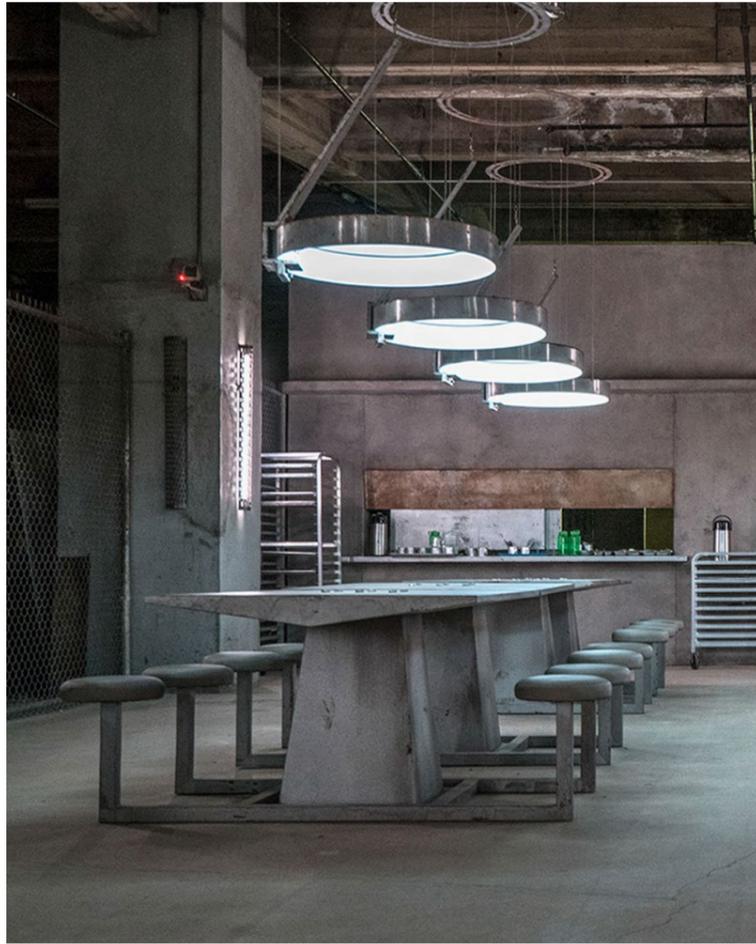




Università  
della  
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italiana

Accademia  
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architettura



Presentation  
Tuesday  
26th April  
h 19:00  
C0.63 - C0.64 ↙

Opening  
Submission  
from  
Wednesday  
27th April  
h 12:00

# Production Design on Stage

## The Practical Basics

### Workshop with Boris Hars-Tschachotin and Knut Loewe

Lecturer  
Boris Hars-Tschachotin

Assistant  
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Year  
MSc 1-2

ECTS  
2.5

Workshop  
11 - 16 July  
2022

#### • Goals

The workshop will be led by Boris Hars-Tschachotin and Knut Loewe, an experienced production designer. The set designs developed in teamwork throughout the semester on the basis of the short script excerpts will be converted into architectural models. The colour concept as well as the lighting possibilities of the set will also be tested and reviewed.

In conversation with Prof Boris Hars-Tschachotin and the production designer Knut Loewe, the students will gain an insight into the subsequent elaboration of the set in technical drawings, the selection of props, the coordination of the workflow and also budgeting the project.

#### • Topics

The workshop is a continuation and extension of the knowledge and new skills acquired during the course "Production Design-World Building".

What is more, a sequence within the designed set will be planned, that illustrates the different perspectives and camera settings. In expressing their ideas with a storyboard sequence, students will gain a basic understanding of spatial design for the moving image. At the end of this course the models and the drawings will be displayed in Mendrisio.

During this six-day intensive workshop, students will work together in small teams of two to a maximum of four. Maximum 20 participants.

#### • How do I apply?

Students who have attended the "Production Design/World Building" course during the previous semester will have the absolute priority.

Write a short answer to the following questions on the registration form.

If you could build a set of your choice, what would it look like and for what kind of film?

How would you describe in your own words - in three sentences - the difference between cinematic space and real space?