

## FINA10037 Drawing on Animation

<b>Credit Points:</b>	12.50
<b>Level:</b>	1 (Undergraduate)
<b>Dates &amp; Locations:</b>	2012, Southbank This subject commences in the following study period/s: February, Southbank - Taught on campus. June, Southbank - Taught on campus.
<b>Time Commitment:</b>	Contact Hours: 3 Hours per week Total Time Commitment: 10 Hours per week
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.&lt;/p&gt; &lt;p&gt;It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>
<b>Coordinator:</b>	Ms Sue Stamp
<b>Contact:</b>	<b>Faculty of the VCA and Music Student Centre</b> Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au
<b>Subject Overview:</b>	Animation Under Camera Technique explores the immediacy of a drawing language and experimental animation. Students will explore under camera techniques using a digital stills camera. Under camera technique is a drawing and erasing method on the same surface, photographing each image in order to create an animated film. Students will study the craft and structure of animation, experimenting with drawing, stop motion practices, object animation and collage all under camera.
<b>Objectives:</b>	This subject aims: <ul style="list-style-type: none"> <li>• to explore and develop skills for drawing and imaging languages pertinent to animation and introduce students to the craft of experimental animation;</li> <li>• to provide an introduction to the knowledge and skills required to effectively work with the animated image.</li> </ul>
<b>Assessment:</b>	Assessment is based on a short animated film of about 2 mins, worth 75% and related sketchbook/drawings equivalent to 1000 words worth 25%, due during the examination period. Ongoing feedback is provided to students throughout the subject's duration via individual and group discussion. Additionally, a progress review will take place midway through the course, taking into account the following criteria: <ul style="list-style-type: none"> <li>• Course Engagement</li> <li>• Work Development</li> </ul> Hurdle requirements: Students must attend 80% of all scheduled classes and attempt all elements of assessment to be eligible for a pass in this subject.

<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> <li># <b><u>Bachelor of Arts</u></b> (<a href="https://handbook.unimelb.edu.au/view/2012/B-ARTS">https://handbook.unimelb.edu.au/view/2012/B-ARTS</a>)</li> <li># <b><u>Bachelor of Biomedicine</u></b> (<a href="https://handbook.unimelb.edu.au/view/2012/B-BMED">https://handbook.unimelb.edu.au/view/2012/B-BMED</a>)</li> <li># <b><u>Bachelor of Commerce</u></b> (<a href="https://handbook.unimelb.edu.au/view/2012/B-COM">https://handbook.unimelb.edu.au/view/2012/B-COM</a>)</li> <li># <b><u>Bachelor of Music</u></b> (<a href="https://handbook.unimelb.edu.au/view/2012/B-MUS">https://handbook.unimelb.edu.au/view/2012/B-MUS</a>)</li> <li># <b><u>Bachelor of Science</u></b> (<a href="https://handbook.unimelb.edu.au/view/2012/B-SCI">https://handbook.unimelb.edu.au/view/2012/B-SCI</a>)</li> </ul> <p>You should visit <b><u>learn more about breadth subjects</u></b> (<a href="http://breadth.unimelb.edu.au/breadth/info/index.html">http://breadth.unimelb.edu.au/breadth/info/index.html</a>) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<p>On completing this subject students will be able to:</p> <ul style="list-style-type: none"> <li>• display an awareness of the graphic possibilities of a variety of concepts, materials and practices;</li> <li>• exhibit evidence of skill development both pictorially and technically as a means of independent image making;</li> <li>• indicate evidence of individual research in the relevant area of practice;</li> <li>• demonstrate capacities for artistic imagination, creativity, transformation and interpretation;</li> <li>• demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas.</li> </ul>
<b>Links to further information:</b>	<a href="http://handbook.unimelb.edu.au/breadth/">http://handbook.unimelb.edu.au/breadth/</a>
<b>Related Course(s):</b>	<p>Bachelor of Fine Arts (Contemporary Music)          Bachelor of Fine Arts (Dance)          Bachelor of Fine Arts (Film and Television)          Bachelor of Fine Arts (Music Theatre)          Bachelor of Fine Arts (Production)          Bachelor of Fine Arts (Theatre Practice)          Bachelor of Fine Arts (Visual Art)</p>