

FLTV10016 Animation Studio 1A

Credit Points:	25											
Level:	1 (Undergraduate)											
Dates & Locations:	This subject is not offered in 2013.											
Time Commitment:	Contact Hours: 84 Hours Total Time Commitment: 240 Hours											
Prerequisites:	None											
Corequisites:	Corequisite must be taken in the same study period. <table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>FLTV10018 Writing Animation 1</td><td>Not offered 2013</td><td>12.50</td></tr><tr><td>FLTV10017 Animation Research 1</td><td>Not offered 2013</td><td>12.50</td></tr></table>			Subject	Study Period Commencement:	Credit Points:	FLTV10018 Writing Animation 1	Not offered 2013	12.50	FLTV10017 Animation Research 1	Not offered 2013	12.50
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FLTV10018 Writing Animation 1	Not offered 2013	12.50										
FLTV10017 Animation Research 1	Not offered 2013	12.50										
Recommended Background Knowledge:	None											
Non Allowed Subjects:	None											
Core Participation Requirements:	<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>											
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:	Animation Studio 1A provides students with an introduction to a broad suite of craft & production skills & concepts essential to animated filmmaking; including Drawing for Animation, Directing Animated Actors, Creating Characters and Worlds for Animation with a variety of methods. Students have the opportunity to create a folio of short exercises, and collaborate with other students.											
Objectives:	On completion of this subject students should be able to: # Demonstrate a practical understanding of a variety of animation methods through a folio of exercises and animation challenges # Demonstrate practical filmmaking skills with analogue and digital technologies # Apply production techniques to express screen-based ideas # Work effectively in a studio environment # Demonstrate observational and analytical drawing skills for animation # Apply production techniques to express screen-based ideas # Demonstrate development in their creativity, innovation, and technical skills through production exercises.											
Assessment:	Drawing Folio (6 x Pre-Production designs or equivalent)- week 7 (25%) Production Exercise Folio (6 x 5 second animation tests or equivalent)- weeks 12 (65%) Workshop Participation*											

	- ongoing (10%) *Participation assessed on criteria of engagement, ability to discuss & give/receive feedback and teamwork skills. 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.
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:	On completing this subject students will be able to: # Communicate in visual form; # Plan and organise their work and solve problems; # Lead a team and work collaboratively; # Apply practical knowledge to practical problems; Begin to develop a set of flexible and transferable skills for different types of employment.
Related Course(s):	Bachelor of Fine Arts (Animation)