

**CTV 7190 Advanced 3-D Animation Production (3,3,0) Workshop**

Prerequisite: CTV 7030 2-D Computer Graphics Workshop, CTV 7060 3-D Modelling and Rendering Workshop, and 7180 Postgraduate 3-D Animation Workshop

This graduate level course deals with advanced issues of 3-D computer animation. The course will stress professional techniques and workflow methodology to maximize students' realization of their ideas and concepts. Students will develop highly accurate timing, to achieve their individual style of animation. The course should improve students' insight into what makes an animation succeed, whether computer generated or not. It should also improve students' abilities to produce 3-D computer animations. The Alisa/Wavefront Maya and Adobe Premiere software packages will be used as examples in producing the projects.

**CTV 7200 Interactive Multimedia Design (3,3,0)**

Investigation and exploration of creative aspects of various interactive media for new forms of personal and collective expression. Aesthetic and technical issues in designing and developing interactive multimedia will be examined. These include the nature and application of interactivity, the potential and limitations of existing software and hardware tools, and the promise of future technologies. These new media are attracting media industry's attention both as extensions of existing media properties and as original works that can stand on their own. Through lectures, demonstrations, multimedia projects, students will be guided through the multimedia production process and application together with the examination of possibilities in its integration with different genres of new media.

**CTV 7210 Sound Design for Media (3,3,0)**

This course aims to achieve a deeper understanding of the creative potential of sound in media. Based on practical exercises, the course offers a structured practical introduction to the skills and disciplines of film sound recording and post-production, and in-depth familiarization with the recording and editing of digital audio. Students will master the skills of recording, editing and mixing for film television and Internet by working on assigned projects, combining all ADR, Foley, Dialog, and Effects elements to the composite soundtrack.

**CTV 7220 World Cinema: History, Aesthetics and Cultural Issues (3,3,0)**

This course is designed to serve as an advanced introduction to the discipline of film studies. Emphasis will be placed on learning rudiments of film art, form, style and history. Highlights include basic film elements, early and modern art cinema, classical Hollywood cinema, national cinemas, counter cinema, non-Western cinema such as Third World filmmaking and non-fiction film practices such as avant-garde and documentary film. By the end of the programme, the student is expected to understand the history of cinema as a formal, artistic, industrial, cultural and political entity.

**CTV 7230 Graduate Seminar on Chinese New Waves Cinema (3,3,0)**

This course analyses textual and institutional features of various Chinese New Waves, including those from Hong Kong, Taiwan and the PRC's Fifth Generation. Close analysis of films, historical background and exploration of critical controversies will be taken. Comparative perspectives are also incorporated to tease out differences and similarities of industry, audiences, auteurism and cultural politics. Experts of each individual New Wave movement will be invited to participate on the seminar.

**CTV 7240 Critical Issues of Film Theory and Criticism (3,3,0)**

Prerequisite: CTV 7220 World Cinema: History, Aesthetics and Cultural Issues

This course is designed to acquaint students with contemporary film theory and criticism. It has two focuses. The first is to survey

film theory and criticism chronologically, from the post-war period to the full-fledged development of film studies in the late 1970s. The second focus is to guide students through the application of key theories and critical tools in film studies. Various methods of film analysis and criticism will be discussed in detail, including realism, auteur criticism, ideology, cine-modernism, Third World cinema and third cinema, psychoanalysis, feminist film criticism, postmodernism and Orientalism. At the end of the programme, students are expected to be familiar with the disciplinary protocols of film studies and capable of analysing a film critically, understand it as a formal construct, and place it within a broader theoretical, generic, political, gendered, national and cross-cultural context.

**CTV 7250 Graduate Seminar on Hong Kong Television (3,3,0)**

This seminar series explore the expertise and professionalism of Hong Kong television industry. It is designed to allow the students to share their opinions, experiences and reflections on local television with the major TV professionals invited. Controversial issues of Hong Kong TV culture, programming battle, market competition, audience reception, new technology and transnational co-production are discussed.

**CTV 7260 Hong Kong Media and Globalization (3,3,0)**

The course explores the Hong Kong media, with an emphasis on cinema and television, in its social-historical context from 30s to the present. Its impact on both Asian and global media and community will be thoroughly examined. Attention will be paid to the processes and patterns of change of Hong Kong media industries as a major shaping force of globalization.

**CTV 7270 Current Issues of Asian Media (3,3,0)**

Guests from the Asian media industry will be invited to share their work and experiences with advanced students, which will be followed by relevant discussions on major issues of Asian media. The relationship between politics, aesthetics, technology, and media market will be investigated through various current cases.

**CTV 7280 Principles of Digital Video and Computer Graphics (3,3,0)**

This course aims at explaining the working principles and theories behind most of the latest digital content creation tools in the area of computer animation and digital video production. It is believed that only with a solid and thorough understanding of the driving mechanism would be potential and power of these tools be fully exploited. During the programme, students are taught with the general principles and not bounded with any particular software packages. We will examine how an object is represented within the computer and the rendering pipeline in which it must pass through before the final colour of the pixel can be determined. Besides, we will look at how the digital revolution transforms the way video is acquired, stored, processed, edited and delivered.

**CTV 7290 Critique of Contemporary Arts (3,3,0)**

This team-taught course will introduce students the critical issues and works of contemporary art and their impact on Western and world culture. Students will be required to analyse works produced during the recent movements of futurism, constructivism, modernism, and postmodernism and explore the relationships among form, process, perception and intention through the artists' works. Students will make two oral reports on pre-assigned topics and submit a term paper in relation to the art movement they study.

**CTV 7300 Great Works and Human Condition Seminar (3,3,0)**

This seminar is designed so that the student artists share their reading, watching, listening experiences and reflections on selected great works of humanity. The first few weeks are for lectures. The nature of great works and their insights on the human condition will be discussed. The remaining weeks are presentations conducted by the students themselves. Epics, dramas, novels, poetry, non-fictions, paintings, calligraphies,

music, architectures, gardens, cites, cultural artifacts, and other significant human creations may all be included. Issues of life's mystery, its origin, meaning, and finality as well as cruelty of the plain fact of humanity and reality will be discussed.

**CTV 7310 Independent Study (3,3,0)**

Students may enrol in an independent project to experiment on the creative use of visuals and sound, special way of telling a story, or any project that is not covered by an existing course (e.g. acting and directing, MTV) in the programme. Working with a faculty member, students develop a plan of study that outlines the project, the schedule, and the number of contact hours with the faculty (at least one meeting every two weeks is required).

**CTV 7330 Internship (3,3,0)**

The internship is normally of at least two months' full-time employment, and students are required to conform to all reasonable requirements of their internship employer. Both the employer and the student file reports with the Academy of Film after the internship. Based on the reports, the student's journal and an oral presentation, the internship is graded.

**CTV 7340 Motion Graphics (3,3,0)**

Prerequisite: CTV 7030 2-D Computer Graphics Workshop

This course will explore the design requirements for professional quality broadcast graphics and title design for feature films and multimedia projects. Using combinations of still images, graphics, video footage and audio sound track, we will examine the relationships of motion, pacing, textures, transparency, transitions, design and composition in space and time. Projects include study of current motion graphics works as well as the development of individual projects.

**CTV 7350 Computer Game Design (3,3,0)**

Prerequisite: CTV 7030 2-D Computer Graphics Workshop

This course is designed to explore the history, concepts, issues and techniques of computer game design. General topics to be explored include the history of computer games, character development, goal and topic, gender and violence in computer games. Students will analyse the game design process, develop their own ideas and construct their own final projects, which incorporates the principles and the techniques explored during the semester.

**CTV 7360 Idea, Story, Script (3,3,0)**

The course juxtaposes the creative process of script writing with the discussions of the film texts of significant films from various genres and cultures. The creative process from idea generation to script writing will be introduced. The students will discuss how the film expresses issues concerning humanity with its story, plot, characters, and audio-visual elements. The fundamentals of filmic narrative and elements of drama will be thoroughly reviewed.