

FLTV10011 Animation Starter

Credit Points:	12.50
Level:	1 (Undergraduate)
Dates & Locations:	This subject is not offered in 2012.
Time Commitment:	Contact Hours: 10 days x 6 hour workshops. 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>
Contact:	<p>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</p>
Subject Overview:	<p>An introduction for beginners to the fundamentals of Animation Production An overview of all stages in creating an animated work from idea development to execution.</p>
Objectives:	<p>This subject aims to:</p> <ul style="list-style-type: none"> • immerse students with no prior experience in elementary practical skills and techniques in applied animation; • unearth individual strengths, preferences and ideas in the making of a creative, animated work.
Assessment:	<p>4 practical exercises equivalent to 1000 words each and worth 25% each. 2 completed during the intensive teaching period, and 2 due four weeks after teaching ends. Late submission * Unless an extension has been granted, for essays/assignments submitted after the due date, the mark a student is awarded for their work will be reduced by 10% for each day the work is late. Using electronic submission means work may be submitted on any day. * Unless an extension has been granted, assignments submitted later than 5 working days (or 1 week if due on a weekend) after the due date will not be marked, and will receive no marks. Hurdle requirements: Students must attend 80% of all scheduled classes and attempt all elements of assessment to be eligible for a pass in this subject.</p>
Prescribed Texts:	<p>RICHARD WILLIAMS, THE ANIMATOR'S SURVIVAL KIT (ISBN 0-571-20228-4) KIT LAYBOURNE, THE ANIMATION BOOK (ISBN 978-0-517-88602-1)</p>
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:

	<ul style="list-style-type: none">• have acquired basic animation and image-making skills using traditional and digital animation tools;• be able to bring a still image to life.
Related Course(s):	Bachelor of Fine Arts (Contemporary Music) Bachelor of Fine Arts (Dance) Bachelor of Fine Arts (Film and Television) Bachelor of Fine Arts (Music Theatre) Bachelor of Fine Arts (Production) Bachelor of Fine Arts (Theatre Practice) Bachelor of Fine Arts (Visual Art)