
- Ability to communicate your ideas visually, verbally and in writing
- Visual awareness and an understanding of the creative process
- Ability to self-direct and evaluate your own work
- Cultural and historical awareness of production design, design for screen, technical arts
- Motivation for working in the related industries
- A desire to succeed

## Awards and Percentage of Scheduled Learning

### Year 1

<b>Percentage of Scheduled Learning</b>	<b>46</b>
<b>Awards</b>	<b>Credits</b>
Certificate of Higher Education	120

### Year 2

<b>Percentage of Scheduled Learning</b>	<b>28</b>
<b>Awards</b>	<b>Credits</b>
Diploma of Higher Education	240

### Year 3

<b>Percentage of Scheduled Learning</b>	<b>8</b>
<b>Awards</b>	<b>Credits</b>
Bachelor of Arts	360

## Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Develop subject knowledge and technical skills in Production Arts for Screen, as well in your chosen specialism of set design or technical arts.
Aim	Provide you with specialist attributes such as presenting design ideas, collaborating and creative problem solving including a reflective approach to creative storytelling, curiosity and enterprise and employability.
Aim	Engage in independent study within your chosen practice in order to develop a critical and contextual awareness of the fields of practice and apply these to studio work.
Aim	Experience and engage with professional practitioners and relevant companies with visiting professionals, external visits and work placements.
Aim	Enable learning within a supportive and inclusive community that will support the development of individual, creative practice within Production Arts for Screen and associated fields.
Outcome	Demonstrate specialist knowledge and skills in production arts for screen that support practice within the professional field.
Outcome	Apply research methods and critical skills to comprehend and support your practice, synthesising your knowledge and skills to make production arts for screen work.
Outcome	Be curious, creative thinkers and practitioners seeking out new perspectives and building on your existing knowledge of production arts for screen.
Outcome	Work independently and professionally on self-generated and collaborative projects, demonstrating your potential to innovate, evaluate, adapt and deal with uncertainty.
Outcome	Demonstrate graduate attributes and skills that enable practice within the broader creative and cultural industries.

<b>Distinctive Features</b>	
1	The Production Arts for Screen course at Wimbledon College of Arts will introduce the student to a wide range of unique and specialist skills, technical knowledge and understanding taught by highly experienced, award winning, specialist professional practitioners.
2	Excellent relationships with and visits to industry and industry professionals, studios and workshops. Recent visits have included the Harry Potter exhibition; Film and TV productions at Ealing and Pinewood Studios; Scott Fleary construction, Artem, and Merlin entertainment for Madame Tussauds; Prop houses including Farleys and Superhire.
3	A thriving and highly productive relationship with Merlin Entertainment (Madame Tussauds) with a high level of funding for our life modelling project and opportunities for employment with this globally recognised company, as well as funding for technical work. Merlin support our students with financial awards for outstanding student work and have been an employer of many of our graduates over the years.
4	Industry work placement and work experience in both feature film and television art departments e.g. Downtown Abbey, Paddington 2, DEVS, Endeavour, Beauty and the Beast, Mr Turner, Peterloo, Animation (e.g. Aardman, Trampires Limited), Scott Fleary construction, Farleys prop hire, Fashion stylists, Jellyfish Pictures (Oscar & Bafta ward winning digital production company), assisting freelance designers, buyers, set dressers, art directors and props men, effects companies such as: FBFX, Artem and Asylum, Madame Tussauds, Proportions London, Hothouse, Lifecast, Dick George Props, Universal Creations, Darryl Worbey Studios, Keith Frederick Puppet Makers and Set Square Staging, Propability, the Little Angel Theatre and on productions such as Warhorse and Lion King. These partners and companies are recognised and acclaimed highly in the UK and globally throughout the film and entertainment industry.
5	Industry professionals talks include: Roman Stefanski puppet director, Mike Tucker (model/miniature special effects), Dan Martin special effects, 3D digital sculptor Scott Eaton, The Ray Harryhausen Foundation, Joe Beagley (Lion King), Art Directors Christina Moore, Jonathan Houlding, Fleur Whitlock and David McHenry, Production designers Gemma Jackson, Mark Digby, Catrin Meredydd and Sarah Greenwood, Concept artist Julian Caldow, DOP Stefan Pehrrson, Props man Tom Roberts, 3D digital draughtsperson Nick Murray, scenic construction company owner Matt Scott and David Neat- model maker and author of 'model making, materials & methods', Dr.Tim Garrett (professor of puppet studies), mechanics and

animatronic sculptor Tom Wilkinson, and scenic artist Peter Arnold. Plus, many freelance production designers, art directors, makers, art department and alumni.

## Course Diagram

Level 4 – Year 1

<b>BLOCK 1 [Sept-Feb]</b>	<b>BLOCK 2 [Feb-June]</b>
Unit 1 <b>Introduction to Production Arts for Screen</b> (20 Credits)	Unit 4 <b>Exploring Ideas</b> (40 Credits)
Unit 2 <b>Designing and Making: Part 1</b> (20 Credits)	Unit 5 <b>Who Are You? Establishing Practice</b> (20 credits)
Unit 3 <b>Designing and Making: Part 2</b> (20 Credits)	

Level 5 Year 2

<b>BLOCK 3 [Sept-Feb]</b>	<b>BLOCK 4 [Feb-June]</b>
Unit 6 <b>Practice as a Laboratory</b> (20 Credits)	Unit 8 <b>Where in the World? Part 1</b> (40 Credits)
Unit 7 <b>Collaborative and Collective Practices</b> (40 Credits)	Unit 9 <b>Where in the World? Part 2</b> (20 Credits)

**Optional Sandwich Year** Diploma in Creative Computing/Diploma in Professional Studies

Level 6 Year 3 / 4

<b>BLOCK 5 [Sept-Feb]</b>	<b>BLOCK 6 [Feb-June]</b>
Unit 10 <b>Finding your Voice: Portfolio Design, Crafting, Research Skills and Career Planning</b> (60 Credits)	Unit 11 <b>Show your Work: Independent Practice</b> (60 Credits)



## Course Detail

More films, television programmes, animations and screen-based content are being made than ever before. Old and new technologies are working alongside each other to create digital, online and analogue content across all media. The gaming industry is growing, and virtual and augmented reality are in their early experimental stages. In a time of huge development and investment in the industry, it is a great time to get involved.

### What to expect

- To gain skills in filming, editing and sound
- Production design - visualising the concept of a film, television or other screen-based production
- Art direction - supervising and unifying a designers' vision
- Introduction to new technologies - Virtual Reality (VR) and Computer Generated Imagery (CGI)
- Character and script analysis
- Model making
- Green screen technology
- Introduction to digital special effects
- Development of your research skills and personal reference material
- Technical drawing and Computer Aided Design (CAD) in 2D and 3D
- To have access to Wimbledon's shared workshops. View the [Wimbledon facilities](#)

### Work experience and opportunities

Work placements are a key feature during the second year of this course, providing essential links for students' graduate careers within industry and beyond. Students may have the opportunity to visit London television and film studios, scenic workshops, prop houses, makers and suppliers.

Students will have the opportunity to take part in the Erasmus scheme to study abroad for a term in the second year of your degree.

### Mode of study

BA Production Arts for Screen is offered in full-time mode. It is divided into 3 stages over 3 academic years. Each stage consists of 30 teaching weeks. You will be

expected to commit an average of 40 hours per week to your course, including teaching hours and independent study.

## **Course Units**

### **Year 1**

#### **Unit 1 - Introduction to Production Arts for Screen**

This unit is an introduction to your course, the college and the university.

#### **Unit 2 - Designing and making 1**

This unit will introduce you to into a broad range of skills and techniques in production arts.

- To be set a large-scale project
- Subject specific technical workshops
- To create a workbook to record technical skills, processes and techniques
- Seminars, lectures, talks and tutorials
- Group presentations

#### **Unit 3 - Designing and making 2**

You will further your technical and digital skills and begin to place your project work in a professional context.

- To undertake both project and research work
- To record your personal interests, critical thinking and knowledge of production arts on your personal reflective blog
- To continue to record newly learnt techniques and skills in your workbook

#### **Unit 4 - Exploring ideas**

The emphasis of this unit will be on making connections between ideas, processes and skills through thinking and decision-making.

- To experience the whole design and making process involved in a large-scale filming project
- To expand on your technical, filming and digital skills
- To develop your collaborative skills by working in a team to produce a short film
- To research and analyse different media and communicate your responses

- Seminars on contemporary and historical viewpoints and approaches to production arts
- To continue to use your workbook and personal reflective blog

### **Unit 5 - Who are you? Establishing practice**

In this unit you will design a set for the camera. The project will be about the history of Britain. You will design a domestic living space from a specific time period.

- To research and start your own personal library of technical, geographical, sculptural and architectural references
- To make a rough 3D white card model at 1:50 scale
- To use the digital drawing program Sketchup to create a 3D model

## **Year 2**

### **Unit 6 - Practice as laboratory**

This unit will develop your analogue and digital skills and techniques further. Projects will enhance your specialist skills for film and television.

- Projects that cover art direction, model making, research, technical and computer aided drawing
- To continue to use your workbook and personal reflective blog

### **Unit 7 - Collaborative and collective practices**

This unit aims to introduce you to different ways in which collaborative working can focus and enhance your own creative strengths. This unit has 3 core purposes:

- To engage with fellow students with different practices and interests in a collaborative project
- To engage with external audiences, participants or institutions to consider new contexts for your work
- To develop your creative attributes to enable you to take on future challenges in a variety of contexts

### **Unit 8 - Where in the world? 1**

This unit is about learning to understand the role of the production designer. It will focus on the research and design development stage of designing for a longer narrative for cinema or television.

- To use a screenplay to carry out script analysis, script breakdown, character analysis, set dressing and research into period and genre
- To engage with and respond to broader concepts and themes. These might include, but are not limited to body, gender, genre, agency, authenticity, movement, audience, spatiality
- Lectures and seminars that introduce you to contemporary theorists and practitioners working in the field of theatre, film and performance
- To write a 2500 word essay responding to a concept or theme you encounter in the unit
- To apply for work placements to be undertaken in unit 9
- To work on your CV and professional portfolio

### **Unit 9 - Where in the world? 2**

In this unit will you continue to develop and complete your large-scale production design project that you started in unit 8.

- During this unit you can undertake a work placement
- To continue to use your workbook and personal reflective blog

### **Year 3**

#### **Unit 10 - Finding your voice: portfolio design, crafting research skills, career planning**

The work generated for your final year project will be self-directed and involve extended pieces of work. The unit has 3 elements:

Research portfolio - a visual and reflective project that demonstrates your research voice within your studio work

Dissertation - a research project which can be written, filmed or presented

Personal profile - development of a personal profile for potential employment

#### **Unit 11 - Show your work: independent practice**

This final unit enables you bring together all the ideas and learning from the course. You will undertake a major production design, art direction or spatial design project. This might be for a film, television drama, entertainment production, event creation, museum exhibition, digital game, VR or other environment creation for screen.

- To continue a self-directed programme of practice and related research
- Seminars and talks on working in production arts
- To present work in the college degree show

### **Optional Diploma between year 2 and 3**

Between year 2 and 3 you can opt to undertake the Diploma in Professional Studies or the Diploma in Creative Computing.

### **Learning and Teaching Methods**

- Artist and professional practice talks and workshops
- Briefings, discussions, lectures and seminars
- Cross course group crits
- Field trips and off-site visits
- Group and individual presentations and tutorials
- Independent learning
- Lectures and artist talks
- Online learning
- Peer learning and review
- Portfolio review
- Project planning
- Research training
- Student presentations
- Studio and workshop based self directed study and research
- Study skills
- Technical workshops and inductions
- Workshops on writing styles, research methodology and critical debate

### **Assessment Methods**

- Blogs
- Critical professional practice presentations
- Exhibition of work
- Off-site project

- Peer evaluation
- Portfolio
- Presentations
- Research journal
- Self-evaluation
- Studio exhibition presentation
- Technical skills
- Written work - assignments, essays, reports, scripts and statements

### **Reference Points**

- QAA Subject Benchmark statements
- QAA Framework for Higher Education Qualifications
- CCW Common Credit Framework
- UAL Creative Attributes Framework

*The University will use all reasonable endeavours to provide the Course and the services described in this Output. There may be occasions whereby the University needs to add, remove or alter content in relation to your Course as may be appropriate for example the latest requirements of a commissioning or accrediting body, or in response to student feedback, or to comply with applicable law or due to circumstances beyond its control. The University aim to inform you of any changes as soon as is reasonably practicable*