

CTV 3430 Advanced Animation and Special Effects Workshop (3,0,3) (C)

Prerequisite: CTV 2190 Digital Animation

This course focuses on the overall workflow of an animation production, explores advanced issues of 3D Animation, and introduces the basic principles behind each process among the spectrum of special effects that are being practised in the current film and video industry. Hands-on experience is provided in the workshops in order to assist students in expanding their visual vocabularies.

CTV 3440 Advanced Script Writing (3,3,0) (C)

Prerequisite: CTV 1670 Script Writing

This course explores the principles of dramatic script writing by focusing on techniques for creating the original or adapted theatrical length script.

CTV 3610 Studies in Asian Cinema (3,3,0) (E)

The course centres on various Asian cinemas. The cinema centred upon may change from year to year, e.g. the cinema of Japan, Korea, India, Indonesia and Vietnam. Focus is on orientalism, modernism, colonialism and post-colonialism of Asian cinema (and culture and society), also on the relation between cinemas in Asia and cinemas of the West.

CTV 3620 Studies in European Cinema (3,3,0) (tbc)

The course will introduce students to some of the important movements within European cinema history, and to important European films and film-makers. The central themes and characteristics of each movement will be considered, as will historical context. The course will also cover selected areas and issues of European film theory where relevant. The course will focus on the response of film movements in Europe to the historical context of the 1914-45 period. The course will also focus upon the films of one major film director.

CTV 3690 Cinema and Television Honours Project (4,*,*) (tbc)

Prerequisite: CTV 1311-2 Cinema and Television Practicum I and CTV 2311-2 Cinema and Television Practicum II, and CTV 3170 Production and Media Management (for film and video production projects) or CTV 3440 Advanced Script Writing (for script writing projects)

This year-long course engages the student in supervised independent research or project work. Late in Year II, the student writes and submits a proposal. A chief adviser is assigned after acceptance of the proposal.

CTV 7010 Postgraduate Film and Video Production I (3,3,0)

This course is designed to immerse students in all aspects of film/video productions. Students will be divided into smaller groups to come up with ideas and develop them into shooting scripts. They will then learn to do pre-production work and execute the production using film/video as a form of expression. During production, students will learn the art of directing, acting, cinematography and lighting, audio recording and art direction from various faculty members or professional staff. Towards the last few weeks of the semester, students will also learn the basics of post-production techniques using various computer soft wares such as Avid, Protocols and Quantel Edit Box to add finishing touches to the project.

CTV 7020 Postgraduate Television Studio Production I (3,3,0)

To enhance students' critical responsibilities as required for the complex task of TV directing. This studio workshop provides students with intensive hands-on experience in the advanced techniques of multi-camera television production, including the equipment involved, the personnel and their functions, and decision-making procedures that constitute the producing and directing a variety of multi-camera TV programmes. The course

aims to develop students' ability to carry out the various phases in the production of a television package at an advanced level. Students gain extensive operation experience in a television studio environment with evaluations of their work by the instructors.

CTV 7030 2-D Computer Graphics Workshop (3,3,0)

This intermediate level course is designed to explore the concepts, issues and techniques of 2-D computer graphics from both an academic and studio perspective. Both technical and aesthetic issues will be addressed. Aesthetic issues will encompass concepts, composition and historical context. Technical topics will include raster and vector imaging, scanning, image manipulation, retouching, printing, motion graphics, and other related topics. The Adobe Photoshop, Adobe Illustrator and Adobe After Effects software packages will be used to illustrate the principles and techniques and to produce the projects.

This course is a studio course, which means that the emphasis is on the production of student's artwork and not on the software. Students themselves will be determining the nature of the imagery they produce. They should strive to create try and incorporate the work they do in the workshop into their larger body of work. There will be periodic technical demonstrations and explanations during class time, but for the most part, students will be expected to work independently in learning the details of the various software packages we used. They should spend time practising, as well as reading reference books.

The course is organized to maximize hands-on experience and will include in-class critiques, exercises, and work sessions. The critiques will be run as seminar-style discussions, with everyone participating in the critiques and discussions of each student's work. Because of the way the classes are run, attendance at and active participation in the weekly classes is considered very important and is considered in grade calculations.

CTV 7040 Postgraduate Film and Video Production II (3,3,0)

Prerequisite: CTV 7010 Postgraduate Film and Video Production I

This course is an advanced course designed to immerse students in all aspects of film/video productions. Students will be divided into smaller groups to develop idea for a film/video shooting script and execute the production using film/video as a form of expression. During production, students will learn advanced methods on the art of directing, acting, cinematography and lighting, audio recording and art direction from various faculty members or professionals. Towards the end of the semester, students will learn the basics of post-production techniques using various computer softwares such as Avid, Protocols and Quantel Edit Box to add finishing touches to the project.

CTV 7050 Postgraduate Television Studio Production II (3,3,0)

Prerequisite: CTV 7020 Postgraduate Television Studio Production I

This advanced studio workshop provides both background knowledge, theory, and instruction in the practical skills required for producing television programmes of professional standard. In addition to acquiring more useful information about the technical, logistical, and aesthetic aspects of television production, the workshop aims to develop a better understanding of the thorough preparation necessary for an effective production and heightened awareness of the need for harmonious collaboration on the television production team. Emphasis is placed on the director's pre-production, planning, organization and execution of a multi-camera programme under the time-constrained studio conditions.

CTV 7060 3-D Modelling and Rendering Workshop (3,3,0)

Prerequisite: CTV 7030 2-D Computer Graphics Workshop

This course focuses on the concepts, issues and techniques of 3-D computer modelling and rendering as they apply to the animation art. Both technical and aesthetic issues will be addressed. Aesthetic issues will encompass concept, composition and

historical context. Technical topics will include global and local coordinate systems, primitives, organic and polygon modelling, modelling techniques, hierarchical structure, lighting, camera setting, texture mapping, and rendering. The Alias|Wavefront Maya software package will be used to illustrate the principles and techniques dealt with and to produce the assignments.

The course is organized to maximize hands-on experience and will include in-class exercises. Because of the way the classes are run, attendance at and active participation in the weekly classes is considered extremely important and is considered in grade calculations.

There will be four assignments. They will be evaluated based both on aesthetics and on technical proficiency.

There will also be one written examination towards the end of the semester on the technical principles of 3-D computer modelling and rendering.

Successful completion of this course should provide students with an all-rounded understanding of the principles and operation of 3-D modelling and rendering tools. It paves the way for students to take the 3-D animation workshops later.

CTV 7070 Media Management (3,3,0)

This seminar aims to establish a firm foundation of business and management skills for specialized career training in the media industry. The roles and skills of a media producer are examined, and the proper procedures for production management from project initiation to completion are analysed in detail.

CTV 7081 MFA Thesis Project I (3,0,0)

CTV 7082 MFA Thesis Project II (6,0,0)

Prerequisite: Year III standing

This year-long course engages the student in supervised independent production or creative work. On the first Monday of May and December each year, the student writes and submits a proposal to the Programme Management Committee. A chief adviser is assigned to the student upon approval of the proposal. For detail requirement please refer to the MFA Programme Document.

CTV 7100 Postgraduate Script Writing (3,3,0)

This is an intensive writing class. Through different writing assignments, basic narrative elements of story, plot, character, action, continuity, rhythm, ellipses and dialogue will be thoroughly reviewed. The students will be encouraged to develop advanced writing techniques for writing different kinds of script in different contexts or environments.

CTV 7110 Advanced Script Writing Workshop (3,3,0)

The student will undergo the creative process of a full script and share with fellow scriptwriters all the fear and joy of creation. The teacher will be more a facilitator than an instructor. At the end of the course, each student will finish a half hour script that is ready for production.

CTV 7120 Creativity Workshop (3,3,0)

Creativity is a habit, a choice. The class is a balance between survey of creativity and the practices of the enhancement of creativity. The first part is a seminar of several contemporary texts on creativity. The students conduct the discussions themselves. The second part is creative activity. Through a series of exercises, this workshop enable the participants to get out of their routines, in their creative process, in their approach to course matter, in their way of seeing, as well as in their attitude towards life. This workshop stresses spontaneity, improvisation, participation, and most important of all, open-mindedness. There are valuable tools for expanding the students' creativity, solving problems, finding and eliminating creative blocks, and focusing on essential elements of any project. The in-class activities include creative problem solving, brainstorming, mind-mapping, drawing from the right side of the brain, free-writing, role-play, etc.

CTV 7130 Comedy: Theory and Practice (3,3,0)

This course introduces students to essential theories of comedy, and applies them to discuss a variety of genre, plays, films, jokes, comics, etc. The students will select several cases to conduct in-depth studies. The creation and writing of comedy will be the major activity of the second half of the class.

CTV 7140 Postgraduate Documentary Seminar (3,3,0)

This seminar series explores the development of all forms of documentary, and contemporary issues and problems surrounding the form, which are placed within the context of different genres, modes of production, and the work of particular directors and producers. The course also seeks to encourage a flexible, alert and adventurous approach to documentary across a range of genres, and to consider the philosophical and practical issues which inform historical and current practice.

CTV 7150 Postgraduate Dramatic Film/TV Production (3,3,0)

The class examines the director's responsibilities in preparing pre-shooting script breakdowns and working on the set. Students gain hands-on experience in advanced production techniques, with the emphasis on pre-production planning, scripting, camera operations, lighting, audio, and post-production. Students develop and produce original short-course film/TV that applies the principles learned through lectures, film screenings and from guest speakers.

CTV 7160 Advanced Documentary Production (3,3,0) Workshop

Defining the central role of the director in the realization of a documentary, this course seeks to give students a firm theoretical grasp of the principles and practices of shooting and editing film/video documentaries. Students conceptualize, research, write, shoot, and edit their own productions. A series of lectures and discussions explore various visual elements of documentary. Analytical sessions exploring documentary films are combined with workshops for the presentation and discussion of student work in progress at specific stages.

CTV 7170 Advanced Dramatic Film/TV Production Workshop (3,3,0)

Prerequisite: CTV 7150 Postgraduate Dramatic Film/TV Production

An advanced workshop giving special attention to directing. This workshop provides guidance and study through all the steps a director follows. Students will utilize skills and concepts developed in CTV 4150 Postgraduate Dramatic Film/TV Production. Coursework is designed to provide students with a workshop opportunity to refine their skills through the production of a series of individual/group narrative film projects, in which each student has an opportunity to direct, shoot, record, and edit. Advanced aesthetic principles of editing are examined through all forms of classic and current film and TV media. Lectures are supplemented by film screenings and stimulated shooting situations.

CTV 7180 Postgraduate 3-D Animation (3,3,0) Workshop

Prerequisite: CTV 7030 2-D Computer Graphics Workshop and CTV 7060 3-D Modelling and Rendering Workshop

This graduate level course presents the concepts, issues and techniques of the course, using the software package Alisa\Wavefront Maya as an example. We will observe and analyse motion and explore different animation techniques in order to create believable, expressive motion. Animation, because of its time consuming nature, requires planning and organization. The work produced in this class would be a significant and vital part of the students' developing portfolios.