

FLTV20013 Animation Laboratory 2

Credit Points:	12.50											
Level:	2 (Undergraduate)											
Time Commitment:	Contact Hours: 42 hrs Total Time Commitment: 120 hrs											
Prerequisites:	Animation Writing <table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>FLTV20014 Animation Research 2</td><td>Semester 1</td><td>12.50</td></tr><tr><td>FLTV20015 Animation Studio 2A</td><td>Semester 1</td><td>25</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	FLTV20014 Animation Research 2	Semester 1	12.50	FLTV20015 Animation Studio 2A	Semester 1	25
Subject	Study Period Commencement:	Credit Points:										
FLTV20014 Animation Research 2	Semester 1	12.50										
FLTV20015 Animation Studio 2A	Semester 1	25										
Corequisites:	<table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>FLTV20016 Animation Studio 2B</td><td>July</td><td>25</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	FLTV20016 Animation Studio 2B	July	25			
Subject	Study Period Commencement:	Credit Points:										
FLTV20016 Animation Studio 2B	July	25										
Recommended Background Knowledge:	None											
Non Allowed Subjects:	None											
Core Participation Requirements:	For the purposes of considering request 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 Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/											
Contact:	Contact Centre T: 13MELB (13 6352) E: 13melb@unimelb.edu.au (mailto:13melb@unimelb.edu.au)											
Subject Overview:	A study of the synergies between the creation of sound and the animated image including music video, visual music, foley and musical effects, mickey-mousing and interpretations, voices and lip-synch. An investigation into its influence, variation and impact on animation in cinema, television, games and other screens.											
Learning Outcomes:	On completion of this subject students should be able to: <ul style="list-style-type: none"># demonstrate an understanding of the creative potentials and impact of the relationship between sound and animation;# apply experimental production techniques to express screen-based ideas;# demonstrate development in their creativity and technical skills through production.											
Assessment:	Progress Reports of Experiments and Investigations (equivalent of 2,000 words) Progress Report A – 1,000 words equivalent - Due week 4 worth 25% Progress Report B – 1,000 words equivalent - Due week 8 worth 25% Experiment Folio (equivalent of 1,500 words) Due: End of Semester worth 40% Workshop Participation (Participation assessed on criteria of engagement, ability to discuss & give/receive feedback and teamwork skills) Assessment ongoing worth 10%											
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:	On completing this subject students will be able to: <ul style="list-style-type: none"># communicate in visual form;# apply lateral thinking and problem solving techniques;# apply practical knowledge to practical problems;# have developed further creative self assurance.
Links to further information:	http://vcam.unimelb.edu.au
Related Course(s):	Bachelor of Fine Arts (Animation)