



# FILM FORGE

Nu Boyana Film Studios Vocational  
Training Center.

## PRODUCTION DESIGN COURSE

**Production design** is one of the driving forces that has a tremendous impact on what the visuals of movie will look like, it is the art of creating a film's aesthetic through its set and **production designers** are the architects of a film's setting. They're also the overall managers of the art department alongside their second-in-command, the film's art director.

*"The production designer is a key team member who not just translates the vision of the director/writer, but also brings so much of their own into the process, that sometimes it's hard to say what was in the mind of the production designer and what was in the mind of the director. It's all kind of alchemy,"* explains Inbal Weinberg.

From script to set, this course content includes: the structure of the Art Department and the duties of each member of the department, fundamentals of design, application of design principles to film, preparation and procedures for production design, research, storyboarding, designing for special effects, designing for location, working with a limited budget. The course covers all the aspects of preparation before the actual drafting of plan, fabrication of models, and the building of sets.

Students will work on projects that give them hands on experience at the design process solving real world problems with skills and capabilities for a successful future career as a production designer / art director.

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<b>MODULE DETAILS</b>								
<b>Module title</b>	<b>PRODUCTION DESIGN COURSE</b>							
<b>Module code</b>	FFPD2302							
<b>Module Leader</b>	Kess Bonnet							
<b>Credit value</b>	32							
<b>Level &amp; GLH</b>	Level 0 (for modules at foundation level)				80 GLH			
<b><i>There are no prerequisites to register for this module.</i></b>								
<b><i>Module delivery</i></b>								
<b>Mode of delivery</b>	Taught	x	Distance		Placement /voluntary experience		Online	
	Other							
<b>Pattern of delivery</b>	Weekly	x	Block		Other	2 Weeks		
	After each 2 (two) months							
<b>When module is delivered</b>	YEAR LONG							
	Nearest date							
<b>Brief description of module content and/ or aims</b>	<ul style="list-style-type: none"> <li>- The goals of this course are: to introduce the student to the world of the Production Designer, to give the student experience with various aspects of forming a design concept based on a script, to give the student first-hand information about current productions through the appearance of guest speakers, show them how to make a breakdown, research, storyboarding, how to work with your budget and to prepare the student for practical applications in the field of production design/art direction. Ideally, by the end of the course, students should be able to translate abstract verbal ideas and concepts into a visual and structural plan based on the script and how to stage it.</li> <li>- The professional level of the students is Beginners.</li> <li>- Theory to Practice ratio: 30/70.</li> </ul>							
<b>Site/ campus where delivered</b>	Nu Boyana Film Studios ( 84 Kumata Street, Cinema center, 1616, Sofia-Bulgaria )							
<b><i>Course(s) for which module is appropriate and status on that course</i></b>								
<b>Course</b>					<b>Status</b>			
<b>No restrictions</b>					<b>Mandatory</b>			

## MODULE AIMS AND SUPPORT

<b>Aims</b>	<p><b>This course aims to assist participants to develop a better knowledge and understanding the production designer' role, from the script to set, what you have to do and what you should know for a successful future career as a production designer / art director.</b></p>
<b>Learning outcomes</b>	<p>This practical course provides the understanding and skills the student need to join the next generation of production designer / art director.</p> <p>By the end of this course the student shall be able to:</p> <ul style="list-style-type: none"><li>- Know how to breakdown a script,</li><li>- Know the overall concept for the film/genre</li><li>- Know how to conceptualize the set,</li><li>- Know how to make a plan of the set,</li><li>- Know how to make the floor plan with camera angles and actor action clearly indicated,</li><li>- Know how to make storyboard,</li><li>- Know how to make the design for a hand-prop or major furniture piece,</li><li>- Work with the budget - make sure it includes:<ul style="list-style-type: none"><li>* Materials,</li><li>* Furnishings,</li><li>* Salaries,</li><li>* Daily wages,</li><li>* Transportation,</li><li>* Contingency,<ul style="list-style-type: none"><li>- Know how to make research,</li><li>- How to work with the director and the crew,</li><li>- Bibliography.</li></ul></li></ul></li></ul>

<b>Content</b>	<p><b>Introduction.</b></p> <ul style="list-style-type: none"> <li>- What is the role of the production designer?</li> <li>- Compare some design,</li> <li>- Historical perspective: compare and contrast</li> <li>- How did the designers control the audience's eye and still create such a complex visual world?</li> <li>- Screen documentary on role of production designer,</li> <li>- How to work with the director, the art director and the crew,</li> <li>- How to read a script?</li> <li>- Breaking down the script (identify scenes, sets, characters, props, costumes and special effects).</li> <li>- Reread script; make thumbnail sketches; identify protagonist, antagonist, acts and genre.</li> <li>- How to make research?</li> <li>- List of sets (Students would like to design, in order of preference)</li> <li>- Continue breakdown, do breakdown pages, come up with set and location lists.</li> <li>- Discussion of mise-en-scene and how it relates to production design.</li> <li>- Mise-en-scene space/framing.</li> <li>- Mise-en-scene graphics.</li> <li>- Line/shape and form/size/orientation and movement.</li> <li>- Breakdown due.</li> <li>- Mise-en-scene tone and colors</li> <li>- Overall design for film and design concept for set.</li> <li>- Storyboarding handouts</li> <li>- Budgeting,</li> <li>- How to make a presentation to the director?</li> <li>- Guest lecturer.</li> </ul>
<b>Learning support</b>	<p>Individual tutorial support will be provided.</p>

## Teaching and learning activities

### Details of teaching and learning activities

Teaching provides the presentation of each one topic to include demonstrations, discussion, comments from students and discussion in the form of a conversation between Students and the mentor.

The teaching will be realised by the Production Designer Training Mentor and her Assistants - qualified production designer and art director.

At the end of every day, Students will be encouraged for discussion and work on their tasks to prepare the shooting. They will have the opportunity to clarify issues that have arisen during the course.

The program included arranging a small Shooting set on the 3 last days of the production design training with a professional crew. In this way, it will be possible for the Students to see in real time the result of their work.

### Allocation of study hours (indicative)

Where 10 credits = 25 learning hours

### Study hours

#### SCHEDULED

Lectures  
Group work  
Workshops  
Practical test

This is an indication of the number of hours' students can expect to spend in scheduled teaching activities including lectures, practices, tutorials, and external visits.

7 hours per day x 10 days

70

#### GUIDED INDEPENDENT STUDY

1 hours per day x 10 days

10

### TOTAL STUDY HOURS

80

<b>Assessment tasks</b>		
<b>Details of assessment on this module</b>	<p>Formative assessments will be on-going throughout the training period – with students undertaking end of topic in-class exercises.</p> <p>Students will be summatively assessed at 3 different types of examinations.</p> <ul style="list-style-type: none"> <li>- Assessment One will be Section A (it's going to be done as workshop per group), they will work on it every day to prepare the shoot.</li> <li>- Assessment two will be Section B (it is a traditional exam after each subject, they will be examined on it).</li> <li>- Assessment Three will be Section C and C1 (it will be the practical part – prep and set).</li> </ul>	
<b>Types of assessment task</b>		<b>% weighting</b> (or indicate if component is pass/fail)
Indicative list of summative assessment tasks which lead to the award of credit or which are required for progression.		
<b>WRITTEN</b>	<p><b>Section A:</b> The students will have to work per group to prepare the professional shooting on the last 3 days of the course.</p> <ul style="list-style-type: none"> <li>- To read the script and make the breakdown,</li> <li>- To make the storyboard, the research and the presentation.</li> </ul>	30%
<b>COURSEWORK</b>	<p><b>Section B:</b> During the course, after each topic, the students will be examined on it.</p> <p>The Students will be given tasks to do based on what they have learned.</p>	20%
<b>PRACTICAL</b>	<p><b>Section C:</b> During the <b>PREP period</b>, each group will be given tasks and will be evaluated on these tasks.</p> <ul style="list-style-type: none"> <li>- Designing and dressing the set,</li> <li>- Get ready for the shoot.</li> </ul> <p><b>Section C1:</b> During the <b>SHOOTING period</b>, each student will be given tasks and will be evaluated on these tasks:</p> <ul style="list-style-type: none"> <li>- Set dressing on set.</li> <li>- Wrap.</li> </ul>	65%