

FLTV70015 Animation Projects 2B

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>FLTV70014 Animation Projects 2A</td> <td>Semester 1</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	FLTV70014 Animation Projects 2A	Semester 1	12.50
Subject	Study Period Commencement:	Credit Points:							
FLTV70014 Animation Projects 2A	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>In Animation Projects 2B, each student assumes responsibility for writing and animating his or her own major production. This animation project will be completed to a professional level both creatively and technically. Students will crew/collaborate on other student productions depending on their strand of study.</p>								
Objectives:	<p>On completing this subject students will demonstrate advanced practical animation skills through:</p> <ul style="list-style-type: none"> • writing, directing and editing an innovative short animated motion picture program at a high professional standard; • applying production techniques to express screen-based ideas; • leading and participating in a collaborative team at an advanced level. 								
Assessment:	<p>Studio Practice Students are required to demonstrate an advanced understanding of studio professional practice through the process of animating their Major Production (20%). Production Folio All industry standard pre-production, production and post production paperwork to be handed in to supervising producer on due dates and of a professional standard (10%). Major Production This project shall be of a longer duration than those of Animation Projects 1A & 1B - the specific details of the production length depend on the specialization and students will</p>								

	refer to their production guidelines handbook. Each student writes and animates his/her own production. 1 internal staff assessor and 2 external industry assessors assess this production (70%). 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:</p> <ul style="list-style-type: none"> • demonstrate advanced creative and technical skills in the area of animation for film and television; • confidently manage competing demands on time including self-directed production work; • communicate at an advanced level in oral and written form and through screen production, for a wide variety of audiences; • exhibit a developed knowledge of the film, television and allied industries; • exhibit a developed set of flexible and transferable skills for different types of employment.
Links to further information:	http://www.vcam.unimelb.edu.au/
Related Course(s):	Master of Film and Television