

SCHOOL OF FILM ARTS:

ANIMATION ARTS MODULES AND FOCUS AREAS 2019

3D ANIMATION

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	3D Character Design (3D201)	—
	3D Character Setup (3D202)	3D100
	Digital Environment Rendering (3D203)	3D100
	3D Compositing (3D204)	3D100
LEVEL 3	Visual Development for CGI (3D301)	PD100 or GD100 or 3D100 or MD100
	3D Pre-visualisation (3D302)	PD100 or GD100 or 3D100
	3D Effects & Simulation (3D303)	3D100
	<i>Professional Practice (304)</i>	—

GAME DESIGN

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Concept Art for Games (GD201)	—
	Interactive Animation (GD202)	—
	Real-time Rendering & Effects (GD203)	—
	Sound for Games (GD204)	—
LEVEL 3	Game Aesthetics (GD301)	GD200
	Game UI (GD302)	GD200 or IDV200
	Game Asset Development (GD303)	—
	<i>Professional Practice (304)</i>	—

GAME DEVELOPMENT

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Intro to C# in Unity (GX201)	---
	Game Systems (GX202)	---
	World Dynamics (GX203)	---
	Game Architecture and Optimisation (GX204)	---
LEVEL 3		
FOCUS AREA	Game Development (300)	GD200, IXD200

MOTION DESIGN

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Motion Design Techniques (MD201)	---
	Motion Design Compositing (MD202)	---
	Digital 2D Character Animation (MD203)	---
	Stop Motion Techniques (MD204)	---
LEVEL 3		
	Projection Mapping (MD301)	---
	Information Visualisation (MD302)	---
	3D for Motion Design (MD303)	---
	<i>Professional Practice (304)</i>	---
FOCUS AREA	Stop Motion & VFX (300)	3D200, MD200

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FILM & TELEVISION

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Lighting for Film (FV201)	FV100
	Digital Workflow and Editing (FV202)	---
	Cinematography: The Interview (FV203)	FV100
	Production Management (FV204)	FV100 or SW 100
LEVEL 3	Excursions into Essential Cinema (FV301)	---
	Conceptual Filmmaking (FV302)	---
	Finishing Techniques for Film (FV303)	FV202
	<i>Professional Practice (304)</i>	---
FOCUS AREA	Cinematography (300)	FV100 and FV201 and FV203

PRODUCTION DESIGN

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Storyboarding (PD201)	---
	Paint Effects Techniques (PD202)	---
	Assemblage & Fabricating (PD203)	---
	Costume, Hair & Make-up (PD204)	---
LEVEL 3	Sculpting (PD301)	---
	Molding & Casting (PD302)	---
	Presenting & Pitching your Project (PD303)	---
	<i>Professional Practice (304)</i>	---

SCREEN ACTING

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Screen Versus Stage (SA201)	---
	Screenplay from Actor's POV (SA202)	---
	Genre Acting (SA203)	---
	The Actor & The Camera (SA204)	---
LEVEL 3	Voice Over Technique (SA301)	---
	Screen Rehearsals (SA302)	---
	The Working Actor (SA303)	SA300 or FV300
	Professional Practice (304)	---

SCREENWRITING

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Screenplay Structure (SW201)	---
	Writing for Ads & Corporates (SW202)	---
	Writing for Interactive Media (SW203)	---
	Writing for Short Animations (SW204)	---
LEVEL 3	Writing Characters & Dialogue (SW301)	SW201
	The Television Spec Script (SW302)	SW201 and SW301
	Outlining & Developing the Block Buster (SW303)	SW202 and SW302
	Professional Practice (304)	---

SOUND DESIGN

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Introduction to Pro Tools (SD201)	---
	Audio Post Production (SD202)	SD201
	Location Sound Recording (SD203)	---
	Voice Recording & Dialogue Editing (SD204)	SD201 or SD100
LEVEL 3	Acoustics (SD301)	---
	Sound Perception (SD302)	---
	Audio Finishing Techniques (SD303)	SD201 and SD100
	Professional Practice (304)	---
FOCUS AREA	Music Production (300)	SD100