

FLTV10018 Writing Animation 1

Credit Points:	12.5
Level:	1 (Undergraduate)
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 12 weeks x 3.5 hour lecture Total Time Commitment: 120 hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>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.</p> <p>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: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	Mr Paul Fletcher, Mr Robert Stephenson
Contact:	Paul Fletcher fp@unimelb.edu.au (mailto:fp@unimelb.edu.au) Robert Stephenson rhst@unimelb.edu.au (mailto:rhst@unimelb.edu.au)
Subject Overview:	An introduction to storytelling, narrative and non-narrative structures, characters and worlds. There is an emphasis on understanding the writing in an historical context in writing for an animation production. Students attend 12 lectures that include screenings and discussions. Additional unsupervised studio time is made available for students complete exercises.
Learning Outcomes:	On completion of this subject students should be able to: <ul style="list-style-type: none"> # Demonstrate an understanding of the fundamentals of story structure and context in various genres from various traditions and cultures. # Demonstrate methods of generating and researching ideas suitable for an animation screenplay. # Generate a professionally presented screenplay suitable for an animation production. # Apply modalities different to text in storytelling and and non-narrative works such as using drawing and audio. # Confidently present their ideas for feedback and reflection. # Increase their capacity to research and instigate an idea into a proposal. # Increase their capacity to take risks when developing projects.
Assessment:	Treatment Exercise words (15%) Due Week 3 Draft Screenplay Exercise (20%) Due Week 5 Final Draft Screenplay Exercise (30%) Due Week 10 Writing Folio 1000 words (25%) Due Week 12 Workshop Participation* (10%) Due: assessed ongoing.

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
Related Course(s):	Bachelor of Fine Arts (Animation)