FLTV10019 Animation Studio 1B

Credit Points:	25
Level:	1 (Undergraduate)
Dates & Locations:	2014, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 84 Hours Total Time Commitment: 240 Hours
Prerequisites:	Animation Studio 1A (not to be taken concurrently)

Subject	Study Period Commencement:	Credit Points:
FLTV10016 Animation Studio 1A	Semester 1	25

Corequisites:

Subject	Study Period Commencement:	Credit Points:
FLTV10020 Animation Lab 1	July	12.50

Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	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: http://www.services.unimelb.edu.au/disability/
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Subject Overview:	**Animation Studio 1B** provides students with a practical production based learning experience that will develop knowledge and skills in seeing an animation production through all stages of Development, Production and Post Production to a Desktop Level of Production. Students will have the opportunity to produce a well-developed short animated project from script to screen.
Learning Outcomes:	On completion of this subject students should be able to:- # Take an idea through script to screen production; # Apply production techniques to express screen-based ideas; # Demonstrate development in their creativity, innovation and technical skills through production exercises.
Assessment:	Script and Storyboard Animatic (1 x 30 second script, 1 x 30 second animatic or equivalent) (25%); Production Exercise (1 x 30 second animated production or equivalent) (40%); Production Report or Equivalent Studio Presentation (1 x 15 minute presentation or equivalent) (25%); Workshop Participation* (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; # 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)