

Animation

Year and Campus:	2016														
Coordinator:	Ms Nicolette Freeman														
Contact:	<p>Currently enrolled students:</p> <ul style="list-style-type: none"> # General information: https://ask.unimelb.edu.au (https://ask.unimelb.edu.au/) # Contact Stop 1 (http://students.unimelb.edu.au/stop1) <p>Future students:</p> <ul style="list-style-type: none"> # Further information: VCA website (http://vca.unimelb.edu.au/study/degrees/bachelor-of-fine-arts-honours-animation/overview) # Email: vcamcm-enquiries@unimelb.edu.au 														
Overview:	<p>The Bachelor of Fine Arts (Honours), specialising in Animation, aims to provide an opportunity for candidates under the guidance of their supervisor to engage in independent research in their chosen field of artistic practice. The degree will introduce students to practice-led research skills and methodologies toward producing a creative work major project and related research paper. The degree seeks to introduce graduates of proven ability and aptitude to research training and develop their capacity for devising, defining and managing a major project. It also provides candidates with a direct pathway to a masters research degree as well as equips them to work as professional practicing artists in their chosen field of specialisation.</p>														
Learning Outcomes:	<p>The BFA (Honours) aims to provide opportunities for suitably qualified candidates to develop their potential for practice-led research as well as attain in-depth knowledge of their field of practice and contribute to the understandings of contemporary artistic practice and theories of art and culture. Emphasis on independent research required in devising and managing a major creative project and research paper prepares candidates for critical and creative thinking and problem solving with an aptitude for continued self-directed learning.</p>														
Structure & Available Subjects:	<p>The Bachelor of Fine Arts (Degree with Honours) is a highly specialised undergraduate degree consisting of 100 points and comprises 75 points of one major project along with 25 points of research related subjects.</p>														
Subject Options:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV40004 Major Project (Animation)</td> <td>Not offered 2016</td> <td>75</td> </tr> <tr> <td>FLTV40005 Research Methods (Animation)</td> <td>Not offered 2016</td> <td>12.5</td> </tr> <tr> <td>FLTV40006 Research Paper (Animation)</td> <td>Not offered 2016</td> <td>12.5</td> </tr> </tbody> </table>			Subject	Study Period Commencement:	Credit Points:	FLTV40004 Major Project (Animation)	Not offered 2016	75	FLTV40005 Research Methods (Animation)	Not offered 2016	12.5	FLTV40006 Research Paper (Animation)	Not offered 2016	12.5
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Notes:	<p>Graduates may progress to a wide range of graduate coursework programs as well as research higher degree programs</p>														
Related Course(s):	Bachelor of Fine Arts (Degree with Honours)														