

759-820 Assigned Projects (Animation)

Credit Points:	87.50
Level:	6 (Graduate/Postgraduate)
Time Commitment:	Contact Hours: 24 hours x 16 weeks (Semester 1); 25 hours x 16 weeks (Semester 2) Total Time Commitment: 24 hours x 16 weeks (Semester 1); 25 hours x 16 weeks (Semester 2)
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>
Subject Overview:	Lectures, demonstrations and practical exercises deal with the craft of film and television production making. Students undertake specialist screen studies and screen writing relevant to their strand of study.
Assessment:	Assessment is continuous. Research and development (10%); Professional practice (10%); Specialist studies (5%); Film Festival Report (5%); Production Folio (10%); 1 st Semester production exercises (total 1 min) (30%); 2 nd Semester production exercise (3-5 mins) (30%)
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 completion of this subject the student should be able to:</p> <ul style="list-style-type: none"> # demonstrate developed creative and technical skills in the Animation areas of Film/ Television; # plan and organise work and solve problems; # effectively manage competing demands on time; # communicate in oral, visual and written forms; # exhibit the ability to lead a team as well as participate as a member of a collaborative group while respecting individual differences; # exhibit a developing knowledge of the film, television and allied industries.
Related Course(s):	Graduate Diploma in Film and Television (Animation)