

BFA PROPS AND EFFECTS

Course Overview 2024

First Year

SEMESTER ONE

PFX7101A Artefacts and Narratives A (20 credit points)

You will be introduced to the principles of narrative, foundational design methods and fabrication techniques. You will also learn about plant equipment, tools and materials for the sustainable realisation of props and artefacts. You will also develop an understanding of the language and industry relevant practices associated with Work Health and Safety (WHS).

PFX7102A Interdisciplinary Collaboration A (15 credit points)

You will collaborate with students in other disciplines in the realisation of several productions and events per year. You will take on roles such as props assistant, prop maker and crewing positions, while applying fabrication decisions, time management, and work health and safety considerations into your practice.

PFX7104A Graphics and Textures A (10 credit points)

You will be introduced to the principles of visual composition and their relevance to storytelling and worldbuilding. You will use hand-painting techniques and digital graphic software to recreate scenic textures and graphic elements. You will gain skills in observation and replication of varied materials and textures, and the use of visual and procedural references for the design and realisation of props and graphics elements.

COM7101A Performance and Ideas A (10 credit points)

You will engage in a theoretical and critical analysis of key forms and conventions of performance in a range of historical and intercultural contexts up until the beginning of the 21st century. You will also explore how these ideas and practices inform a range of contemporary arts practices.

COM7103A Performance Makers A (5 credit points)

You will be introduced to the foundational skills, vocabularies and processes which will underlie your ongoing engagement in the BFA Props and Effects, and the development of your practice as a creative storyteller. This includes processes for ensuring safe and sustainable collaborative practices and maintaining good mental health and wellbeing across your academic and artistic careers.

SEMESTER TWO

PFX7102B Interdisciplinary Collaboration B (15 credit points)

You will expand your understanding and practice of props assistant and crewing roles. In addition, you will analyse the role of props and effects in performance by exploring how their aims, functions and overall requirements as worldbuilding elements affect their development and construction process.

PFX7105B Post-digital Design and Fabrication B (30 credit points)

You will become familiar with the post-digital design concepts, hybrid processes and techniques used in digital and physical design, visualisation, fabrication and presentation of props and effects. You will also be introduced to relevant project management tools and the WHS practices related to risk management in a props workshop environment.

COM7101B Performance and Ideas B (10 credit points)

You will explore the impact that a range of 20th century artistic movements and key performance practitioners have on contemporary creative practices. You will also begin to contextualise your own creative and intellectual foundations as an emerging practitioner.

COM7103B Performance Makers B (5 credit points)

You will further develop the skills, vocabularies and processes which support your practice as emerging arts professionals, in this interdisciplinary subject. This includes considering and actioning sustainable practices, integrating emerging technologies into storytelling practices, and developing foundational entrepreneurial skills.

Second Year

SEMESTER ONE

PFX7206A Applied Environmental Storytelling A (25 credit points)

You will explore the relationship between context and narrative, to further develop and apply the design and fabrication processes used in the construction of environments for live events and film-based projects. In addition, you will be introduced to the principles of photography and filmmaking, and the production design tools and processes necessary for the timely execution and delivery of short films. You will also explore the creation of basic practical and visual effects to augment narratives.

PFX7207A Characters, Costumes and Narratives A (25 credit points)

You will explore the relationship between character and narrative in this subject. In collaboration with peers, you will also further develop and apply the design and fabrication processes used in the development of specialty costumes and costume props, implementing practical effects to consolidate character narratives.

COM7204A Contexts for Performance A (10 credit points)

You will engage in discussion and inquiry about the ideas and practices that inform contemporary performance in a variety of forms and contexts and apply these to your own disciplines. This subject aims to develop your knowledge and critical response to modern and contemporary performance.

SEMESTER TWO

PFX7208B Practical Effects for Performance B (15 credit points)

Through the collaborative development and production of a live performance, you will explore the use of more complex practical effects as storytelling devices. Using applied experimentation and research, you will develop the parameters and requirements that guide the design and construction of practical effects. During this subject, you are also introduced to mechanical principles and basic electronics devices to achieve practical effects in conjunction with live performance technical elements, such as sound and lighting.

PFX7209B Effects and Screen Workflows B (20 credit points)

You will further explore the design processes and fabrication of props as performing objects, the staging of environments, digital and analogue effects, and filmmaking management tools used in screen production. Through the realisation of a collaborative short film, you will

undertake the necessary departmental roles to fulfil project requirements. You will broadly examine the filmmaking process including script development, production design, technical support, sets, costume, props, effects, performing, shooting, editing and screening.

PFX7203B Professional Practice B (10 credit points)

You will investigate and develop the non-discipline specific skills and knowledge required to successfully pursue careers within a professional artistic environment and begin to develop and present your professional persona.

COM7204B Contexts of Performance B (10 credit points)

You will continue to engage in cross-disciplinary discussion and inquiry about the ideas and practices that inform contemporary performance in a variety of forms and contexts and apply these to your own disciplines.

COM7203 Student Led Project B (5 credit points)

In cross-cohort collaborative teams, you will draw on the individual strengths, knowledge and abilities of each member, as well as techniques for devising new work, to contribute to the development and realisation of a short performance.

Third Year

SEMESTER ONE

PFX7310A Independent Research Project A (30 credit points)

You will develop a self-directed research project based on your own interests and professional goals. You will engage with relevant practices and debate within the creative industries. This practice-led methodology aims to build your knowledge and skills in a specific area of practice.

PFX7302A Interdisciplinary Collaboration A (25 credit points)

You will devise and implement a strategy for managing the realisation of props and effects within a collaborative environment. Production projects are allocated according to the design requirements and the student's interests where possible.

PFX7303A Professional Practice A (5 credit points)

You will investigate the skills and knowledge required to successfully pursue a career within a professional artistic environment. You will also apply your skills and develop your knowledge of industry contexts in a secondment relevant to your career interests.

SEMESTER TWO**PFX7310B Independent Research Project B** (30 credit points)

You will implement and communicate a self-directed research project based on your own interests and professional goals. You will engage with relevant practices and debate within the creative industries. This practice-led methodology aims to build your knowledge and skills in a specific area of practice.

PFX7302B Interdisciplinary Collaboration B (25 credit points)

You will undertake project management roles for a major production or project. This involves managing a combination of human, physical and financial resources, construction projects, sourcing and modifying props, and creating practical effects.

PFX7303B Professional Practice B (5 credit points)

You will communicate your professional identity to launch your career and entrepreneurial endeavours. You will showcase your interest, skills and portfolio of works to a broad audience. using analogue and digital media.