

## FLTV90011 Graphics for Screen

<b>Credit Points:</b>	12.50						
<b>Level:</b>	9 (Graduate/Postgraduate)						
<b>Dates &amp; Locations:</b>	This subject is not offered in 2014.						
<b>Time Commitment:</b>	Contact Hours: 3 hours per week for 12 weeks Total Time Commitment: 120 hours per semester						
<b>Prerequisites:</b>	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV90009 Design Documentation and Communication B</td> <td>Semester 2</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV90009 Design Documentation and Communication B	Semester 2	12.50
Subject	Study Period Commencement:	Credit Points:					
FLTV90009 Design Documentation and Communication B	Semester 2	12.50					
<b>Corequisites:</b>	None						
<b>Recommended Background Knowledge:</b>	Basic competence in the use of graphic software program Adobe Photoshop						
<b>Non Allowed Subjects:</b>	None						
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;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.&lt;/p&gt; &lt;p&gt;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: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p>						
<b>Contact:</b>	<p><b>Faculty of the VCA &amp; MCM Student Centre</b>  Ground Floor, Elisabeth Murdoch Building (Bldg 860)  Southbank Campus  234 St Kilda Road, Southbank, 3006</p> <p><b>Enquiries</b>  Phone: 13 MELB (13 6352)  Email: 13MELB@unimelb.edu.au</p>						
<b>Subject Overview:</b>	<p>In this subject students with further develop their skills in utilising computer-based graphics software for the purposes of communicating their design concepts as well as producing items for actual use in the film production process, like printed properties and screen graphics.</p> <p>In a series of lectures and computer lab-based tutorials students learn the principles of graphic design and typography through applying these concepts to practical projects aligned with industry practices.</p>						
<b>Learning Outcomes:</b>	<p>On completion of this subject students should be able to</p> <ul style="list-style-type: none"> <li># Utilise a variety of graphics software</li> <li># Produce a variety of properties and dressings for screen that include graphic components</li> <li># Demonstrate an understanding of the principles of graphic design</li> <li># Demonstrate an understanding of the principles of typography</li> </ul>						
<b>Assessment:</b>	<p>Project 1 (equivalent to 2000 words) Due mid semester, worth 40% Digital design folio: Printed designs Copies of digital files Props with graphics components Project 2 (equivalent to 3000 words) Due end of semester, worth 60% Digital design folio: Printed designs Copies of digital files Props with graphics components Hurdle Requirement 80% attendance</p>						
<b>Prescribed 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>	<p>On completion of the subject students should have developed</p> <ul style="list-style-type: none"><li># Creative problem-solving skills</li><li># The ability to be organised and methodical in their approach to documenting a design concept</li><li># The ability to communicate highly effectively through visual and verbal means</li><li># Knowledge of industry standards and practices</li></ul>