

## FLTV70007 Assigned Projects (Animation)

<b>Credit Points:</b>	87.50
<b>Level:</b>	7 (Graduate/Postgraduate)
<b>Dates &amp; Locations:</b>	This subject is not offered in 2013.
<b>Time Commitment:</b>	Contact Hours: 18 hours per week (Semester 1); 22 hours per week (Semester 2) Total Time Commitment: Students are expected to commit to an average of 22 hours formal contact plus 18 hours private study per week (combination of on and off campus)
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	For the purposes of considering request 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 Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: <a href="http://www.services.unimelb.edu.au/disability/">http://www.services.unimelb.edu.au/disability/</a>
<b>Contact:</b>	Faculty of the VCA and Music Student Centre Email: <a href="mailto:vcam-info@unimelb.edu.au">vcam-info@unimelb.edu.au</a> Tel: +61 3 9685 9419 Fax: +61 3 9685 9358 Web: <a href="http://www.vcam.unimelb.edu.au">www.vcam.unimelb.edu.au</a>
<b>Subject Overview:</b>	Each student will assume responsibility for writing, directing and editing a substantive program of short duration at a professional level both creatively and technically. Students will also gain a working knowledge of the Film, Television and allied industries. Students will undertake craft upgrade and/or master classes and will crew/collaborate on other student productions.
<b>Objectives:</b>	On completion of this subject the student should be able to: <ul style="list-style-type: none"> <li># write, direct and edit an innovative short motion picture program at a high professional standard in Animation;</li> <li># experiment and develop their own creativity for the screen;</li> <li># research and problem solve;</li> <li># lead and participate at an advanced level in a collaborative team.</li> </ul>
<b>Assessment:</b>	Professional practice report of 2,000 words or equivalent (10%); Industry studies 2 week industry placement and report or industry-related research paper 2,000 words or equivalent (10%); Crewing on a minimum of 2 productions (20%); Screen studies 1,000 words or equivalent (5%); Working methods 1,000 words or equivalent (5%); Major production ( 3-10 mins)(50%). (*Participation assessed on criteria of attendance, punctuality, ability to discuss, give/receive feedback and teamwork skills.)
<b>Prescribed Texts:</b>	None
<b>Recommended Texts:</b>	None
<b>Breadth Options:</b>	This subject is not available as a breadth subject.
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	On completion of this subject the student should be able to: <ul style="list-style-type: none"> <li># demonstrate advanced creative and technical skills in the Animation areas of Film/ Television;</li> </ul>

- # plan and organise work and solve problems;
- # 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 audience;
- # exhibit an advanced ability to lead a team as well as participate well as a member of a collaborative team while respecting individual differences;
- # exhibit a developed knowledge of the film, television and allied industries.