

## FLTV70033 Post & VFX Projects 2B

| Credit Points:                    | 37.5  |                |  |         |                            |                |                                  |                  |       |
|-----------------------------------|---|----------------|--|---------|----------------------------|----------------|----------------------------------|------------------|-------|
| Level:                            | 7 (Graduate/Postgraduate)   |                |  |         |                            |                |                                  |                  |       |
| Dates & Locations:                | This subject is not offered in 2015.  |                |  |         |                            |                |                                  |                  |       |
| Time Commitment:                  | Contact Hours: 280 Total Time Commitment: 300 Hours   |                |  |         |                            |                |                                  |                  |       |
| Prerequisites:                    | <table><tr><th>Subject</th><th>Study Period Commencement:</th><th>Credit Points:</th></tr><tr><td>FLTV70032 Post &amp; VFX Projects 2A</td><td>Not offered 2015</td><td>12.50</td></tr></table>   |                |  | Subject | Study Period Commencement: | Credit Points: | FLTV70032 Post & VFX Projects 2A | Not offered 2015 | 12.50 |
| Subject                           | Study Period Commencement:  | Credit Points: |  |         |                            |                |                                  |                  |       |
| FLTV70032 Post & VFX Projects 2A  | Not offered 2015  | 12.50          |  |         |                            |                |                                  |                  |       |
| Corequisites:                     | None  |                |  |         |                            |                |                                  |                  |       |
| Recommended Background Knowledge: | None  |                |  |         |                            |                |                                  |                  |       |
| Non Allowed Subjects:             | None  |                |  |         |                            |                |                                  |                  |       |
| Core Participation Requirements:  | <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> |                |  |         |                            |                |                                  |                  |       |
| Contact:                          | <b>Faculty of the VCA and Music Student Centre</b><br>Ground Floor, Elisabeth Murdoch Building (Bldg 860)<br>Southbank Campus<br>234 St Kilda Road, Southbank, 3006<br>Enquiries<br>Phone: 13 MELB (13 6352)<br>Email: 13MELB@unimelb.edu.au  |                |  |         |                            |                |                                  |                  |       |
| Subject Overview:                 | In Post & VFX Projects 2B, each student assumes responsibility for writing, directing, editing and post producing his or her own major production, whilst also creating the VFX elements for that production as applicable. This project will be completed creatively and technically to a professional level. Students are encouraged to collaborate on other student productions by providing postproduction and VFX assistance where possible. Students may elect to shoot components of their major production on or off campus depending on the locations required.or assessment.  |                |  |         |                            |                |                                  |                  |       |
| Learning Outcomes:                | This subject will enable students to demonstrate advanced practical postproduction skills including editing, colour grading and integration of VFX through: <ul style="list-style-type: none"><li>• writing, directing, editing and postproduction of an innovative short motion picture program with integrated VFX elements at a high professional standard;</li><li>• The application of production techniques to express screen-based ideas;</li><li>• The leading of, and participation in, a collaborative team at an advanced level.</li></ul>   |                |  |         |                            |                |                                  |                  |       |
| Assessment:                       | Research, Development and Collaborative WorkStudents are required to demonstrate the application of research methods and methodologies developed for their Major Production and also applied to any collaborative work undertaken (20 of total mark). Production FolioAll industry standard pre-production, production and post production paperwork to be handed in to supervising producer on due dates and of a professional standard (10% of total mark).Major ProductionThis project shall be of a longer duration than those of Post & VFX Projects 1A & 1B - the specific details of the production length depend on the specialization and students will refer to their production guidelines handbook. Each student writes, directs, edits and   |                |  |         |                            |                |                                  |                  |       |

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|                                      | post produces his/her own production and also creates the visual effects for that project as required.1 internal staff assessor and 2 external industry assessors assess this production (70% of total mark).Students must submit all assessment items in order to be eligible for a pass in this subject. Students must attend 80% of workshops, classes and lectures in order to be eligible for assessment.   |
| <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:</p> <ul style="list-style-type: none"> <li># demonstrate advanced creative and technical skills in the areas of postproduction and VFX for film and television;</li> <li># confidently manage competing demands on time including self-directed production work;</li> <li># communicate at an advanced level in oral and written form and through screen production, for a wide variety of audience;</li> <li># exhibit a developed knowledge of the film, television and allied industries;</li> <li># exhibit a developed set of flexible and transferable skills for different types of employment.</li> </ul> |
| <b>Links to further information:</b> | <a href="http://www.vcam.unimelb.edu.au/">http://www.vcam.unimelb.edu.au/</a>  |