

FLTV70024 Post & VFX Projects 1B

Credit Points:	37.5						
Level:	7 (Graduate/Postgraduate)						
Dates & Locations:	This subject is not offered in 2016.						
Time Commitment:	Contact Hours: 280. Total Time Commitment: 300 Hours						
Prerequisites:	<table border="1"> <thead> <tr> <th>Subject</th> <th>Study Period Commencement:</th> <th>Credit Points:</th> </tr> </thead> <tbody> <tr> <td>FLTV70021 Post & VFX Projects 1A</td> <td>Not offered 2016</td> <td>12.50</td> </tr> </tbody> </table>	Subject	Study Period Commencement:	Credit Points:	FLTV70021 Post & VFX Projects 1A	Not offered 2016	12.50
Subject	Study Period Commencement:	Credit Points:					
FLTV70021 Post & VFX Projects 1A	Not offered 2016	12.50					
Corequisites:	None						
Recommended Background Knowledge:	None						
Non Allowed Subjects:	None						
Core Participation Requirements:	<p>For the purposes of considering requests 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 Overview, Objectives, Assessment and Generic Skills sections of this entry. 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 the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/</p>						
Contact:	<p>Faculty of the VCA and Music Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006 Enquiries Phone: 13 MELB (13 6352) Email: 13MELB@unimelb.edu.au</p>						
Subject Overview:	<p>Post & VFX Projects 1B further develops craft skills in both postproduction and VFX aspects of filmmaking in the Second Semester. Each student assumes responsibility for writing, directing, editing and post producing his or her production - including the creation of VFX components as applicable. This work is completed both creatively and technically to a professional level. Students are encouraged to collaborate on student productions in other streams through the provision of VFX and postproduction assistance. Students may elect to produce their Semester Two production on or off campus depending on the necessary locations.</p>						
Learning Outcomes:	<p>This subject will enable students to:</p> <ul style="list-style-type: none"> • demonstrate a knowledge of postproduction and VFX techniques, equipment and software through creative and professional application of that knowledge to a production; • effectively understand the intensity of the filmmaking process and its impact on leadership; • effectively understand the leadership skills required when working in a postproduction environment; • develop the skills specifically of a postproduction specialist and/or VFX artist through application to their own production; • manage the pre and post-production requirements both creatively and professionally. 						
Assessment:	<p>Research, Development and Collaborative Work Students are required to demonstrate the application of research methods and methodologies developed for their Semester Two project and also applied to any collaborative work undertaken (20% of total mark). Production Folio All industry standard pre-production, production and postproduction paperwork to be handed in at a professional standard to the Supervising Producer on due dates (20% of total mark). Semester 2 Production This production shall be of a short duration - the specific details of the production</p>						

	length depend on the specialization and students will refer to their production guidelines handbook. Each student writes, directs, edits and 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 (60% 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.
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:	<p>On completing this subject students will be able to:</p> <ul style="list-style-type: none"> • plan and organise work and to solve problems; • demonstrate developed creative and technical skills in the area of film and television; • effectively manage competing demands on time and deliver professional standards; • lead a team as well as participate as a member or a collaborate group while respecting individual differences; • exhibit a developing knowledge of the film, television and allied industries; • communicate in oral, visual and written forms; • contribute independent and creative thought towards contemporary cultural developments and new ideas.
Links to further information:	http://www.vcam.unimelb.edu.au/