FLTV70012 Animation Projects 1A

Credit Points:	12.50		
Level:	7 (Graduate/Postgraduate)		
Dates & Locations:	2014, Southbank This subject commences in the following study period/s: February, Southbank - Taught on campus.		
Time Commitment:	Contact Hours: 120 Total Time Commitment: 130 hours.		
Prerequisites:	None		
Corequisites:	Subject	Study Period Commencement:	Credit Points:
	FLTV70017 Scriptwriting 1	Year Long	25
	FLTV70016 Screen Language 1A	February	12.50
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/		
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 1A teaches craft skills in the First Semester that cover major aspects of filmmaking specific to this chosen strand of study. This subject is delivered in practical based workshops, where students learn to apply the skills taught in Screenwriting 1 and Screen Language 1A by assuming responsibility for their Semester One production. Each student will write, animate and edit his/her own exercise.		
Learning Outcomes:	This subject will: • develop an understanding of filmmaking techniques, equipment and software specific to animation; • develop an understanding of the pre and post production processes; • develop an effective understanding of the intensity of the filmmaking process.		
Assessment:	Research and Development / Studio PracticeStudents are required to demonstrate the application of research methods and studio practice to the development of their Semester One project (20%). Exercise OneExercises shall be of a short duration in length. The specific details of the production depend on the specialization and students will refer to their production guidelines handbook. Each student writes, animates and edits his/her own production (40%). Production FolioAll industry standard pre-production, production and postproduction paperwork to be handed in at a professional standard to the supervising producer on due dates		

Page 1 of 2 02/02/2017 10:14 A.M.

	(20%). Class/Workshop ParticipationParticipation assessed on criteria of engagement, the ability to discuss and give/receive feedback and teamwork skills. Attendance is compulsory (20%). 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:	On completing this subject students will be able to: • plan and organise work; • demonstrate developed creative and technical skills in the area of film and television; • effectively manage competing demands on time; • exhibit the ability to lead a team as well as participate as a member of a collaborative group whilst respecting individual differences; • communicate in oral, visual and written forms.	
Links to further information:	http://www.vcam.unimelb.edu.au/	

Page 2 of 2 02/02/2017 10:14 A.M.