

Subject card

Subject name and code	Introduction to Set Design and Costume Design, PG_00166198						
Field of study	Film and Audio-Visual Culture Studies						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2027/2028		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Subject group related to practical vocational preparation		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	2		Language of instruction		Polish		
Semester of study	3		ECTS credits		2.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Division of Film and Media -> Institute of Culture Studies -> Faculty of Languages -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		mgr Paweł Podolski				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	15.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	15		2.0		33.0	50
Subject objectives	The aim of the course is to prepare students for creative work with a set and costume designer. The workshop is designed to familiarise students with the basics of the work of a set and costume designer.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[WOFKAL3_K03] He/she has the ability to work in a team as part of joint projects and activities, both organizational and artistic.	Has the ability to work as part of a team in collaborative projects and activities related to the preparation of sets and costumes for a film.	[SK2] presentation/project/paper/report [SK5] implementation of a problem task [SK6] demonstration of practical skills
	[WOFKAL3_U03] He/she is able to independently acquire and develop professional skills in the area of filmmaking and film production organization.	Able to independently acquire and develop professional skills in the creation of sets and costumes for films.	[SU1] oral statement/conversation/discussion [SU2] presentation/project/paper/report [SU5] implementation of a problem task
	[WOFKAL3_K06] He/she undertakes and performs practical tasks independently, showing activity and perseverance in achieving the intended goal, as well as taking responsibility for the consequences of the actions taken.	Independently undertakes and carries out practical tasks related to the preparation of sets and costumes for a film, demonstrating activity and perseverance in achieving the intended purpose, and taking responsibility for the consequences of actions taken.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK5] implementation of a problem task
	[WOFKAL3_K08] He/she is aware of dilemmas related to their profession and can resolve them.	Is aware of the dilemmas associated with the costume and set design profession and is able to resolve them.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK5] implementation of a problem task
	[WOFKAL3_W09] He/she has advanced knowledge of the scope of film making and other multimedia messages.	Has advanced knowledge of the scope of costume and set design for film.	[SW2] presentation/project/paper/report [SW5] implementation of a problem task
	[WOFKAL3_U07] She/he has the workshop skills necessary to carry out his/her own film or audiovisual projects.	Possesses the workshop skills related to set and costume design necessary to realise their own film or audiovisual projects.	[SU2] presentation/project/paper/report [SU5] implementation of a problem task [SU6] demonstration of practical skills
	[WOFKAL3_K05] He/she can determine priorities for the implementation of a practical task, set by themselves or by team members.	Able to prioritise the preparation of sets and costumes for a film.	[SK1] oral statement/conversation/discussion [SK2] presentation/project/paper/report [SK6] demonstration of practical skills
Subject contents	Students learn about the different ways in which film sets can be used and how to create film sets and use costumes and make-up and make-up on set. Work in studio and natural settings, recreation of historical eras, elements of post-production using computer techniques (e.g. blue box).		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	attendance and active participation in classes	80.0%	20.0%
	systematic preparation of topics indicated by the instructor (written and oral)	51.0%	20.0%
	preparation of a written or oral analysis of the film in terms of set and costume design	51.0%	20.0%
	preparation of a design for stage or costume	51.0%	40.0%

Recommended reading	Basic literature	J. Płażewski, Język filmu, Warszawa 2008. B. Block, Opowiadanie obrazem. Tworzenie struktury wizualnej w filmie, tv i mediach cyfrowych, Warszawa 2010. G. Mercado, Okiem filmowca: Nauka i łamanie zasad filmowej kompozycji, Warszawa 2011. D. Bordwell, K. Thompson, Film art. Sztuka filmowa. Wprowadzenie, Warszawa 2010. A. Starski, I. Stanisławska, Scenografia, Warszawa 2013.
	Supplementary literature	D. Arijon, Gramatyka języka filmowego, Warszawa 2007. P. Bellantoni, Jeśli to fiolet, ktoś umrze. Teoria koloru w filmie, Warszawa 2009. T. Lanier, C. Nichols, Filmowanie. Podręcznik dla młodych, Warszawa 2012.
	eResources addresses	
Example issues/ example questions/ tasks being completed	Discussion of the properties of set and costume design in films selected by the tutor The function of costume and set design in historical films	
Work placement	Not applicable	

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