

FLTV10016 Animation Studio 1A

Credit Points:	25									
Level:	1 (Undergraduate)									
Dates & Locations:	2015, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.									
Time Commitment:	Contact Hours: 84 Hours Total Time Commitment: 240 Hours									
Prerequisites:	None									
Corequisites:	Corequisite must be taken in the same study period. <table border="1" data-bbox="387 600 1485 801"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV10018 Writing Animation 1</td> <td>Semester 1</td> <td>12.50</td> </tr> <tr> <td>FLTV10017 Animation Research 1</td> <td>Semester 1</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV10018 Writing Animation 1	Semester 1	12.50	FLTV10017 Animation Research 1	Semester 1	12.50
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FLTV10017 Animation Research 1	Semester 1	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/									
Coordinator:	Mr Paul Fletcher, Mr Robert Stephenson									
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Subject Overview:	Animation Studio 1A provides students with an introduction to a broad suite of craft & production skills & concepts essential to animated filmmaking; including Drawing for Animation, Directing Animated Actors, Creating Characters and Worlds for Animation with a variety of methods. Students have the opportunity to create a folio of short exercises, and collaborate with other students.									
Learning Outcomes:	On completion of this subject students should be able to: <ul style="list-style-type: none"> # Demonstrate a practical understanding of a variety of animation methods through a folio of exercises and animation challenges; # Demonstrate practical filmmaking skills with analogue and digital technologies; # Apply production techniques to express screen-based ideas; # Work effectively in a studio environment; # Demonstrate observational and analytical drawing skills for animation; # Apply production techniques to express screen-based ideas; # Demonstrate development in their creativity, innovation, and technical skills through production exercises. 									

Assessment:	Drawing Folio (6 x Pre-Production designs or equivalent)- week 7 (25%) Production Exercise Folio (6 x 5 second animation tests or equivalent)- weeks 12 (65%) Workshop Participation* - ongoing (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: <ul style="list-style-type: none"> # Communicate in visual form; # Plan and organise their work and solve problems; # Lead a team and work collaboratively; # 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)