

BFA PROPS AND EFFECTS

Course Overview 2026

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 PFX 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 Encountering Performance A (10 credit points)

The focus for this subject is how we respond to the performances we experience as audience members. Whether debriefing after a company run or brainstorming for inspiration, a core skill for all performing arts practitioners is sharing observations and reflections from works we have encountered in the past. In this subject, you learn interdisciplinary frameworks for discussing performances with others and transforming your audience experiences from immediate into considered, researched responses. This foundational appreciation for how

audiences participate in all performances prepares you for the more technical, dramatic frameworks you will apply with peers in the Term 3 subject, Doing Dramaturgy.

COM7103A Winjara A (5 credit points)

Winjara encompasses two subjects that span the first year of study. You will be guided from a First Nations perspective towards concepts of interconnectivity, and you will practice deep listening, empathy, communication and collaboration. The focus of these subjects is to create the foundations for a long-term sustainable professional practice in the arts. You will be introduced to the foundational skills, vocabularies and processes which will underlie your ongoing engagement in the BFA courses, and the development of your practice as creative storytellers. This includes processes for ensuring safe and sustainable collaboration, as well as maintaining your health and wellbeing across your creative careers.

SEMESTER TWO

PFX7102B PFX 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)

In the second semester of this subject you will begin to contextualise your own creative foundations as an emerging practitioner. You will develop your dramaturgical skills in order to articulate how meaning is made in performance for artists and audience.

COM7103B Winjara B (5 credit points)

Winjara encompasses two subjects that span the first year of study. You will be guided from a First Nations perspective towards concepts of interconnectivity, and you will practice deep listening, empathy, communication and collaboration. The focus of these subjects is to create the foundations for a long-term sustainable professional practice in the arts. You will be introduced to the foundational skills, vocabularies and processes which will underlie your

ongoing engagement in the BFA courses, and the development of your practice as creative storytellers. This includes processes for ensuring safe and sustainable collaboration, as well as maintaining your health and wellbeing across your creative careers.

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 Staging Ideas A (10 credit points)

During this subject you will gain a theoretical and critical understanding of significant forms and conventions within the Modernist avant-garde. In being introduced to Modernism's artistic movements, you will also develop an understanding of the contextual influences that shaped these practices. This knowledge will help you to actively relate avant-garde practices to 21st century performance in a range of cultural contexts.

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 PFX 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 engage in discussion and inquiry about the ideas and practices that inform contemporary performance in a variety of forms and contexts. This subject aims to develop your knowledge of and critical response to 21st century contemporary performance practices.

COM7203B Student-Led Project B (5 credit points)

In interdisciplinary groups you will draw on the individual strengths, knowledge and abilities of each member to work together and deepen your understanding of collaborative practices and giving and receiving feedback. The creative outcome will reflect a work-in-progress experience as a demonstration, installation, interactive event, video/audio display or other form.

Third Year

SEMESTER ONE

PFX7310A PFX Independent Research Project A (25 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 PFX 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 PFX Professional Practice A (10 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

PFX7302B PFX 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 PFX 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.

PFX7310B PFX 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.