



## **Module Specification**

### **Applied Scenic Art**

Version: 2023-24, v2.0, 20 Dec 2022

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## Part 1: Information

**Module title:** Applied Scenic Art

**Module code:** UAMN93-45-M

**Level:** Level 7

**For implementation from:** 2023-24

**UWE credit rating:** 45

**ECTS credit rating:** 22.5

**Faculty:** Faculty of Arts Creative Industries & Education

**Department:** ACE Dept of Creative & Cultural Industries

**Partner institutions:** None

**Field:** Stage Management (BOVTS)

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** Co- requisites: All other modules under MA Scenic Art

**Features:** Not applicable

**Educational aims:** See Learning Outcomes

**Outline syllabus:** Supported by the Head of Scenic Art and theatre production staff, students will produce the scenic art for a range of theatre school's public productions to a professional standard. This involves working closely with the head painter, the

designer, the construction team, props makers and the production manager to meet the standards and deadlines required of the production schedule of the project.

As the work proceeds they will be expected to make any modifications suggested by the designer. They will be careful not to make decisions in lieu of the designer without his/her previous knowledge and agreement.

The student will be expected to see the set finished and completed to the satisfaction of the designer. The student will learn about paint calls during the production week and during the run of the show for touch up of the set to keep it up to standards.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** The syllabus for this module will be delivered through seminars and practical workshops in specialist painting effects (ex. wood graining, marbling, texturing etc.) and through master classes with professional's painters in theatre, film and television and other areas of the visual process like lighting design. Involvement in public productions will enable the student to practice and refine skills and techniques acquired in the previous module and experience the production process at first hand.

The whole process is closely monitored and guided by the Head of Scenic Art and the production staff. At all stages the student is encouraged and supported by the tutor enabling him/her to develop skills, confidence and professional working practice. Regular meeting with the designer and the production department staff ensure that the student has sufficient information and guidance throughout the production.

Contact hours are normally 35 per week across an 11 week term.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Expertly apply their skills and knowledge flexibly and creatively to accurately reproduce a design brief

**MO2** Work proactively and collaboratively within the Scenic Art team and the Production Department as a whole in order to identify and apply creative solutions to complex issues regarding the painting of scenery for public performance.

**MO3** Critically analyse and interpret the designer's creative vision and practical requirements to ensure that the final product matches the designer's brief and subsequent painting style.

**MO4** Confidently articulate their working methods, process and creative choices

**MO5** Demonstrate the ability to work under the pressure of long hours and to deadlines with attentiveness and self-motivation to a consistently high standard.

**Hours to be allocated:** 450

**Contact hours:**

Independent study/self-guided study = 65 hours

Face-to-face learning = 385 hours

Total = 450

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

## **Part 4: Assessment**

**Assessment strategy:** This module has one assessment task.

Assessment of Applied Scenic Art Project:

Students will be assessed on the process and execution of producing scenic art for the School's public productions.

Students will be required to maintain an annotated portfolio/diary of the project,

recording the processes visually through photographs, actual colour samples and swatches of materials as appropriate, demonstrating an understanding of scenic techniques, materials and tools required during the project. The portfolio/diary must also include the student's written critical self assessment of their own work judged against the learning outcomes.

The completed project will be assessed by the module leader, using the tutorial record form, and may include feedback from other teaching staff involved in the project. It will recognise the student's learning and achievement judged against the stated learning outcomes for the module.

**Assessment tasks:****Project (First Sit)**

Description: Applied scenic art project

(Pass/Fail)

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

**Project (Resit)**

Description: Applied scenic art project

(Pass/Fail)

Weighting:

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Scenic Art [BOVTS] Not Running MA 2023-24