

## CREATING PRODUCTION, STAGE AND SCREEN DESIGNERS

Designers are visual directors; they initiate, collaborate and create three-dimensional temporal, design work. They work through a process of research, response, collection, extension and refinement; an exchange of ideas in order to create meaning. Designers' skills and design practice are applied to screen work as well as to live performance. They weave their work alongside that of director, writer, deviser, maker and performer.

The Bachelor of Design (Stage and Screen) programme develops designers who demonstrate creativity, originality and critical thinking, empowering them as future members of NZ's performing arts culture. The course equips students with the skills and knowledge to enable them to create and sustain a career; it celebrates diversity and ambition. Students are encouraged to investigate and develop a collaborative process of making work for theatre, film and related practices.

Design students excel when they work alongside students of directing, acting, technology, arts management and costume construction. Through sharing premises with the NZ School of Dance and a key relationship with The New Zealand Film & Television School, student designers also have opportunities to collaborate with contemporary dance and film students.

### HOW TO APPLY

To apply for the design course applicants must turn 18 before the first day of the first course. There is no upper age limit and candidates of all backgrounds with or without prior design, stage or screen experience may apply the first day of the first term.

Information about fees and application forms are available at [www.toiwhakaari.ac.nz](http://www.toiwhakaari.ac.nz). All applicants must fill in the application form and attach four current passport sized photos, two written references and a 500 word personal statement outlining why they wish to study Design at Toi Whakaari.

**The closing date for applications is Friday 24 September 2010.**

All applicants are interviewed to assess their sense of vocation and vision in relation to a career in design for stage and screen. Applicants will be asked to submit a portfolio of art and design work one week prior to their interview.

"Design is a player equal to any actor. We must treat – and train – our designers as we would actors: with care, passion, hope and wonder."

DAVID INNS, FORMER CEO, NEW ZEALAND INTERNATIONAL ARTS FESTIVAL

"One cannot stress enough the importance of such a course in the process of developing designers in preparation for work in all areas of the performing arts in New Zealand."

AIDAN LANG, GENERAL DIRECTOR, NBR NEW ZEALAND OPERA

"I wholeheartedly support the design course. Being on site with the drama and dance school is a wonderful opportunity in which to develop industry practitioners of the future."

GARY HARRIS, ARTISTIC DIRECTOR, ROYAL NEW ZEALAND BALLET

"We welcome the fact that within your institution is the opportunity to train graduates in a fully holistic approach integrated with all aspects of theatrical production processes."

TOMMY HONEY, THEATRE DESIGNER & DIRECTOR OF THE  
NEW ZEALAND FILM AND TELEVISION SCHOOL

"It stands to continue and feed in depth the creative and artisan skills that are needed in this country's theatre and film industry."

RAYMOND BOYCE MBE, THEATRE DESIGNER

### +THECHURCH+

PROVIDING GRAPHIC DESIGN  
AND CREATIVE ENERGY

#### TOI WHAKAARI: NZ DRAMA SCHOOL

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# BACHELOR OF DESIGN

(STAGE & SCREEN)





**FEATURED  
GRADUATE**  
LAURA  
NICHOLLS



Laura graduated from the Design course in 2006 and is currently head designer for London-based event design company, Urban Caprice.

Work with them has included design for the iLUKA Olympic Pavilion, Jasper Conran's birthday party, the Deutsche Bank V.I.P lounge at the Frieze Art Fair and the Raisa Gorbachev Foundation Summer Gala at Stud House, Hampton Court Palace, London. Laura has also worked on presentations, construction drawings and installation designs for the Martini film premier of *The Boat that Rocked*, and a Hugo Boss fragrance launch event at the top of the Gherkin. Other work includes working as a designer at ALLISTARCOX Architecture in Wellington, set and costume design for *The Glass Menagerie* (Centrepont Theatre and Circa).

"Toi Whakaari provided a multi-disciplinary learning platform, one which was constantly shifting to explore the true nature of performance design. As designers, we were encouraged to push the boundaries of our practice, through collaboration, experimentation and critique. The design degree helped me establish a strong base for the skill set I now use on a daily basis, enabling me to confidently express my own design language in many different ways."



## THE COURSE

The three-year, full time programme combines practical and conceptual skills to create thinking, innovative practitioners for this specialised field of design.

The first year of the course introduces the practice of design for performance, encouraging research, critical skills and independent learning. Design skills are developed through a series of studio projects alongside classes and workshops.

The second year extends the conceptual, practical and research skills necessary for more complex design projects. Students embark on collaborative work, co-designing and working across disciplines. Through Toi Whakaari's close connections with industry practitioners, students are able to make good contacts beyond the classroom, advancing their knowledge and skills through production, projects, supervised research and industry secondments.

The third year is an outward looking year and preparation for a sustainable career. Students consolidate their independent design practice, testing their abilities as leaders and collaborators. Students initiate their own independent research project and complete a major realised design for either a theatre production or a film.



## Course Outline

### Year 1

- Visual communication techniques
- Construction and materials
- Designing with light
- Installation project
- Costume and character
- Video editing
- Art department skills
- Investigating stage and screen
- Context and practice
- Studio design projects

### Year 2

- Production design studio projects
- Applied skills
- Industry secondment
- Visual design labs
- Applied theory
- Design practice
- Collaborative processes
- Film animation and storyboarding
- Research and critical thinking
- Projection and live performance

### Year 3

- Realised production design
- Independent research project
- Professional practice
- Exhibition and presentation
- Advanced creative process

## PHOTO CREDITS

Cover: On set filming *Quarters* 2009, photo by Philip Merry.

Inside: *Quarters* 2009; Design work; Working on wings for *Quarters* 2009, photos by Philip Merry.

Drawings for a private birthday function, London, and Juniper Restaurant re-fit, ALLISTARCOX, Wellington, photos courtesy of Laura Nicholls.