

FLTV70013 Animation Projects 1B

Credit Points:	37.50								
Level:	7 (Graduate/Postgraduate)								
Dates & Locations:	2012, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.								
Time Commitment:	Contact Hours: 280 Total Time Commitment: 300 hours.								
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV70012 Animation Projects 1A</td> <td>Semester 1</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	FLTV70012 Animation Projects 1A	Semester 1	12.50
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FLTV70012 Animation Projects 1A	Semester 1	12.50							
Corequisites:	None								
Recommended Background Knowledge:	None								
Non Allowed Subjects:	None								
Core Participation Requirements:	<p>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/</p>								
Coordinator:	Ms Sandra Sciberras								
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>Animation Projects 1B further develops craft skills covering major aspects of filmmaking in the Second Semester. Each student assumes responsibility for writing, animating and editing his or her production. This work is completed both creatively and technically to a professional level.</p>								
Objectives:	<p>This subject will enable students to:</p> <ul style="list-style-type: none"> • demonstrate a knowledge of animation techniques, equipment and software through creative and professional application of that knowledge to a production; • effectively understand the intensity of the filmmaking process and its impact on leadership; • effectively understand the collaborative skills required when working in a studio environment; • develop the skills specifically of a director when applying to their own production; • manage the pre and post-production requirements both creatively and professionally. 								
Assessment:	<p>Studio Practice Students are required to demonstrate an understanding of studio professional practice through the process of animating their Semester 2 production (20%). Production Folio All industry standard pre-production, production and postproduction paperwork to be handed in at a professional standard to the Supervising Producer on due dates (20%). Semester 2 Production This production shall be of a short duration - the specific details of the production length depend on the specialization and students will refer to their production</p>								

	guidelines handbook. Each student writes, animates and edits his/her own production (60%). 1 internal staff assessor and 2 external industry assessors assess this production. 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:	<p>On completing this subject students will be able to:</p> <ul style="list-style-type: none"> • plan and organise work and to solve problems; • demonstrate developed creative and technical skills in the area of film and television; • effectively manage competing demands on time and deliver professional standards; • exhibit the ability to lead a team as well as participate as a member or a collaborate group while respecting individual differences; • exhibit a developing knowledge of the film, television and allied industries; • communicate in oral, visual and written forms; • contribute independent and creative thought towards contemporary cultural developments and new ideas.
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	Master of Film and Television