DSGN C2G03: Technical Production Design

Module Title:	Technical Production Design
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	2 programme(s)

Module Aim:	The aims of the subject are: (a) To give students an understanding of how sound and noise contribute to the quality of the internal environment within building spaces and the quality of film/TV/theatre production (b) To give students an understanding of how artificial lighting contributes to the quality of the internal environment within building spaces and the quality of film/TV/theatre production (c) To give students a basic understanding of the movie camera requirements required for Film/TV sets (d) To give students a basic knowledge of site electrical services required to power outdoor Film/TV/Theatre sets (e) To give the students the necessary skills to manage and organise a multi-camera production or event.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Apply knowledge of how light/sound contribute to the quality of the internal environment within building spaces and the quality of film/TV/theatre production
LO2	Apply knowledge of the technical aspects of how light/sound is captured, stored, processed, and transmitted Film/TV/Theatre applications and how these processes are powered when out in the field
LO3	Plan, design and organise the design and construction elements of a multi-camera production or event
LO4	Identify and address design and layout issues relating to multi-camera shoots

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *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 *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

DSGN C2G03: Technical Production Design

Module Content & Assessment

Indicative Content
Sound and set construction (a) Sound levels and transmission, how humans perceive sound (b) Building acoustics and reverberation (c) Sound Insulation
Sound Production Techniques for Film/TV/Theatre (a) Genres of music and their contribution to narrative structure in TV/cinema (b) Psychological and Emotional aspects of music and sound; listening modes, Gestalt principles and illusion (c) Narrative function of sound in TV/ cinema (d) Sound Production, Sound Design, Sound Recording (e) Inventing Sound Objects based on the Foley technique
Lighting Design (a) Artificial and natural illumination (b) Lighting demands and levels (c) Television/Film/Theatre specific lighting - TV standards, film standards, theatre standards
Lighting Production Techniques for Film/TV/Theatre (a) Lighting and cinematography (b) Psychological and Emotional aspects of lighting types and colours (c) Narrative function of light in TV/ cinema (d) Lighting and visual perception – Correlated Colour temperature (CCT), Image enhancement techniques, Brightness, contrast, etc., of digital images, the effects of lighting on slow or fast images recording
Electricity (a) Single and three phase installations (c) basic electrical safety (c) Film/TV/Theatre specific electrical requirements (d) Electricity requirements for outdoor / location shoots
Planning Camera Shoots (a) Planning a single / multi-camera shoot working from drawings or plans (b) Lighting Plan for Locations (c) Film Lighting Techniques
Aerial, drone and landscape filming Practicalities and legal issues around aerial and drone filming
Practical Camera Applications (a) Camera Work - The art of recording different productions through the use of a solitary camera both in studio and on location (b) Using camera recordings to understand the relationship between the camera and the set design and construction (c) Economics of set design for camera (understanding how sets are seen through the camera lens).

Assessment Breakdown	%
Project	60.00%
End of Module Formal Examination	40.00%

No Continuous Assessment

Project

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	practical based learning working autonomously and as a member of a team on selected applied projects related to sound, light and electrical theory	1,2	20.00	End-of-Semester
Project	(a) Planning a single / multi-camera shoot working from drawings or plans (b) Lighting Plan for Locations (c) Film Lighting Techniques	3,4	40.00	n/a

No Practical

End of Module Formal Examination

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Formal Exam	Writen exam covering all aspects of class based theory and calculations	1,2,3,4	40.00	End-of-Semester

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

DSGN C2G03: Technical Production Design

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	Every Week	2.00
Estimated Learner Hours	Every Week	1.00
Lecture	Every Week	2.00
Estimated Learner Hours	Every Week	1.00
	Total Hours	6.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_CGSDC_B	Bachelor of Science (Honours) in Set Design and Construction	4	Mandatory
CW_CGSDC_D	Bachelor of Science in Set Design and Construction	4	Mandatory