

FLTV30018 Animation Lab 3

Credit Points:	12.5									
Level:	3 (Undergraduate)									
Dates & Locations:	2015, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.									
Time Commitment:	Contact Hours: 42 hours Total Time Commitment: 170 hours									
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV10020 Animation Lab 1</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>FLTV20013 Animation Laboratory 2</td> <td>Semester 2</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV10020 Animation Lab 1	Semester 2	12.50	FLTV20013 Animation Laboratory 2	Semester 2	12.50
Subject	Study Period Commencement:	Credit Points:								
FLTV10020 Animation Lab 1	Semester 2	12.50								
FLTV20013 Animation Laboratory 2	Semester 2	12.50								
Corequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV30020 Animation Studio 3</td> <td>Year Long</td> <td>50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV30020 Animation Studio 3	Year Long	50			
Subject	Study Period Commencement:	Credit Points:								
FLTV30020 Animation Studio 3	Year Long	50								
Recommended Background Knowledge:	Bachelor of Fine Arts (Animation) Year 1 and Year 2									
Non Allowed Subjects:	None									
Core Participation Requirements:	<p><p>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.</p> <p>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: http://services.unimelb.edu.au/disability</p></p>									
Coordinator:	Mr Paul Fletcher, Mr Robert Stephenson									
Contact:	Paul Fletcher fp@unimelb.edu.au Robert Stephenson rhst@unimelb.edu.au									
Subject Overview:	Study in the forms of animation applied to screens in galleries, public spaces, live performances and on-line, games, downloadable and social and mobile formats questioning what is 'film and television'. Students in groups create a short animated exercise for a 'other' screen. Students may utilise and re-issue material created in exercises from other subjects.									
Learning Outcomes:	On completion of this subject students should be able to:- <ul style="list-style-type: none"> # demonstrate an understanding of projection art; # demonstrate a knowledge of current, new and emerging screens; # have a good knowledge of working in a cross disciplinary team; # apply experimental production techniques to express screen-based ideas; 									

	# demonstrate development in their creativity and technical skills through production.
Assessment:	2 Progress Report Presentations of Experiments +Investigations (equiv 1,500 words) - Week 4 (50%) Practical Experiment Folio (equiv 2500 words) - End of Semester (40%) Workshop Participation - Ongoing (10%)
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; # lateral thinking and problem solving; # apply practical knowledge to practical problems.
Related Course(s):	Bachelor of Fine Arts (Animation)