

## FLTV20016 Animation Studio 2B

<b>Credit Points:</b>	25								
<b>Level:</b>	2 (Undergraduate)								
<b>Dates &amp; Locations:</b>	2015, Southbank This subject commences in the following study period/s: Semester 2, Southbank - Taught on campus.								
<b>Time Commitment:</b>	Contact Hours: 84 hours Total Time Commitment: 240 hours								
<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>FLTV20015 Animation Studio 2A</td> <td>Semester 1</td> <td>25</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	FLTV20015 Animation Studio 2A	Semester 1	25
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FLTV20015 Animation Studio 2A	Semester 1	25							
<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>FLTV20013 Animation Laboratory 2</td> <td>Semester 2</td> <td>12.50</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	FLTV20013 Animation Laboratory 2	Semester 2	12.50
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<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>Coordinator:</b>	Mr Paul Fletcher, Mr Robert Stephenson								
<b>Contact:</b>	<b>Contact Centre</b> T: 13MELB (13 6352) E: <a href="mailto:13melb@unimelb.edu.au">13melb@unimelb.edu.au</a> (mailto:13melb@unimelb.edu.au)								
<b>Subject Overview:</b>	<b>Animation Studio 2B</b> Students plan, design and produce a short animated film. This production is to be completed to a professional broadcast standard.								
<b>Learning Outcomes:</b>	On completion of this subject students should be able to:- <ul style="list-style-type: none"> <li># demonstrate an extension of their understanding of animation methods through a folio of exercises and animation challenges;</li> <li># demonstrate developed animation filmmaking skills with analog and digital technologies;</li> <li># apply production techniques to express screen-based ideas;</li> <li># demonstrate further development in their creativity through production and show an understanding of professional requirements;</li> <li># work effectively in a studio environment;</li> <li># demonstrate observational and analytical drawing skills for animation.</li> </ul>								
<b>Assessment:</b>	Pre-Production Documents (25%) (equivalent of 1500 words) Due: week 7, worth 25% Production Exercise (40%) (equivalent of 2000 words) Due: End Semester, worth 40% Production Report or Equivalent Studio Presentation (25%) (equivalent of 1500 words) Due End Semester, worth 25% Workshop Participation (10%) Due: Assessed ongoing (Participation								

	assessed on criteria of engagement, ability to discuss & give/receive feedback , studio practice and collaboration skills) Assessment ongoing, worth 10%
<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 completing this subject students will be able to:-</p> <ul style="list-style-type: none"> <li># communicate in visual form;</li> <li># plan and organise their work within the resources and time frame available.</li> <li># lead a team and work collaboratively;</li> <li># apply practical knowledge to practical problems;</li> <li># begin to develop a set of flexible and transferable skills for different types of employment.</li> </ul>
<b>Related Course(s):</b>	Bachelor of Fine Arts (Animation)