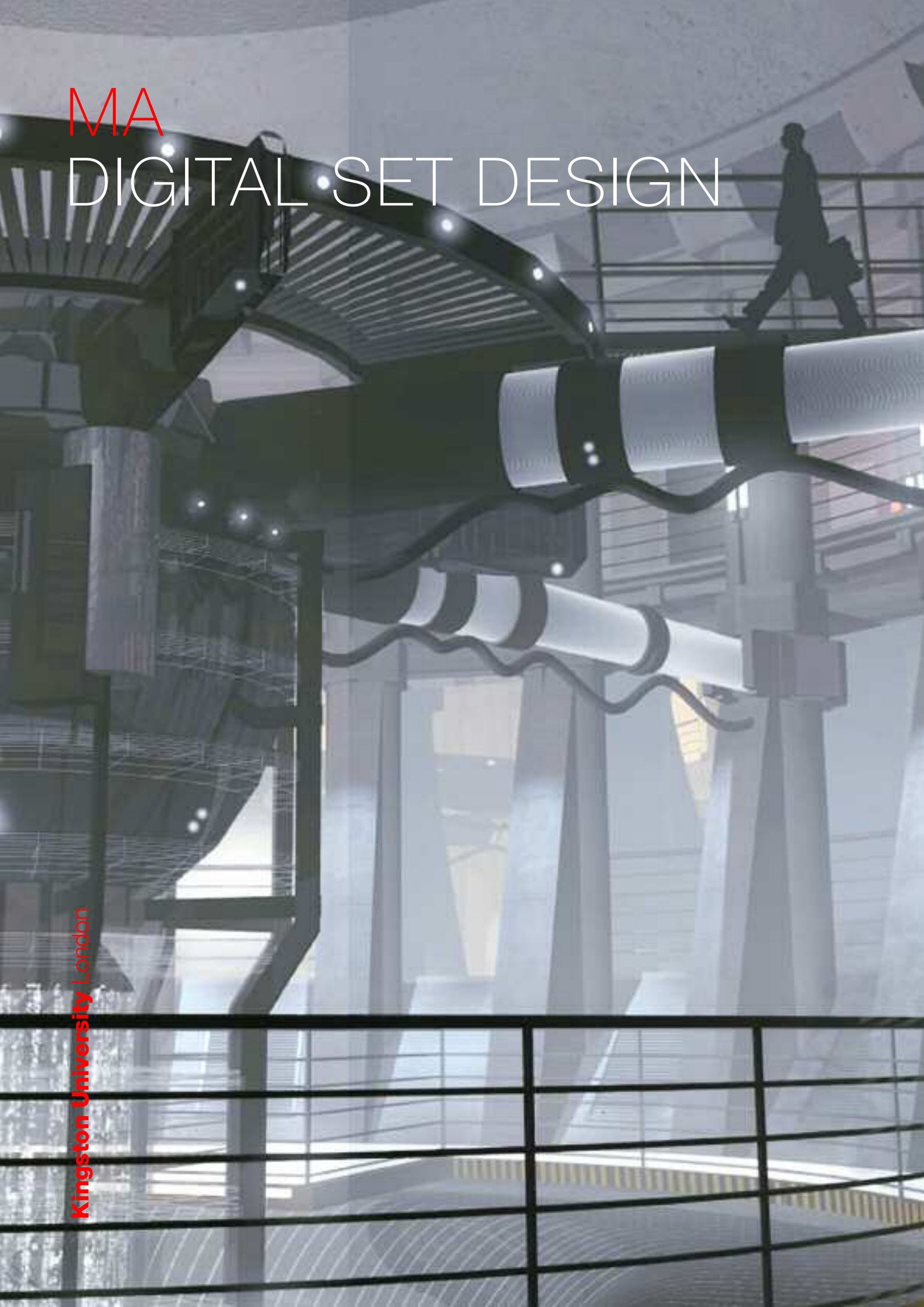


MA

DIGITAL SET DESIGN



MA DIGITAL SET DESIGN

FAST FACTS

Further information, including fees

See www.kingston.ac.uk/pgdigitalsetdesign

Duration

FT: 1 yr

Attendance

FT: 3 days per week

Qualification, recognition and accreditation

MA

Entry requirements

A good honours degree in a good honours degree in a related arts or science subject such as architecture, fine art, interior design, graphic design or computer technology. Applicants must have a good knowledge of relevant software packages.

We will also consider applicants with relevant work experience.

A portfolio of work is necessary at interview.

International students must have an IELTS score of 6.5 or equivalent.

Interviews

We will invite all shortlisted applicants for interview. We can make alternative arrangements for international students based overseas.

Prior learning – AP(E)L

Applicants with prior qualifications and learning may be exempt from appropriate parts of a course in accordance with the University's policy for the assessment of prior learning and prior experiential learning. Download the University Guide to AP(E)L (PDF) for further information.

Fees

For the latest information on fees please visit:
www.kingston.ac.uk/fees

What is MA Digital Set Design

Increasingly, what you see on the TV screen or at the cinema is not real – many elements are produced digitally using a computer as the main creative tool. The MA Digital Set Design deals with the design of computer-generated environments for film and television productions. Linked directly to our long-running MA Production Design for Film and TV, this new course connects the physically built environment with the area traditionally seen as post-production. You will look at computer-generated sets as both independent previsualisation tools and as an integral part of the production design/post-production process.

What you will study

You will develop skills through a series of projects of increasing complexity, but will initially be guided through the necessary software packages particularly MAYA in the first semester. Taught modules include Period/Sci-fi Design and Design for Contemporary Drama and, in addition to dealing with the digital arena, include workshops on important skills such as storyboarding. Industry visits are an important part of the course and range from Shepperton and Pinewood studios to Soho-based post-production houses.

Special features

Staff are actively engaged in evolving course content with established designers and post-production houses. The MA Production Design for Film and Television course, with which Digital Set Design shares most modules, has long established links with the film and TV industry.

The course is industry-led and is intended to provide students with a showreel and/or portfolio.

MA DIGITAL SET DESIGN

COURSE STRUCTURE

Modules

The programme combines a progressively more complex and related sequence of postgraduate modules of study, where each module is weighted according to the length and demands of study. Credit points are given for the satisfactory completion of a module and are separate from an assessment mark or comment for the same work.

Fundamentals of 3D CGI

It is anticipated that students undertaking this degree programme will already have some experience of 3D computer generated imagery in some form. This module develops student's skills up to a level that will enable them to continue with the project components of the course. This will include the theoretical aspects of CGI. The module will ensure that students are competent in the preferred industry standard software used by the degree course as a whole. You will be able to:

- understand the fundamental concepts that govern the way 3D CGI software operates;
- use to a high standard 3D CGI software;
- build 3D computer models, create shaders and apply textures to geometry, correctly illuminate a scene and render a scene to produce both still and moving images;
- make 3D transformations;
- use modelling techniques for 3D CGI;
- use rendering techniques;
- use basic keyframe animation.

Application of CGI

This module will further develop student's skills in 3D CGI modelling and rendering to a professional level. Students will specialise in the area specific to their overall degree course. Students on the Digital Set Design course will specialise in creating models for buildings, environments and interior spaces, photorealistic rendering and compositing into live action. You will use:

- advanced modelling;
- industry specific techniques;
- architectural modelling;
- modelling for interactive environments;
- advanced rendering;
- compositing;
- integration of live action and CGI;
- HDRI;
- matchmoving;
- lighting;
- production pipeline;
- scripting.

Contemporary Drama

This module employs skills developed in previous exercises to investigate the design problems posed by contemporary drama. Following textual analysis of a film/television script, the brief will require a full design resolution to include sourced locations and a related digital set or exterior. We will assess the finished presentation in relation to:

- aesthetics;
- practical considerations such as depth of research and time management skills; and
- the general level of creative endeavour.

MA DIGITAL SET DESIGN

COURSE STRUCTURE

Period Sci-fi Drama

This module draws together various strands of knowledge developed through the course in relation to conceptual development, but without the confinements of a traditional script.

A chosen novel is the basis of a film treatment. The brief allows free interpretation and period adaptation. You will:

- produce a detailed composite set presented as a computer generated image
- relate this set to a digitally composed exterior.

Lectures, tutorials and workshops support each stage in this process.

Personal Project

This module offers the choice of a number of subjects as the basis of a personal study. It is designed to:

- suit individual interests and development in a particular area of production; and
- inspire an innovative and creative approach.

There are individual tutorials at the start of the project to offer specialist guidance and advice. The tutorial timetable for the project is then structured to provide the necessary range of technical and critical inputs for the duration of the project, normally one tutorial session a week.

Major Project

This final module offers you the opportunity to undertake an approved period of tutored and independent learning. You will combine practical and academic skills to investigate a moving image media subject of specialist interest.

You first produce a Major Project Proposal, including a study programme and submission format for approval.

The project is normally structured to balance:

- a period of critical, sociological and historical research; with
- a demonstration of design analysis and development.

The aim to extend the boundaries of specialist knowledge in a particular area of film and television design.

The study can:

- relate directly to the traditional confines of film and television design. For example, the design of a large scale set for a feature film; or
- focus on a new development in moving image media, exploring the possibilities for future applications both in the media and society as a whole.

The Major Project submission normally includes an exhibition presentation with a supporting extended essay of 3,000 to 5,000 words.

Assessment

This is mainly through design projects and presentations but also involves written submissions.

MA DIGITAL SET DESIGN

STAFF PROFILES

Who teaches this course?

The Faculty of Art, Design and Architecture teaches this course in collaboration with the Faculty of Science. The Faculty has its roots in the studio-based approach of Britain's art school system (the original School of Art was founded in the 1890s).

Today, most of your learning still takes place in our specialist studios. Each subject area has its own fully-equipped studio, where you take part in classes, tutorials and critical reviews with fellow students. This strong studio culture also ensures regular interaction between students and tutors.

Our industry connections mean we provide unique study opportunities, such as:

- the chance to have your work seen by eminent members of your profession
- 'live' projects and site visits to prestigious companies or institutions
- project work and workshops with visiting lecturers and industry specialists

Our excellent reputation means that industry leaders regularly visit our student shows to see the best of the new talent. Most members of staff are professional practitioners, which keeps your learning cutting-edge.

Name: Teresa Lawler

Title: Course Director, MA Production Design for Film & TV

Email: t.lawler@kingston.ac.uk

Teresa Lawler joined the BBC Design Department in 1983 after leaving the Slade School of Art. Worked as a Designer or Art Director on a wide variety of TV and theatre projects from current affairs to period drama including 'The Cazalets', 'The Bill' and 'Cyrano de Bergerac'. She also has extensive experience as a freelance artist, lecturer and theatre designer. Her work is in the permanent collections of the British Council, British Airways and the National Museum of Singapore.

Name: Paul Honey

Title: Course Director, Computer Graphics

Email: p.honey@kingston.ac.uk

Paul is course director of computer graphics in the School of Life Sciences and is responsible for delivering the Fundamentals of 3D CGI and Applications of CGI modules.

Name: Buffy Kimm

Title: Module Leader, MA Production Design for Film & TV

Email: b.kimm@kingston.ac.uk

Buffy Kimm specialised in Television Studio Design after graduating from the interior design course at Kingston University and working as an assistant to world renowned theatre designers Ralph Koltai and Stefanos Lazaridis. Credits range from contemporary drama series Holding Back to studio based programmes Run the Risk and Get Your Own Back.

Name: John Asbridge

John Asbridge trained originally in theatre design, was a senior designer at BBC TV for many years and has numerous credits including 'Jonathan Creek', 'The Cazalets', 'One Foot in the Grave' and 'Love Soup'.

Name: Dominic Power

Dominic Power (Contextual Studies) is the Head of Screen Arts at the National Film School. Writer of plays, reviews and treatments for theatre and radio. His widely varied experience includes consultant to BBC Timewatch and reviewer of crime fiction for the London Evening Standard.

MA DIGITAL SET DESIGN

STAFF PROFILES

Jonathan Taylor

Whilst studying architecture at Newcastle University, Jonathan discovered the theatre and worked with fringe groups for a time before joining the BBC Design Department in 1979. Their training, together with assisting experienced designers on a wide variety of programmes was a brilliant grounding in television design. Plays, drama series, light entertainment & current affairs shows followed, including the series "Between the Lines", the film "My Night with Reg" and the 1996 Atlanta Olympics set.

Since going freelance in 1997, he has worked on a wide range of programmes such as "Waking the Dead", "Silent Witness", the children's drama "Tracy Beaker", and "Crimewatch".

Visiting Professor

Tim Harvey

Visiting Professor Tim Harvey's extensive television credits with BBC television have included many award winning, large scale productions such as 'I Claudius', 'Bleak House' and 'Fortunes of War'. He has since frequently worked with Kenneth Branagh and was Production Designer for Frankenstein, Othello, Dead Again and Loves Labours Lost among many others.

Ken Ledsham has received BAFTA nominations for his work on Tenko and House of Cards. He has wide experience of film and video on location, film stage and television studios both nationally and internationally. His credits also include Devil's Advocate, Mother Love, The Final Cut and All the World's a Stage, and most recently Judge John Deed.

Visiting designers

Candida Otton

Malcolm Thornton

Simon Kimmel

MA DIGITAL SET DESIGN

POSTGRADUATE DESTINATIONS

Kingston graduates have worked on a range of recent productions including:

- 'Love Soup' (Art Department Assistant) *Eleanor Bleathman*
- 'New Tricks' (Art Director) *Eleanor Bleathman*
- 'Green Room' (Art Department Assistant) *Louise Morris*
- 'The Paul O'Grady Show' (Art Director) *Paul Houston*
- 'Foyles War' (Art Director) *Chris Clarke*
- 'Spooks' (Art Director) *James Price*
- 'Manchild' (Art Director) *James Price*
- 'As You Like It' (Art Director) *Christian Anderson*
- 'Atonement' (Assistant Art Director) *Georgina Millet*
- 'Later with Jools Holland' (Art Director) *Alan Sullivan*
- '5 O'Clock Show' (Designer) *Naejin Kim*
- 'Waking the Dead' (Assistant Art Director) *James Rutter*
- 'Armstrong and Miller' *Anastasya Martynova*
- 'Hell's Kitchen' (Art Director) *Paul Drake*
- 'Freefall' BBC Film (Designer) *Anna Pritchard*
- 'Mesocafe' (Designer) *Daniel Mussbaumer*
- 'Little Dorrit' (Art Dept. Assistant) *Trine Taraldsvik*
- 'Sky TV News' (Designer) *Gemma Kingsley*

Typically graduates progress through the career in the art department finally reaching the role of production designer.

Trine Taraldsvik (graduate 2005-06) and Anastasya Marlynova (graduate 2004-05) were both awarded vision design traineeships in 2007 by the BBC.

MA DIGITAL SET DESIGN

SCHOLARSHIPS

Annual Fund Postgraduate Scholarships

The Development Office is offering two postgraduate scholarships for UK and EU students for the 2008-2009 academic year. They are available for any subject and will pay 50% of the fees for a one-year, full-time or two-years, part-time masters programme (excluding MBA). Applicants should:

- be classed as "home" for fees purposes; and
- have already received an offer of a place for 2008 entry.

For further details see www.kingston.ac.uk/

International scholarships

The International Office is offering awards totalling £250,000 for 2008 entry, with each scholarship worth £3,000. These are open to prospective full-time postgraduates in any subject area on a one-year taught masters degree.

You can apply for an international scholarship if you:

- are an international student (classified as "overseas" for fee purposes)
- have an offer of a place on a course at Kingston for 2008 entry
- are not currently registered on a postgraduate course at Kingston University

You might also be eligible for an international loyalty bursary if you are Kingston University alumni or have a family connection.

MA DIGITAL SET DESIGN

RESEARCH GROUPS AND CENTRES

All staff and student researchers in the Faculty are part of a research centre through which they engage both with collaborative and individual projects and with a range of local, national and international research events, including workshops, seminars, visiting lecture series, conferences and symposia.

CONTEMPORARY ART RESEARCH CENTRE: CENTRE FOR USELESS SPLENDOUR

The recently established Contemporary Art Research Centre provides an intellectual and creative milieu for innovation in contemporary fine art. Taking its identity from Andre Breton's articulation of the imagination, we draw on that legacy of surrealism to conceptualise our project of innovation. In this way, researchers – staff and students – seek to imagine and enact possibilities of contemporary art in contingency with social politics, technology, models of knowledge and modes of experience.

The Centre focuses on four interconnected research spaces.

Foyer

Art and social context that explores propositions for agency and the generation of expanded and hybrid modes of socially sited artistic production through collaboration, curation, writing, publishing, broadcasting and other modes of dissemination.

Machine Room

Art and technology, where research focuses on how technologies, methods and processes might be understood, employed, detoured and reinvented.

Hall of Records

Art and epistemology, which considers how histories and bodies of knowledge might be generated, re-imagined and re-inscribed through work with archives and physical collections, found objects, constitutions, laws and manifestos.

Lumber Room

Art and materiality, explores the relationships between matter, experience and translation and how knowledge is developed through embodied temporal encounter in a wide range of practices, including performance and drawing.

Director Elizabeth Price

Co-Director Louis Nixon

E contemporaryart@kingston.ac.uk

www.kingston.ac.uk/design/contemporaryart

DESIGN RESEARCH CENTRE

Kingston University's Design Research Centre provides a transdisciplinary, intellectual and creative environment for researchers engaging with the cultural, environmental and presentational contexts of design practice in its widest sense. Research in this diverse area is developed through five interrelated design thematic areas that inform and support our postgraduate courses in design, the creative industries and the built environment.

Design Innovation focuses upon the presentational contexts of contemporary design practice in which design products and activities are formulated, disseminated and displayed. Individual and collaborative research projects bring an experimental or laboratory-like quality to the design process, which situates the activities of the designer within the broader context of commerce, industry, cultural institutions and the general public. Research benefits from the longstanding participation of several leading figures from the professional design arena, including the design, manufacture and production of fashion, interiors, and product and furniture.

Curating the Contemporary researchers focus on new initiatives and perspectives on curating, including the interface between design, craft and fine art. Research activities include regular themed conferences with leading international museum curators, a visiting professor programme, and collaborative projects with Kingston's on-site Stanley Picker Gallery. Design for Environments is an interdisciplinary focus for researchers engaged in the theory and practice of design for diverse environments. This includes design for well-being, health and micro-environments, as well as more spatial, aesthetic and critical enquiry into building typologies and cultural analysis of urban and leisure environments. Funded research projects range from the study of interior design schemes in hospitals, hospices and prisons, to systems of display in public transport networks and museums.

www.kingston.ac.uk/pgdigitalsetdesign

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RESEARCH GROUPS AND CENTRES

Design for Screen research focuses on interdisciplinary practice-based enquiry into screen-based media. Presentation and context is central to their critical investigation of the screen arts and industry, and researchers engage with documentary and experimental film-making, multimedia-based projects, mainstream film design and animation.

Sustainability focuses on multidisciplinary research into issues of sustainability across innovative product and packaging design, recycling and materials innovation. Research resources include the Recycling by Design Research Unit, the Inspirecycle web resource and the Creative Resource recycled materials' library, funded by the AHRC. Research outcomes range from product design and installations to consultancy reports and web-based resources.

Director Hilary Dalke
Associate Director Professor Catherine McDermott
Associate Director Professor Sarah Chaplin
E designresearch@kingston.ac.uk
www.kingston.ac.uk/design/designresearch

VISUAL AND MATERIAL CULTURE RESEARCH CENTRE

Situated at Knights Park, Kingston University's Visual and Material Culture Research Centre (VMCRC) provides the focus for energetic interdisciplinary research in modern and contemporary visual and material culture and the histories of art, film, design and architecture. The Centre enables academics, emerging scholars and students to conduct research within a stimulating and collegiate environment that actively seeks to shape the future of these fields of inquiry. Researchers are engaged in both individual and collaborative projects with a shared emphasis on modernity and its futures, and, since 1997, have organised a series of conferences and symposia in collaboration with major London museums and galleries.

Distinct inter-animating areas of study are: Historical and Critical Studies engaging with issues of patronage, the art market, avant-gardes, and the history of the art school; Place, Space and Global Futures, which focuses on local, national, and international identity; and Gender, Technology and the Human Image.

Director Professor Fran Lloyd
Associate Director Dr Marquard Smith
E vamcrc@kingston.ac.uk
www.kingston.ac.uk/design/VAMCRC

MA DIGITAL SET DESIGN

RESEARCH GROUPS AND CENTRES

MODERN INTERIORS RESEARCH CENTRE

Established in 2001 and based at Dorich House Museum, Kingston's Modern Interiors Research Centre (MIRC) provides a dynamic focus for interdisciplinary research on the subject of the design of the modern interior in the period 1870–1970. Its researchers work in the fields of design history, architectural history, art history, cultural history, and visual, material and spatial culture. MIRC researchers focus on interiors in both domestic and non-domestic settings and seek to explore the ways in which modern interiors have been created, disseminated and consumed, with an emphasis on the influences of socio-cultural factors such as class, gender and ethnicity.

Director Professor Penny Sparke
Associate Director Dr Trevor Keeble
Associate Director Prof Anne Wealleans
E mircc@kingston.ac.uk
www.kingston.ac.uk/design/MIRC

REAL ESTATE RESEARCH CENTRE (RERC)

Researchers within this Centre work across a broad spread of interests relating to real estate. The research takes a qualitative and reflective approach to the role of appraisal and management and the regulation of land and buildings. The work seeks to relate professional activity to changing social and political agendas.

A shared ambition of all researchers is to lead the knowledge and understanding of the relationship between the sustainability agenda and the operation of real estate markets. They are engaged in a range of exciting projects in highly focused and specialist areas relating to investment worth models, contaminated and brownfield land, taxation and fiscal incentives and the valuation of heritage assets.

Those interested in studying for research degrees in real estate and who have a relevant first or masters degree should contact the Director for an informal conversation.

Director Professor Sarah Sayce
E reerg@kingston.ac.uk
www.kingston.ac.uk/design/RERG

FURTHER INFORMATION

Student research

You may be able to publish any research you undertake on the Kingston University Research and Innovation Reports (KURIR) website. This site gives anyone associated with Kingston University the opportunity to publish articles, which will be permanently available to the academic community.

See www.kingston.ac.uk/kurir

For further information on research within the Faculty, and to find out more about research opportunities, contact our research administrator:

T +44 (0)20 8547 7416

E e.day@kingston.ac.uk

www.kingston.ac.uk/art-design-arch-research

www.kingston.ac.uk/pgdigitalsetdesign

MA DIGITAL SET DESIGN

FACILITIES

The Faculty of Art, Design & Architecture began an ambitious and ongoing programme of investment during 2007. Consequently, we have been able to make significant improvements to our workshops and some other resources in order to support your learning.

These include:

- Faculty wide technical resources available to students on all courses;
- significant improvements to the 3D workshops with an investment in new equipment, which now includes a CNC controlled 3D router, a rapid prototyper 3D printer, a 3D scanner and a 2D plotter/cutter;
- the creation of a state-of-the-art filming environment and animation suite;
- the development of an industry standard photographic suite with two new digital darkrooms;
- the newly specified Digital Media Workshops I & II, with hardware and software upgraded to a professional level;
- the creation of a bookable, inter-disciplinary project studio;
- ongoing refurbishment of studios.

The University has its own on-site galleries, including:

- Dorich House – home of the sculptor of Dora Gordine;
- the Stanley Picker Gallery – featuring exhibitions of contemporary art plus exhibition space for students; and
- project spaces in the main University campus, which you can book for the construction of large-scale work.

You also benefit from:

- well-equipped lecture theatres, seminar rooms and workshops;
- the library's extensive book and journal collection – as well as over 150,000 slides and visual references dating back to the 1600s;
- computer resources; and
- the dedicated Graduate Centre on campus – including IT facilities, seminar rooms and social spaces.

Resources in London

Kingston is just a 25-minute train journey away from central London. Here you can access a wealth of exhibitions and galleries, including the Tate Modern and the National Gallery.

Learning support

We want to make sure you get all the support you need while you are with us. Here you can see the range of support we can offer you while you're doing this course.

You will also be able to use the University's Careers Service and counselling service.

Personal training plans

We offer all students training sessions when they arrive at Kingston University, covering:

- project management;
- communication skills; and
- information research and retrieval.

The aim is to give you the chance to improve your study, research and life skills.

Blackboard

Blackboard is an online learning management system. It is a potentially limitless resource for lecture notes and interactive teaching including:

- online chatrooms and bulletin boards – so you can interact with staff and other students; and
- multimedia features.

MA DIGITAL SET DESIGN

FACILITIES

StudentSpace

The Kingston University student intranet provides a fast, easy way to find information and work online. It provides everything you need to know about student life at Kingston.

You can also use StudentSpace as a virtual workspace, customising it to include:

- your chosen web-based applications;
- favourite web links;
- a useful calendar; and
- your recently opened files.

The Graduate School and Centres

All postgraduate students at Kingston have the support of the Graduate School. The Graduate School:

runs special training programmes for research students;

works with academics and administrators to develop graduate education and reinforce the links between teaching and research; and

helps to introduce new initiatives to postgraduate activities.

It also manages the Graduate Centres, dedicated spaces for graduate students. These are ideal for private study or holding meetings.

Language support

International students can access plenty of language support, both before and during your course:

Pre-sessional English Language Course – improve your English language skills and learn about study methods and life in the UK

English Language Support Programme – after you enrol, this free programme offers a range of academic English courses and tutorial support throughout the academic year.

Where is the Faculty based?

Most students in the Faculty are based at the University's Knights Park campus, with surveying courses based at Penrhyn Road. Our well-equipped facilities offer a modern study environment so that you graduate with cutting-edge skills and knowledge.

CONTACT

Postgraduate Admissions Administrator

Faculty of Art, Design & Architecture

Kingston University

Knights Park

Kingston upon Thames

Surrey KT1 2QJ

T +44 (0)20 8417 4646

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