

FLTV30021 Collaborative Production

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>FLTV10016 Animation Studio 1A</td> <td>Semester 1</td> <td>25</td> </tr> <tr> <td>FLTV10019 Animation Studio 1B</td> <td>Semester 2</td> <td>25</td> </tr> <tr> <td>FLTV20015 Animation Studio 2A</td> <td>Semester 1</td> <td>25</td> </tr> <tr> <td>FLTV20016 Animation Studio 2B</td> <td>Semester 2</td> <td>25</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV10016 Animation Studio 1A	Semester 1	25	FLTV10019 Animation Studio 1B	Semester 2	25	FLTV20015 Animation Studio 2A	Semester 1	25	FLTV20016 Animation Studio 2B	Semester 2	25
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Corequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV30019 Animation Research 3</td> <td>Semester 2</td> <td>12.50</td> </tr> <tr> <td>FLTV30020 Animation Studio 3</td> <td>Year Long</td> <td>50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV30019 Animation Research 3	Semester 2	12.50	FLTV30020 Animation Studio 3	Year Long	50						
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FLTV30020 Animation Studio 3	Year Long	50														
Recommended Background Knowledge:	None															
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:	An experiential introduction to working collaboratively with Animation related disciplines, planning and executing a project with a negotiated animation component.															
Learning Outcomes:	On completion of this subject students should be able to: <ul style="list-style-type: none"> # demonstrate an understanding of applying animation in collaborative teams # have a good knowledge of working in a cross disciplinary team 															

	<ul style="list-style-type: none"> # apply a variety of production techniques to express screen-based ideas # demonstrate development in their creativity and technical skills through production
Assessment:	Negotiated Proposal Document (equivalent to 500 words) - Week 4 (10%) Concept Treatment (equivalent to 1000 words) - Week 8 (10%) Documentation of Collaboration (equivalent to 500 words) - Week 12 (30%) Presentation (equivalent to 1000 words) - Staggered from Week 8 to End of Semester (50%)
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
Related Course(s):	Bachelor of Fine Arts (Animation)