

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.