

# FLTV10020 Animation Lab 1

<b>Credit Points:</b>	12.50						
<b>Level:</b>	1 (Undergraduate)						
<b>Time Commitment:</b>	Contact Hours: 42 Hours Total Time Commitment: 120 Hours						
<b>Prerequisites:</b>	None						
<b>Corequisites:</b>	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV10019 Animation Studio 1B</td> <td>Semester 2</td> <td>25</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV10019 Animation Studio 1B	Semester 2	25
Subject	Study Period Commencement:	Credit Points:					
FLTV10019 Animation Studio 1B	Semester 2	25					
<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>	<p>Paul Fletcher  <a href="mailto:fp@unimelb.edu.au">fp@unimelb.edu.au</a> (<a href="mailto:fp@unimelb.edu.au">mailto:fp@unimelb.edu.au</a>)</p> <p>Robert Stephenson  <a href="mailto:rhst@unimelb.edu.au">rhst@unimelb.edu.au</a> (<a href="mailto:rhst@unimelb.edu.au">mailto:rhst@unimelb.edu.au</a>)</p>						
<b>Subject Overview:</b>	An experiential introduction to the history, current context and developing opportunities for experiments in animation as artistic practice or industry innovation.						
<b>Learning Outcomes:</b>	<p>On completion of this subject students should be able to:-</p> <ul style="list-style-type: none"> <li># Demonstrate an understanding of experimental animation methods and concepts;</li> <li># Have a good knowledge of the history and current context of experimental and innovative; animation production methods and concepts;</li> <li># Apply experimental production techniques to express screen-based ideas;</li> <li># Demonstrate development in their creativity and technical skills through production.</li> </ul>						
<b>Assessment:</b>	Two Progress Reports of Experiments and Investigation (2 x 15 minute presentations or equivalent) (40%); Folio of Practical Experiments: 1 (30 second animated sequence or equivalent) (50%); 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.						
<b>Prescribed Texts:</b>	Russet and Starr EXPERIMENTAL ANIMATION - ISBN-10: 0306803143 Kit Laybourne, THE ANIMATION BOOK - ISBN 978-0-517-88602-1 A. L Rees A HISTORY OF EXPERIMENTAL FILM AND VIDEO - ISBN-10: 1844574369						
<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>	<p>On completing this subject students will be able to:-</p> <ul style="list-style-type: none"> <li># Communicate in visual form;</li> </ul>						

	<ul style="list-style-type: none"><li># Lateral thinking and problem solving;</li><li># Apply practical knowledge to practical problems;</li><li># Develop confidence in innovating and experimenting.</li></ul>
<b>Related Course(s):</b>	Bachelor of Fine Arts (Animation)