SCENOGRAPHY
DEGREE PROGRAM (MA)

1. PROGRAM FACTS

Study Level: Postgraduate
Study Mode: Full Time
Course Profile: Academic
Course Domain: Fine Art
Course Length: 4 semesters
Number of ECTS Credits Required for Graduation: 120
Areas of Academic Study and Academic Disciplines Evaluated by Learning Outcomes:
- Area of Academic Study: The Arts
- Academic Discipline: Fine Art
- Field of Study: Art and Design
Degree Awarded upon Completion: Master’s Degree (MA)
Specialist Pathways:
- Set Design
- Garment Design

2. FURTHER EDUCATION AND CAREER OPPORTUNITIES

Our graduates are fully prepared for attaining personal careers as scenographers and working within the theater industry. They are equipped to undertake self-directed artistic practices for the visual theater, performance and fashion events. To further raise qualifications and develop their artistic potential, our course alumni may continue their studies with research degrees (PhD) here at the University of Arts in Poznan and other universities or cognate courses.

3. PROGRAM OVERVIEW AND OBJECTIVES

Our MA Scenography graduates acquire a range of intellectual and practical skills that achieve contemporary professional standards set by relevant cultural and educational domains. The course is designed to prepare students to become advanced practitioners. Students have an opportunity to combine theory and practice within the selected artistic domain. The course is delivered through a combination of lectures, seminars, plain airs, vocational trainings at theaters and studio-based labs, and its major objective is sustained development of professional skills, preparing students for their independent practice. As part of the course, students learn through one-to-one tutorials with experienced teachers, artists and practitioners who adopt roles as mentors, guiding students and helping them develop their potential. Because of an elite nature of the MA Scenography program, we organize lectures, workshops, presentations and realizations carried out by leading practitioners within the performance and garment construction industries. We create opportunities for students to build networks of professional connections through academic and art schemes held by theaters, museums as well as domestic and overseas cultural centers. Finally, we launch new majors and specializations to offer our students top education and foster their professional development as independent practitioners with a broad and universal perspective on art and design.
4. LEARNING OUTCOMES

On completion of the MA Scenography program, students should be able to demonstrate the following subject knowledge, practical subject skills and social competencies:

SUBJECT KNOWLEDGE

- Students have a deep understanding of garment construction, they know links and relationships between conceptual and practical aspects relevant to their specializations.
- Students have an extended knowledge of visual expression, they are able to meaningfully apply symbols, signs and color to their projects.
- Students know theatrical techniques and technologies necessary to design stage in a given context, in terms of set construction and acting space.
- Students demonstrate a wide knowledge of functions and applications of stage and costumes for large cast performances and open-air events.
- Students have knowledge of designing, constructing and modeling advanced costumes, and they use professional terminology for garment parts; they know a range of textiles, materials and textures with their properties and application possibilities.
- Students know the organization and production processes of film sets and television studios.
- Students demonstrate a deep understanding of designing and constructing scenography and stage architecture: acting space, audience, objects, props and details; they are aware of relationships between theatre, design and art disciplines.
- Students have an extended knowledge of set and costume design for full-length opera productions, ballets and dramas staged in the total theater.
- Students know the details of past and present art trends in performance, they are aware of social role of the theater, its connections with criticism, media and science; they know the terminology and jargon relevant to scenography and performance.
- Students have an extended knowledge of artistic processes occurring in the theater and apply it in their own realizations in theatrical and non-theatrical spaces.
- Students have a broad knowledge of types of theatrical and non-theatrical spaces that are used for performance, as well as scenographic styles.
- Students have knowledge of the development of theatrical forms, theater organization, work methodologies, team work, and collaboration of technical crews with creative teams.
- Students know new media applied in visual arts and their history.
- Students are able to draw on art and history effectively, using them as sources of inspiration for creative ideas.
- Students have knowledge of body dynamics, movement and choreography in the context of their projects.
- Students have extended practical and theoretical knowledge of the complexity of performance realization occurring among the artistic and technical team.
– Students know the details of literary analysis, identifying leading characters and understanding their nature; they know how to translate written texts into visual language.
– Students know the copyright law.
– Students demonstrate knowledge of selected issues related to culture theory.
– Students have a wide knowledge of going beyond the established boundaries of costume construction; they know how to turn conceptual projects into realizations.
– Students show a deep knowledge of applying and mixing fine arts (sculpture, painting, drawing, etc.) in scenographic realizations.
– Students know how to use a number of design disciplines, such as bionics, curating, architecture, design, or urbanism, to generate their scenographic visions.

**PRACTICAL SUBJECT SKILLS**

– Students have advanced research skills and are able to use historical sources, literary themes and their own experience in the process of artistic practice.
– Students know how to keep a professional creative log, recording sources of inspiration, drawings and artistic themes.
– Students are able to depict a human figure by looking on a model and create a spatial composition using classical sculpture methods or other sculpture techniques.
– Students are able to draw and paint a human figure and create a spatial composition using classical methods or other techniques related to drawing or painting.
– Students are able to maintain stylistic homogeneity of garment collections, or collections of unique costumes.
– Students know how to analyze stage and theatrical space and adapt it to their individual projects.
– Students consciously use various means of artistic expression (drawing, painting, photography, sculpture) in set design.
– Students create and realize their own art projects, making sure that they are multi-dimensional (space, light, movement, timeframe and sound).
– Students consciously use various means of artistic and design expression.
– Students are able to design and operate within a specific space or public space, with a particular emphasis on the audience.
– Students make a valuable contribution to teams while working on performance productions, they know practical and theoretical aspects of cooperation with directors, they are able to visually interpret a play script and articulate their ideas concerning set design and costumes.
– Students are able to modify their artistic ideas and adapt them to a given venue and other artists’ ideas, as a sustained creative process.
– Students have skills that enable them to design and construct television set, they know the nature of work with television productions, they know the terminology related to film production and lighting on a television set.
– Students are able to present their individual creative ideas and set design concepts for performance.
– Students are able to express their artistic visions and ideas through 3D models: mock-ups, visualizations, 3D animation or other methods.
– Students know how to refine technical resources (lighting, multimedia) as well as technological ones related to stage props (their strength and motor skills).
– Students develop their critical reflection on their personal practice and they are aware of their position within the contemporary art and design disciplines.
– Students show their creativity and sensitivity to stage and characters.
– Students are able to independently analyze the form and content of a play, the basis of performance; they are able to justify their artistic choices in writing.
– Students benefit from historical sources and specialist literature whilst preparing their dissertations or verbal presentations related to their fields of study.
– Students are independent thinkers, able to offer constructive and critical insight about the visual aspects of the contemporary theater.
– Students are able to justify verbally their personal ideas for play interpretation.
– Students use precise professional terminology related to garment design when they present their designs.
– Students use precise professional terminology related to scenography when they present their set designs or spatial designs.
– Students know professional terminology and jargon related to scenography and costume, they know how to articulate their ideas on set design and space in a foreign language at a level B2+ of CEFR.

SOCIAL COMPETENCIES

– Students are able to create visual scripts and staging for visual performance and advertising (storyboards) from the perspective of social education, as a result of the constant analysis of social conditions.
– Students are able to design scenography, taking into consideration architecture and design, in pursuit of new trends in performance.
– Students are able to undertake independent performance activities within the theatrical space.
– Students are able to consciously design and realize the form and construction of a performance as an artistic experiment.
– Students have observational, analytical and critical skills, which they apply in their perception of reality (culture, art, science, nature, technology, etc.).
– Students are able to independently design and produce large-scale performances, integrating their knowledge and undertaking new comprehensive activities.
– Students know how to combine art and design techniques in their set designs as well as within the framework of incidental activities common to theatrical phenomena (performance, installation, event).
– Students are able to create mobile objects for plain air performances.
– Students show a responsible attitude to their work, they understand the need for self-organization while working on art projects, they are an integrating factor on a team while working on a collaborative project.
– Students are willing to undertake projects as set designers and organizers of plain air performance and entertainment shows at art and cultural centers.
– Students launch independent projects, analyze and process information, and explore subjects of their interest.
– Students initiate the development of new performance styles and solutions in the context of installations and interaction.
- Students know how to create their own image through a skillful blend of different methods and media in their artistic expression.
- Students are able to provide personal and constructive feedback on their own work and the work of their peers.
- Students are able to find their creative place in a performance production team, particularly in relation to lighting and sound engineering.
- Students are able to hold professional conversations with directors, choreographers, stage crew, project managers and employers.
- Students are able to moderate specialist discussions concerning their projects and issues related to costumes, scenography and garment; they engage in discussions on technological and artistic solutions.
- Students build up contacts with performance producers; they are able to negotiate and defend their ideas in order to arrive at the desired artistic expression.
- Students are able to defend their artistic concepts and present portfolios or dissertations, deliver lectures or presentations, moderate discussions and conduct interviews in an open forum.
- Students are able to make a presentation of a theatrical phenomenon of their interest, deliver it to an audience and moderate a follow-up discussion.
- Students participate in discussions within their areas of interest, concerning selected aspects of scenography and history of clothing in the context of social and cultural changes; they make a valuable contribution to the creative theater team.