| Module Title: | Site Specific Set Design & Virtual Worldmaking |
|---|---|
| Language of Instruction: | English |

| Credits: | 10 |
|---|---|

| NFQ Level: | 7 |
|---|---|

| Module Delivered In | 2 programme(s) |
|---|---|

| Teaching & Learning Strategies: | This module is taught in both a studio/seminar and lab environment led by module lecturer providing contextual material. The emphasis is on practice and short workshops to generate creative ideas. Activities are co-ordinated in class with additional learning material and online resources available on blackboard. |
|---|---|

| Module Aim: | The aim of this module is to deepen conceptual and creative skills and specialisms in set design through an investigation into site specific set design. The module will examine modernism in the visual arts, architecture and on stage and film set design and apply this to learners' own set design strategies. From this learners will examine visual ideas related to post modernism. The module combines and extends learners' skills in drawing, painting towards combining practices with digital imaging to develop project briefs. Learners will document and research through a site visit or online a specific location. The designs for this location will be realised as virtual models. |
|---|---|

| Learning Outcomes |
|---|
| *On successful completion of this module the learner should be able to:* |

| LO1 | Apply critical conceptual analysis of visual research in the development of creative ideas in set design. |
|---|---|
| LO2 | Show a well expanded and visually rich exploration of their research ideas in their creative notebook. |
| LO3 | Present their knowledge and understanding of drawing, painting, 2D & 3D and digital methods in expanded areas of set design and event design. |
| LO4 | Demonstrate a clear evaluation and understanding of creative concepts and combining creative elements in new and innovative ways for their design project. |
| LO5 | Demonstrate awareness of how to realise their set designs in 3D. |

| Pre-requisite learning |
|---|
| *Module Recommendations*<br>*This is prior learning (or a practical skill) that is recommended before enrolment in this module.* |
| No recommendations listed |
| *Incompatible Modules*<br>*These are modules which have learning outcomes that are too similar to the learning outcomes of this module.* |
| No incompatible modules listed |
| *Co-requisite Modules* |
| No Co-requisite modules listed |
| *Requirements*<br>*This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.* |
| No requirements listed |

## Module Content & Assessment

| Indicative Content |
|---|
| **Modernism**<br>Modernism in the visual arts, architecture, stage and film. Surrealism and Set Design Case Study: Tatiana Macdonald |
| **Architecture and Space in Set Design**<br>Developing conceptual ideas real, world or imagined world, transitional spaces, boundaries, windows doors. How does size, scale and vertical hierarchy work to create meaning. Case Study: Parasite (2019) dir Bong Joon-Ho |
| **Site Specific and Environmental Design**<br>Anu Productions |
| **Virtual World Making**<br>Studio work to allow location designs to be realised as virtual models. |

| Assessment Breakdown | % |
|---|---|
| Continuous Assessment | 100.00% |

| Continuous Assessment | | | | |
|---|---|---|---|---|
| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
| Presentation | Presentation of project ideas showing critical and contextual knowledge. | 1 | 15.00 | Week 6 |
| Other | Creative Notebook and research documentation of specific site. | 1,2 | 15.00 | Week 10 |
| Project | Learners will develop their own Set Design Project for a specific site. Researching and conceptualizing through 2D drawing/painting/3D model. This set design will be realised as a virtual environment. | 1,2,3,4 | 70.00 | Week 14 |

| No Project |
|---|

| No Practical |
|---|

| No End of Module Formal Examination |
|---|

**SETU Carlow Campus reserves the right to alter the nature and timings of assessment**

## Module Workload

| Workload: Full Time | | |
|---|---|---|
| *Workload Type* | *Frequency* | *Average Weekly Learner Workload* |
| Studio Based Learning | Every Week | 4.00 |
| Lab/Lecture | Every Week | 4.00 |
| Independent Learning | Every Week | 4.00 |
| | Total Hours | 12.00 |

## Module Delivered In

| Programme Code | Programme | Semester | Delivery |
|---|---|---|---|
| CW_CGSDC_B | [Bachelor of Science (Honours) in Set Design and Construction](#) | 5 | Mandatory |
| CW_CGSDC_D | [Bachelor of Science in Set Design and Construction](#) | 5 | Mandatory |