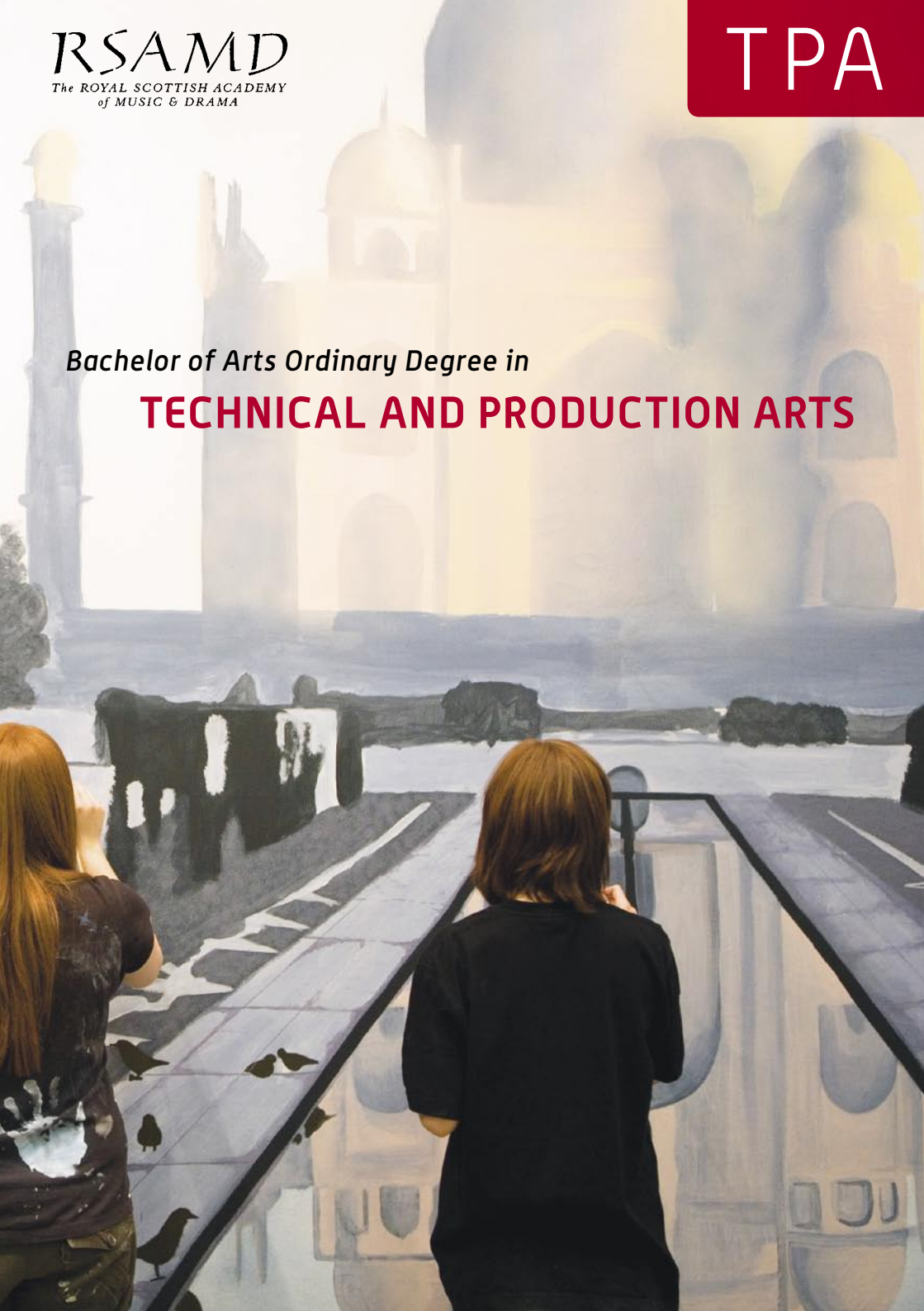


Bachelor of Arts Ordinary Degree in

TECHNICAL AND PRODUCTION ARTS



BACHELOR OF ARTS ORDINARY DEGREE IN TECHNICAL AND PRODUCTION ARTS

(accredited by National Council for Drama Training)



Choosing an undergraduate training programme can be both complex and frightening. It is a stressful time in your career and so I hope that the information in this leaflet helps ease the process by illustrating both our commitment to our students and the benefits of studying with us at RSAMD.

Our aim is to ensure that you develop a strongly focused body of knowledge and experience, enabling you to pursue the specialist career of your choice. We also believe that our graduates should be well informed and rounded individuals, able to contribute to the production and design process at all levels and so we ensure your studies cover a range of supplementary skills and production experiences.

We provide initial opportunities for you to experience all of the disciplines that relate to design, applied arts, construction, technology and management for performance. You will learn in a busy, productive environment and will experience all areas in your relevant subject strand in a hands-on capacity. The main focus after this is on creating an individually crafted career pathway designed specifically to suit your needs. You will receive further in-depth teaching and masterclasses in your chosen specialist subject area as well as undertaking senior roles of responsibility on Academy productions.

To ensure that the quality, values and standards of our training remain rooted in the profession, we draw on the valuable input of colleagues from the industry, as well as our expert Programme team.

Upon graduation, we want you to achieve a full and meaningful career, and so we endeavour to ensure that you leave the Academy with an effective professional working style and process, which embodies skills in problem-solving and creative interpretation, discipline and conduct, team work and technical know how.

If you would like to talk more about your study options on the BA Technical and Production Arts then please do not hesitate to contact me here at the Academy.

I look forward to hearing from you.

Ros Maddison

Programme Leader – BA Technical and Production Arts





STRAND CHOICE 1 DESIGN

Set And Costume Design

The role of the designer demands a multiplicity of qualities and abilities. The designer is responsible for generating a vision for the production from the smallest costume detail to the largest set piece. The vision must serve the needs of the text, director and performer and must be achievable within the budget and timeframe for the production.

As a design student on this course you will begin by developing your understanding of the overarching principles of set, costume and lighting design. You will learn how to extract the essence of a text, assess the specifications of a venue, research and develop design solutions, and produce and present your design visions.

Your studies will be supported by the ongoing development of your skills in visual communication such as producing sketches, costume renderings, technical drawing, AutoCAD and model-making, and will be supplemented by study into the areas of scenic art, prop making and costume construction.

The first two years of the course are designed to prepare you to take on the responsibilities of a fully realised design from 'page to stage' on an Academy production, culminating in public performances of your show.

Lighting Design

In year one you will study the creative discipline of lighting design in the broader context of design for performance. Delivered primarily through workshop, practical sessions and projects, you will also gain an exposure to the technology and infrastructure supporting lighting design in the theatre. Through second and third year, you will undertake the role of lighting designer on productions of increasing

scale, being supported and mentored by professional theatre lighting designers. A continuing programme of masterclasses also runs throughout the second and third years.

STRAND CHOICE 2 APPLIED ARTS AND CONSTRUCTION

Scenery Construction

The primary purpose of scenery construction is to examine the duties of the stage carpenter, and practice the techniques used in scenery construction. However, we also look at where the workshop fits into the general framework of the production process, and how the work of others might be influenced by our activities. The Academy boasts a fully functioning scenic workshop, equipped with all the major machine tools, hand power tools and hand tools used in scenery fabrication. In other words you will be working to industry standards, which means you'll receive training in carpentry and workshop practice, in order to achieve as professional a finish as possible, in a safe and controlled manner. Working as an Assistant Carpenter, you will experience the set construction process first hand with the opportunity to return as a stage carpenter with specific responsibility for the construction of set elements for an Academy production. This will include interpreting working drawings, estimating and working to budgetary constraints and supervising the build and fit up of set components.

Props Construction

The RSAMD Props Workshop is where you can discover a whole range of cutting edge materials, processes and techniques, alongside time honoured and traditional ways of making props, stage and film effects, prosthetics, puppets, costume props and furniture. Housed in two dedicated areas adjacent to the main construction workshop, students can take advantage of a wide assortment of modern equipment and facilities.

Our student prop-makers work in teams as well as individually. Senior students take on managerial responsibility for productions, and across different year groups students support each other in achieving high quality outcomes in a wide variety of theatre genres and projects.

Scenic Art

The scenic artist's role is to recreate the vision of the designer, creating the appearance of the world within which the performers can tell their story. Using line, colour, texture and paint, the scenic artist may be called upon to transform plywood and canvas into anything from enchanted forests to desolate wastelands, Parisian streets to tropical islands, or 1920's living rooms to ancient ruined cities.

At the beginning of the scenic course you will develop your understanding of the responsibilities, materials, principles and techniques of the scenic artist. You will develop your skills in the four core disciplines of drawing, painting, colour and texture to bring the designer's vision to life.

To supplement this study you will develop an understanding of the supporting subjects of set construction, prop-making, and costume construction.

As a scenic artist you will work as part of a team on a diverse range of fully realised productions from small-scale studio shows to large-scale operas. As a scenic manager you

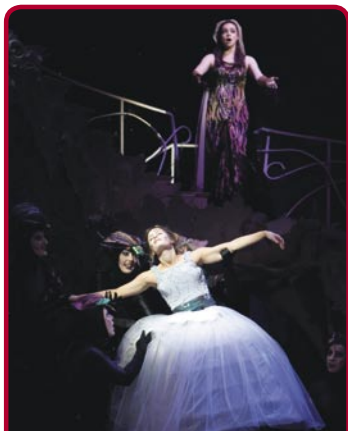
will take on the full responsibility of managing your resources and leading your team to the successful completion of scenic artwork for fully realised public performances.

Costume Construction (Interpretation and Realisation)

The aim of this element of the Programme is to provide you with the experience and knowledge to pursue a successful career in costume for performance.

Beginning with a basic grounding in the Applied Arts subjects you will acquire a range of practical skills and begin to lay the foundation for creative interpretation of design. Continuing through specialist study you will be encouraged to develop managerial skills as well as practical costume production techniques achieving the proficiency required to produce costume for a variety of performance platforms. You will have the opportunity to work in collaboration with related disciplines and in close engagement with our production team of professional costumiers.

The RSAMD Wardrobe department costumes the productions and projects staged by the various cohorts within the Academy: Drama, Opera, Digital Film and Television. These productions range through many periods and styles, which provide a unique and exciting learning experience.



STRAND CHOICE 3 PRODUCTION

Management for Performance

Many different kinds of management are required to enable a performance to happen. This strand prepares you for undertaking a strategic role in any team involved in live productions. You will be given opportunities to explore what this means in several contexts, reflect on production experiences at various levels and apply your learning in further projects at a more senior level. As well as industry specific teaching, subjects such as time management, running teams and the role of managers in arts organisations are also covered.

Within the field of Stage Management, having undertaken the role of Assistant Stage Manager, you will then have the opportunity to learn more about the related skills required in this demanding profession. As Deputy Stage Manager or Stage Manager you will be given full responsibility to run the rehearsal process and onstage requirements of a variety of Academy productions.

Technical Management handles the more complex physical aspects of a show and covers the management of teams of technicians from workshop to Stage Technology to Lighting in the production environment.

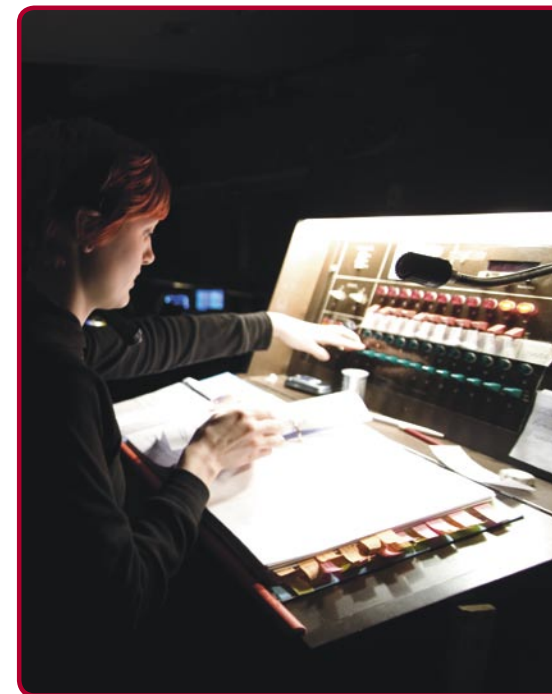
Being Production Manager requires you to align the creative demands of a production with the available resources. You will learn skills such as budgeting and scheduling as well as problem solving and running meetings. This will also involve training in a range of office and drawing IT packages.

Stage Technology

The RSAMD is at the forefront of stage technology training. Not only are our technical facilities second to none but also the range of large-scale productions we support ensures a valid experience for any student wishing to undertake the Technical Management Strand. Through introductory teaching and practical experience as a stage technician, you will learn about flying systems, stage hardware, lifting equipment, access equipment and the legislation that governs these areas. If you elect to take further studies in this department you will attend masterclasses in specialist areas such as rope access, stage automation and advanced rigging before undertaking the role of TSM on Academy productions. This role covers the dual responsibilities traditionally known as Head of Stage and Head Flyperson and is team leader and line manager for up to eight stage technicians.

Production Lighting and Sound

The work of the production electrician and the theatre electrics department includes the provision of lighting, sound, electrical effects, electrical props and audio-visual elements for stage productions. If you choose this specialism, you will learn about the safe rigging and operation of lighting, sound, AV equipment and pyrotechnic devices. In first year you will be involved in crewing for a large number of productions, getting essential hands on experience of using the technology involved in theatre, and experience of working for the stage, stage management and electrics departments. In second and third year you will be given increasing responsibilities on productions, and experience the role of senior production electrician on a variety of types of performances. You will get practical, hands on training of the latest lighting and sound technology available to theatre.



RSAMD

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