

## SCHOOL OF FILM ARTS: ANIMATION ARTS MODULES AND FOCUS AREAS 2020

### 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 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 Creation (GD303)	—
	<i>Professional Practice (304)</i>	—

**GAME DEVELOPMENT**

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

**MOTION DESIGN**

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

**CREATIVE WRITING**

	MODULE NAME:	PRE-REQUISITES:
<b>LEVEL 3</b>	From Premise to Plot (CW301)	---
	Developing the Story (CW302)	---
	Writing the Story (CW303)	---
	Finalising the Manuscript (CW304)	---

## SCHOOL OF FILM ARTS: FILM ARTS MODULES AND FOCUS AREAS 2020

### FILM & TELEVISION

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Lighting for Film (FV201)	FV100
	Digital Editing & Workflow (FV202)	—
	Documentary Techniques (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</i> (304)	—
FOCUS AREA	Cinematography (300)	FV100 and FV201 and FV203

### PRODUCTION DESIGN

	MODULE NAME:	PRE-REQUISITES:
LEVEL 2	Storyboarding (PD201)	---
	Costume, Hair & Make-up (PD202)	---
	Prop Making (PD203)	---
	Micro Budget Sets (PD204)	---
LEVEL 3	Set Design & Dressing (PD301)	---
	Characters & Creatures (PD302)	---
	The Art Development on Set (PD303)	---
	<i>Professional Practice</i> (304)	---

**SCREEN ACTING**

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

**SCREENWRITING**

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

**SOUND DESIGN**

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