

FINA10037 Drawing on Animation

Credit Points:	12.50
Level:	1 (Undergraduate)
Dates & Locations:	This subject is not offered in 2014.
Time Commitment:	Contact Hours: Intensive Mode: 7hrs per day for 6 days (42 hours) Total Time Commitment: 170 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 MCM 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>Under Camera Animation is the process of creating an animated film, frame by frame, directly 'in camera'. Anything that can be placed in front of the camera can be animated, including drawings and paintings, found objects, paper cut-outs, sand and clay.</p> <p>In this course students will be introduced to contemporary and historical under camera techniques, films, and film makers. They will then be guided through the process of developing and creating their own short animated films. This will be done using the materials/techniques of their choice and their own digital stills cameras.</p> <p><i>This subject has an enrolment quota and therefore places are limited. Selection is based on students firstly enrolling via the portal and then have fully registered successfully. Students enrolling but not registering cannot be accepted. You are advised to enrol early so that you can register as soon as the registration system opens. Confirmation of your successful enrolment and registration will be provided by the VCA & MCM Student Centre at least one week prior to teaching. Students who have not successfully completed both enrolment and registration will also be advised.</i></p> <p><i>The timetable will show the subject runs for 2 weeks, but in actual fact students only attend for 1 week. We run one block after the other – see below. Please contact the Student Centre if you have questions.</i></p> <p><i>Block 1</i></p> <p><i>Groups 1 & 2</i></p> <p><i>Day 1-6 (on campus)</i></p> <p><i>Day 2-13 (off campus) complete research journal</i></p>

	<p><i>Block 2</i></p> <p><i>Groups 3 & 4</i></p> <p><i>Days 7-12 (on campus)</i></p> <p><i>Day 13-19 (off campus) complete research journal</i></p>
Learning Outcomes:	<p>This subject aims:</p> <ul style="list-style-type: none"> • to explore and develop skills for drawing and imaging languages pertinent to animation and introduce students to the craft of experimental animation; • to provide an introduction to the knowledge and skills required to effectively work with the animated image.
Assessment:	<p>Assessment is based on: 1. a short animated film, due day 14 of the programme (75%); 2. related sketchbook/drawings/journal (25%). Ongoing feedback is provided to students throughout the subject's duration via individual and group discussion. The following criteria will be considered: • Course Engagement • Work Development Attendance Hurdle: 80% class attendance is required for work undertaken to be considered for assessment purposes.</p>
Prescribed Texts:	Prescribed reading will be announced through LMS
Recommended Texts:	Recommended reading will be announced through LMS
Breadth Options:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2014/B-ARTS) # Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2014/B-BMED) # Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2014/B-COM) # Bachelor of Music (https://handbook.unimelb.edu.au/view/2014/B-MUS) # Bachelor of Science (https://handbook.unimelb.edu.au/view/2014/B-SCI) <p>You should visit learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
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"> • display an awareness of the graphic possibilities of a variety of concepts, materials and practices; • exhibit evidence of skill development both pictorially and technically as a means of independent image making; • indicate evidence of individual research in the relevant area of practice; • demonstrate capacities for artistic imagination, creativity, transformation and interpretation; • demonstrate an open, independent and inquiring attitude towards contemporary cultural developments and new ideas.
Links to further information:	http://handbook.unimelb.edu.au/breadth/
Notes:	Incidental Fees will apply for the purpose of accessing the workshop and purchase of materials as relevant.
Related Course(s):	<p>Bachelor of Fine Arts (Animation)</p> <p>Bachelor of Fine Arts (Contemporary Music)</p> <p>Bachelor of Fine Arts (Film and Television)</p> <p>Bachelor of Fine Arts (Music Theatre)</p> <p>Bachelor of Fine Arts (Production)</p> <p>Bachelor of Fine Arts (Screenwriting)</p>

Bachelor of Fine Arts (Theatre Practice)
Bachelor of Fine Arts (Visual Art)