

ual:

APPROVED

BA (Hons) 3D Effects for Performance and Fashion

Awarding Body	University of the Arts London
College	London College of Fashion
School	School of Media and Communication
Programme	Performance Programme (L021)
Course AOS Code	LCFBATDEF01
FHEQ Level	Level 6 Degree
Course Credits	360
Mode	Full Time
Duration of Course	3 years
Valid From	September 1st 2020
QAA Subject Benchmark	Art and Design
Collaboration	N/A
UAL Subject Classification	Performance and design for theatre and screen
JACS Code	None
UCAS Code	W440
PSRB	N/A
Work placement offered	Yes
Course Entry Requirements	<p>The standard minimum entry requirements for this course are:</p> <p>One or a combination of the following accepted full level 3 qualifications.</p>

- A Level – minimum of 2 A Level Grades A*- C to total 96 new UCAS tariff (preferred subjects include Art, Design, English, Drama and Film Studies);
- a Merit - Foundation Diploma in Art & Design (Level 3 or 4) with a total of at least 96 tariff points to include at least one A-level pass;
- Merit, Merit, Merit at BTEC Extended Diploma preferred subjects Art & Design;
- a Merit at UAL Extended Diploma;
- an Access Diploma with at least 45 credits at Merit level or 96 tariff points from the Access to HE Diploma;
- 96 new UCAS tariff points (equivalent to 240 old UCAS tariff points) from a combination of the above qualifications or an equivalent full Level 3 qualification;
- **or** equivalent EU or non-EU qualifications, such as International Baccalaureate Diploma
- **And** three GCSE passes at grades A*-C or grades 9-4.

Entry to this course will also be determined by assessment of your portfolio.

APEL (Accreditation of Prior (Experiential) Learning)

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:

- Related academic or work experience
- The quality of the personal statement
- A strong academic or other professional reference
- OR a combination of these factors

Each application will be considered on its own merit but we cannot guarantee an offer in each case.

English Language Requirements

IELTS level 6.5 with a minimum of 5.5 in reading, writing, listening and speaking. Please check our main [English Language Requirements](#).

Selection Criteria	<p>The course team seeks to recruit students who can demonstrate:</p> <ul style="list-style-type: none">• A strong interest in design and the performing arts• The potential for creative problem solving• An approach suited to the demands of the course and the projected career pathways in the chosen field of studies, i.e. 3D Effects.
Scheduled Learning and Teaching	<p>During your course you will engage with learning and teaching that includes both online and face-to-face modes. The advertised scheduled activity for the course will be delivered through a combination of live, synchronous and asynchronous on-line learning. This is often described as blended learning.</p> <p>Definitions of our learning and teaching modes can be found here.</p>

Awards and Percentage of Scheduled Learning

Year 1

Percentage of Scheduled Learning	22
Awards	Credits
Certificate of Higher Education (Exit Only)	120

Year 2

Percentage of Scheduled Learning	19
Awards	Credits
Diploma of Higher Education (Exit Only)	240

Year 3

Percentage of Scheduled Learning	17
Awards	Credits
Bachelor of Arts	360

Course Aims and Outcomes

The Aims and Outcomes of this Course are as follows:

Aim/Outcome	Description
Aim	Consider emerging practice, and to create entrepreneurial artists with a strong sense of their own practitioner identity.
Aim	Generate excellence in your technical abilities and skills, but also with the confidence to lead, create and realise a project.
Aim	Develop a robust identity, able to demonstrate emotional intelligence, academic rigour, and resilience.
Aim	Support to see, interact with, and debate performance in a myriad of venues.
Aim	Develop a community where you can consider practice that is new, innovative, and that challenges perceptions.
Aim	Give students the confidence to test and experiment with materials, process, language and collaboration.
Outcome	An ability to make an in depth analytical and critical response to a chosen topic of a historical or cultural nature related to your chosen field of study, researched in detail using both primary and secondary research sources.
Outcome	An ability to re-interpret narratives and to conceptualise your ideas into a negotiated project proposal and develop a strategy to fully realise the design concept through research.
Outcome	The application of technical skills and craft methods and techniques learnt.
Outcome	To analyse, consolidate, extend and apply specialist knowledge and understanding to initiate and to produce work that reflects your own individuality and depth of learning to a professional standard.
Outcome	An ability to research and to experiment with new materials and techniques to develop your own design concepts and production processes for contemporary performance.
Outcome	Communication of information, ideas, problems and solutions at critiques and assessment.
Outcome	An awareness of the context of contemporary performance.
Outcome	An ability to reflect on prior learning, to analyse, consolidate, extend and apply specialist knowledge and understanding to

	produce work that reflects your own individuality and depth of learning to a professional standard.
Outcome	An ability to communicate and produce work collaboratively that also reflects your own individual ideas, skills development and career aspirations to specialist and non-specialist audiences.
Outcome	An ability to situate practice within cultural and historical contexts and debates.
Outcome	Evidence of engagement with relevant principles and attributes outlined in the UAL Creative Attributes Framework (http://www.arts.ac.uk/about-ual/teaching-and-learning/careers-and-employability/creative-attributes-framework/).

Distinctive Features	
1	Students on the BA (Hons) 3D Effects for Performance and Fashion course collaborate with the two other courses in the programme (BA (Hons) Costume for Performance and BA (Hons) Hair, Make-up and Prosthetics for Performance), mirroring industry practice.
2	Student outcomes are very diverse and relate to both the fields of Performance and Fashion, for example, dance, film, theatre, television, art installation and fine art. Our emphasis is on emerging practice from an interdisciplinary field of genres, venues, and the spaces between performance and fashion.
3	First and second year units in the curriculum start from a text (script, book, poem, libretto), as would a commissioned piece in industry.
4	Students can undertake industry placements that have previously included The English National Opera, The National Theatre; Merlin Studios; as well as at special effects companies such as Millennium FX and Asylum.
5	The course benefits from industry expertise via masterclasses and sessions delivered by industry practitioners, e.g. previous masterclasses have been delivered by Elaine Best, film finisher and painter (Wicked; Harry Potter films; Game of Thrones TV series). Guest speakers (2016/17) include Hilary Westlake, Ayo Laguda, Kathleen Ridley, Dr Henry Atwater, and Pamlea Jikiemi.

Course Detail

Introduction

BA (Hons) 3D Effects for Performance and Fashion will equip students with specialised skills. The course will cover a variety of performance areas to provide the breadth and depth of knowledge students need for a successful career as a costumier or prop designer.

What to expect

- Lectures and seminars
 - Critical analysis
 - Briefings and tutorials
 - Design, text analysis and context
 - Critiques, peer-evaluation and self-evaluation
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- Workshops and demonstrations
 - Presentations
 - Assessment feedback
 - Collaborative group work
 - Creation of sketchbooks and design and research portfolio

Work experience and opportunities

Students will take part in an industry project and placement during the second year to situate their practice. This helps students develop their professional identity and work with industry partners to develop personal and professional skills.

Mode of study

BA (Hons) 3D Effects for Performance and Fashion runs for 90 weeks in full time mode. It is divided into 3 stages over 3 academic years. Each stage lasts 31 weeks.

Course Units

The academic year for this course is divided into Block 1 and Block 2. Block 1 is of 15 weeks' duration from late September to February. In accordance with the University timetable, there will be a 4-week holiday in December. Block 2 is also of 15 weeks' duration from mid-February to the end of June with a 4-week holiday for Easter.

Year one

Year one will introduce the fundamentals of 3D Effects for Performance and Fashion, outlining the key skills and techniques as a grounding for your practice.

Introduction to Design for Performance

This unit aims to introduce you to your discipline in the context of study at Higher Education level; learning skills and the requirements of effective studentship at undergraduate level; and to orientate you within your course, the College and the University.

Introduction to 3D and Modified Forms

This unit will introduce you to some of the fundamental principles and techniques used by 3D effects practitioners. You will be required to research and record processes and the exploration of techniques and approaches in a visually appropriate and informative way.

The unit encourages your development in technical areas underpinned by an understanding of the principles of specialist subject processes as well as exploring creative three-dimensional approaches to modifying, altering or adapting the performing body. You will develop an understanding of how basic techniques can be used creatively and will be encouraged to develop an enquiring approach to the development of 3D effects for performance.

Fashion Cultures and Histories

This unit introduces the Cultural and Historical Studies approach to fashion and related areas. The unit provides a broad overview of the subject and introduces key concepts and ways of thinking that will form the basis of subsequent study.

Better Lives

This unit will provide you with a solid understanding of London College of Fashion's core values and how they connect to your practice. As part of this unit, you will explore diversity, social responsibility and sustainability, themes which you will then apply to a selected project. At this stage, the emphasis is on how you apply your thinking across these important themes to your practice. Fashion can change lives. We want you to use fashion to examine the past, build a sustainable future and improve the way we live. That's why we call this unit 'Better Lives'.

Collaboration one: Design and Production

This unit will enable you to integrate the research practices and principles of design, learned in the Introduction to Design for Performance Unit, into a series of

collaborative and / or personal projects. It will also extend your knowledge of other areas of design.

You will undertake research, design development and presentation principles within a collaborative project, working with students from across the Performance Programme. Further project work will introduce you to the approaches, terminologies and processes of your specialist subject.

You will be encouraged to take an innovative approach to the design of your work using both experimental and traditional methods within a contemporary performance context.

Year two

Year two provides the opportunity to explore new areas of 3D Effects for Performance and Fashion such as digital technology and working collaboratively with industry.

Critical Issues in Fashion Research

The Cultural and Historical Studies unit Critical Issues in Fashion Research will broaden or deepen your learning of areas relating to your chosen field. You will be able to learn alongside students from other courses and will read relevant academic texts and complete a formal academic essay for assessment.

Core skill: 3D Innovation and Design

Responding to a given text, this unit will develop your awareness of the relationship between research, design and technical processes within your specialist subject area. You will develop an understanding of how techniques can be used creatively and will be encouraged to develop an enquiring approach to technical development and experimentation within your work.

Situating your Practice: Industry project

This unit aims to develop your practitioner identity and consider your personal manifesto for performance, by completing a performance proposal for a performance event around a location, and stimulus of your choosing. It will allow you to expand your understanding of the work of practitioners who you find useful, inspiring, and interesting, before then applying that knowledge in the creation of your own performance event.

Situating your Practice: Industry placement

This unit aims to develop your professional skills within an industry environment. On your placement, you will be able to experience the pace, atmosphere and

discipline of working in the industry. This will give you practical experience of the roles, functions and operations within the industry. The unit requires a minimum of 60 work placement hours.

Collaboration two: Interdisciplinary and Experimental

During this unit, you will collaborate with other students to design and realise characters for a narrative. Working in a small group you will choose a context for the performance, you are encouraged to look at a context you may not have designer for previously, and to collaborate with performers and students from other disciplines.

Year three

Year three will give the opportunity to showcase your progress and skill development through creative and academic work across three units.

Innovation and Design

This unit requires you to identify an area of personal interest and then to investigate, research and experiment to develop your concept and designs for realisation in the final unit. You will demonstrate your skills in the creation of an extensive body of work to show development and experimentation. You should consider theoretical and professional contexts of your project, and the surrounding industries, to develop your chosen narrative and performance context. You may choose to focus on one line of enquiry, or produce a series of small test projects, or explore a range of research avenues and methods.

Cultural and Historical Studies Dissertation

The overall aim of the dissertation is to provide an opportunity for you to demonstrate your understanding of the critical and analytical perspectives developed within cultural and historical theory and your ability to apply those perspectives in a specific study. You will undertake a substantial piece of structured primary and secondary research that critically engages with cultural issues relating to fashion, the body, performance, or the media and communications industries and which reflects on the critical debates and concerns addressed in your course.

Personal Performance Project

Building on your previous design portfolio created for Innovation and Design unit, you will now realise your ideas. This unit will enable you to realise a personal response to your concept. The structure and outcome of your project will be determined by you. You will identify and construct individually negotiated outcomes to communicate your concept towards your chosen audience.

Learning and Teaching Methods

The following teaching and learning methods are employed to support the integrated achievement of the course outcomes.

- Lectures.
- Demonstrations.
- Group-discussions.
- Practical workshops.
- Seminars.
- Critiques.
- Design workshops.
- Peer assessment.
- Briefings.
- Student-directed study.
- Video screenings.
- Presentations.
- Visiting speakers.
- Performance project.

Assessment Methods

The following assessment methods are employed to support the integrated aims of the course outcomes.

- Essays.
- Presentations.
- Written reports.
- Dissertation.
- Technical process log books.
- Written self-evaluations.
- Sketchbooks.
- Realisation

Reference Points

The following reference points were used in designing the course:

- FHEQ <http://www.qaa.ac.uk/en/Publications/Documents/Framework-Higher-Education-Qualifications-08.pdf>
- UK Quality Code: <http://www.qaa.ac.uk/assuring-standards-and-quality/the-quality-code>

- QAA subject benchmark statements: <http://www.qaa.ac.uk/assuring-standards-and-quality/the-quality-code/subject-benchmark-statements>
- UAL Learning, Teaching and Enhancement Strategy 2015-2022: <https://myintranet.arts.ac.uk/media/arts/about-ual/teaching-and-learning-exchange/2015---2022-Learning,-Teaching-and-Enhancement-Strategy.pdf>
- UAL Assessment Strategy: <https://myintranet.arts.ac.uk/staffonly/ual-strategy-2015-22/>
- UAL Creative Attributes Framework: <http://www.arts.ac.uk/about-ual/teaching-and-learning/careers-and-employability/creative-attributes-framework/>
- UAL Tutorial Policy: <http://www.arts.ac.uk/study-at-ual/academic-regulations/tutorial-policy/>

Course Diagram

BA 3D Effects for Performance and Fashion – PLEASE NOTE DUE TO VACATION DATES, SPECIFIC DELIVERY WEEKS MAY CHANGE.

S=summative assessment

E1, E2=summative element assessment

LEVEL 4 – Stage 1																													
BLOCK 1															BLOCK 2														
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Introduction to Design for Performance (20 credits)					S																								
					Introduction to 3D and Modified forms (40 credits)																				S				
Collaboration One: Design and Production (20 credits)										S																			
															Fashion Cultures and Histories (20 credits)										S				
															Better Lives (20 credits)										S				

LEVEL 5 – Stage 2																														
BLOCK 1															BLOCK 2															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Critical Issues in Fashion Research (20 credits)											S																			
Core Skill: 3D Innovation and Design (40 credits)													S																	
															Situating Your Practice (20 credits)					S										
															Collaboration Two: Interdisciplinary and Experimental (40 credits)										S					

LEVEL 6 – Stage 3																														
BLOCK 1															BLOCK 2															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Cultural and Historical Studies Dissertation (40 credits)											S																			
Innovation and Design (20 credits)							S																							
															Personal Performance Project (40 credits)								S							
															Modelling Your Future (20 credits)										S					

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