

FLTV70014 Animation Projects 2A

Credit Points:	12.50											
Level:	7 (Graduate/Postgraduate)											
Dates & Locations:	2012, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.											
Time Commitment:	Contact Hours: 90 Total Time Commitment: 140 Hours											
Prerequisites:	None											
Corequisites:	<table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>FLTV70025 Screen Language 2A</td><td>Semester 1</td><td>12.50</td></tr><tr><td>FLTV70026 Screenwriting 2</td><td>Semester 1</td><td>25</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	FLTV70025 Screen Language 2A	Semester 1	12.50	FLTV70026 Screenwriting 2	Semester 1	25
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FLTV70025 Screen Language 2A	Semester 1	12.50										
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Recommended Background Knowledge:	None											
Non Allowed Subjects:	None											
Core Participation Requirements:	For the purposes of considering requests for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Overview, Objectives, Assessment and Generic Skills sections of this entry.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 the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/											
Coordinator:	Ms Sandra Sciberras											
Contact:	Faculty of the VCA and Music Student Centre 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											
Subject Overview:	Animation Projects 2A develops craft skills covering major aspects of animation filmmaking at an advanced level. Students will develop their knowledge of current industry practices through industry guest lectures and industry studies. Students will undertake craft upgrade and/or master classes depending on their strand of study through workshop and lectures.											
Objectives:	On completing this subject students will: <ul style="list-style-type: none">• demonstrate developed creative and technical skills in the area of film and television;• plan and organise work and solve problems;• effectively manage competing demands on time;• exhibit a developing knowledge of the film, television and allied industries.											
Assessment:	Industry PracticesDelivered in lecture form; 10 x 1.5 hrs craft practises. Attendance is compulsory. Essay on an industry practice (1500 words, worth 50% of total assessment). Class/ Workshop ParticipationParticipation assessed on criteria of engagement, ability to discuss and give/receive feedback and teamwork skills. Attendance is compulsory (worth 50% of total assessment).Students must submit all assessment items in order to be eligible for a pass in this											

	subject. Students must attend 80% of workshops, classes and lectures in order to be eligible for assessment.
Prescribed Texts:	None
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>On completing this subject students will:</p> <ul style="list-style-type: none">• exhibit the ability to lead a team as well as participate as a member or a collaborate group while respecting individual differences;• confidently communicate in oral, visual and written forms;• apply theoretical knowledge to practical problems.
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	Master of Film and Television