FILM 3036 Hong Kong and Taiwan Cinema (3,3,0)
This course is designed to investigate histories, aesthetics, genres, directors and modes of production of Hong Kong and Taiwan cinema. Students need to have a basic understanding of cinema as an artistic medium as well as a cultural product subject to market economy and cultural policy of nation-states. Lectures focus on the idea of cinema as a never-ending process of struggles among filmmakers, film languages, the film industry, official cultural agendas, the audiences, and film culture. Each class meeting consists of screening and lectures.

FILM 3037 Interactive Arts I: Visual (3,3,0) (E) Programming
This course aims to extend students' visual literacy and application of creative ideas from static medium to dynamic interactive media with the introduction of programming skills and the relationship between codes and visual elements. In order to harness the full potentials of the emerging dynamic media, a thorough understanding of the general programming principles and interactivity design is indispensable. However, this course is not going to train students as programmers but prepare them with sufficient knowledge to develop and exploit the dynamic media for their creative endeavors. Students will learn the underlying mechanisms of manipulating, creating and transforming visual elements using programming codes. Moreover, students will explore the domain of generative visuals and arts through the evolutional computing concepts of iterations, recursion, random function and L-system. After finishing this course, students will be able to develop dynamic and generative visual applications for various domains of creative and media productions.

FILM 3045 Creative Arts and Visual Strategy (3,3,0) (E)
This course introduces the art and science of persuasion: creative concepts. It outlines the criteria of effective creative communication, the techniques and creative process involved and how to generate ideas from brief to creative strategy. It gives students an overview of the creative department in creative bureaus. Students will also analyse the creative strategies of awarded campaigns to uncover the secrets of effective communication. Learning will be emphasized through participating in real world competition, practical class exercises and group projects. Students will judge the aspect of good visual strategies and come up with better solutions of their own.

FILM 3046 Radio Production (3,3,0)
The goal of this course is to introduce radio terminology and the operation and production aspects of radio studio work. Topics include sound recording, editing and mixing technique, music and sound effects for radio, voice delivery, programme design and radio scriptwriting. Student will get practical experience in audio labs and broadcast control rooms and further their skills by creating both short-form and long-form radio programme formats such as radio drama, features, music programmes, talk shows, phone-in programmes, interviews as well as radio jingles and commercials.

FILM 3047 Studies in Hollywood Cinema (3,3,0) (E)
The objective of the course will be to introduce students to the history of Hollywood film production, and to a number of key issues relevant to a study of the subject. Topics covered will include the development of the studio system, relationship to society, the star system, and key films and directors. The second part of the course will focus on the films of one major film director.

FILM 3055 3D Modelling, Texture and (3,3,0) (E) Rendering
3D computer graphics and digital animation have been incorporated into many different forms of digital media and design production among disparate sectors of creative industries. This course is an extension of the foundational knowledge of computer graphics and aims to prepare the students with histories, theories, principles, genres, and practical skills of 3D modelling, texturing

and rendering from preproduction, production to postproduction. The students will learn both technically and artistically (1) different methods of geometric modelling—NURBS, polygon and subdivision surfaces; (2) shading and texturing—from surface shading to procedural texturing; and (3) lighting and rendering—lighting and shadows, raytracing and radiosity. Simple animation and camera techniques from keyframing to path animation will be introduced. Eventually, the students should be able to create innovative 3D design from concepts, sketches and storyboards to 3D models and renderings for different kinds of 3D digital visualization and simple animation applicable to film, TV, game, environmental and industrial design, as well as other multimedia productions.

FILM 3056 Apps Design and Programming (3,3,0) (E)
Smartphones and tablet computing have offered traditional software applications an outreach from general desktop computers to an unprecedented mobile and networked platform. This new landscape has spawned a new breed of software applications called Apps which revolutionize how people entertain, socialise and communicate. This course aims to introduce the frameworks and principles behind the Apps design from both platform dependent and independent perspectives.
Starting from general principles of Apps design to specific platform programming, students will learn both theories and practical skills to exploit the creative potentials of mobile interactions for different types of applications ranging from entertainment to social networking. The latest open standard Web technologies such as HTML, JavaScript and CSS will be introduced as the backbone for platform-independent Apps design while contemporary platforms such as iOS and Android will be covered in specific implementations.

FILM 3057 Character Animation (3,3,0) (E)
This course builds on the knowledge foundation from the courses "Computer Graphics" and "3D Modelling, Texture and Rendering" and focuses on the principles and techniques in developing character animations for narrative purposes.
Unlike motion graphics and effects animations, character animation demands the capability of relating the characters with the audience for effective communication of messages. This can only be achieved with fluid animations and vivid characters' personalities. This course will start with the classical Disney animation principles and demonstrate how to apply these in various scenarios to deliver the sense of weight and convincing physical movements. Students will then learn and master the art of timing and spacing in order to express emotions in the form of animation. This course will also cover some basic principles in acting, posing and body languages so that students can develop characters for performance and storytelling applications in film, TV and games.

FILM 3065 Creative Media and Art (3,3,0) (E)/(C) Direction
This course provides an overview of creative media and art direction. Student will learn art direction through the study of different creative media applications ranging from traditional film and multimedia design to digital animation and interactive installation. The course will establish an understanding of thinking conceptually and visually, current art direction standards, skills necessary for entry level work, behaviours and attitudes towards professional design and production processes. After finishing this course, students will have better attention to details, improved craft skills, sharpened critical instincts and a deeper understanding of art direction in different creative media and disciplines.

FILM 3066 Television Programming and (3,3,0) (E) Concepts
This course explores TV programming strategies, practice, sources, and services at local (Hong Kong), national (China) and international levels; network, public, and independent broadcast and cable operations; audience research; schedule development.