

Art Department Foundation Course – Open Channel

6 x 6 hour sessions over a period of 6 weeks – Tutor: Julie Belle

Session 1 **Introduction to the Art Department**

- The role of the designer and the art department
- The roles and responsibilities of art department personnel
- The structure of the art department within various frameworks of production

Session 2 **Scenery and Staging**

- Basics of scenery
- Basic staging concepts
- New methods of manufacture and handling
- Visit to Scenery Workshop

Session 3 **The Design Process in Film/TV Production**

- Script analysis and breakdowns
- The director/DOP/designer triad relationship
- Working with other departments
- Guest Speaker (director or DOP)

Session 4 **Drawing for Film and TV Production**

- Reading plans and drawings for studio production
- Making plans for location shooting
- Making concept boards
- Simple techniques for visualising ideas

Session 5 **Props and Props Management**

- Procuring props
- Management of props – continuity, doubles, etc
- Basics of prop preparation for filming
- Visit to Prop House

Session 6 **Working on Set in the Art Department**

- Art department hierarchy
- On set protocols
- Safety issues on and off set
- Visit to working art department on set