FLTV90011 Graphics for Stage and Screen

Credit Points:	12.5
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 3 hours per week for 12 weeks Total Time Commitment: 120 hours per semester
Prerequisites:	*(see table below)*

Subject	Study Period Commencement:	Credit Points:
FLTV90009 Design Documentation and Communication B	Semester 2	12.50

Corequisites:	None
Recommended Background Knowledge:	Basic competence in the use of graphic software program Adobe Photoshop
Non Allowed Subjects:	None
Core Participation Requirements:	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. 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
Coordinator:	Mr Leon Salom
Contact:	Leon Salom leon.salom@unimelb.edu.au
Subject Overview:	In this subject students with further develop their skills in utilising computer-based graphics software for the purposes of communicating their design concepts as well as producing items for actual use in the actual productions, like printed properties and screen graphics. In a series of lectures and computer lab-based tutorials students learn the principles of graphic design and typography through applying these concepts to practical projects aligned with industry practices.
Learning Outcomes:	On completion of this subject students should be able to # Utilise a variety of graphics software # Produce a variety of properties and dressings for screen that include graphic components # Demonstrate an understanding of the principles of graphic design # Demonstrate an understanding of the principles of typography
Assessment:	Project 1 (equivalent to 2000 words) Due mid semester, worth 40% Digital design folio: Printed designs Copies of digital files Props with graphics components Project 2 (equivalent to 3000 words) Due end of semester, worth 60% Digital design folio: Printed designs Copies of digital files Props with graphics components Hurdle Requirement 80% attendance
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 completion of the subject students should have developed # Creative problem-solving skills # The ability to be organised and methodical in their approach to documenting a design concept # The ability to communicate highly effectively through visual and verbal means # Knowledge of industry standards and practices
Related Course(s):	Master of Design for Performance