In addition, students need to study and identify the functions and development of visual practices and technological movement and its applications. This course will also facilitate students to express their own findings through visual studies.

Eventually students will be able to appreciate good visual practices and understand the aesthetics of visual communication in our everyday lives.

FILM 2027 Film and Media Arts Practicum (0,*,*) (tbc)
(1) *Film Concentration*: This course aims to engage students in projects operated by The Young Director (TYD). The TYD is a student organization, which is jointly run by second and third year of Film Concentration students. Students gain practical experience by participating in the planning and execution of moving image production, circulation and promotion projects.
(2) *Media Arts Concentration*: Students gain practical experience in managing Media Arts projects by operating under the Digiforce (DF). Digiforce is a student organization which is jointly run by second and third year Media Arts Concentration students. Through a series of projects, students learn how to plan, organize, visualize, design and work as a team.

FILM 2035 Fundamentals in Computer (3,3,0) (tbc)
Graphics
This course is designed to introduce the fundamentals of computer graphics as how they are applied to arts and design, from both an academic and studio perspective. Both technical and aesthetic issues will be addressed. Aesthetic issues will encompass concepts, composition, appreciation and historical context. Technical topics will include raster and vector imaging, scanning, retouching, printing, animated graphics, and other related topics. The course is based on lectures, demonstration, and a series of workshops which will involve the creation of computer generated images.

FILM 2036 Cinema Theories and Aesthetics (3,3,0) (tbc)
of Film
The course starts with a survey of the major concept of aesthetics. Fundamentals on the different perspectives, cultural in general and media in particular, on beauty will be discussed. Then the course will focus on film. It starts with the aesthetic elements in moving image production: frame, perspective, composition, camera movement, plan-sequence, montage, lighting, colour, sound, and last but not the least, acting. Then it proceeds to see how these elements join together to create different aesthetic forms of audio-visual works. Large amount of audio-visual materials will be presented in the classroom to acquaint students with different significant cinematic styles in film history. In the later part of the course, besides formal aspects, emphasis will be put on the experiential aspects. Philosophical questions concerning the essence of film will be addressed.

FILM 2037 Fundamentals of Media Arts (3,3,0) (tbc)
Art, science and technology are incorporated as an integral body of media arts in contemporary interdisciplinary education and exhibition environments with new possibilities of dynamic interactions. This course will introduce the meaning of media arts through the study of media history and archaeology from traditional film and video art to multimedia design, net art, digital art, computer animation, computer graphics, interactive installation, robotic art, biotechnology, and so forth. Different media arts and their applications of different media technologies and interface design will be studied to explore their relationship to transforming culture and society. Students will gain broader understandings and critical awareness of different concepts and developments of media arts and mediated interaction from early experiments by futurists and constructivists to most recent practices like interactive games and virtual reality experiments with wearable and portable media. Eventually the students will be able to identify creative ideas of design solutions for different media arts and applications ranging from conceptual to virtual art, computer graphics to digital animation, and performance to interactive installation.

FILM 3005 Film and Video Editing (3,3,0) (tbc)
This course provides an exploration and practical application of the traditional and contemporary experimental theories of film editing. The fundamental steps of film post-production and new electronic technologies being utilized in film and video post-production are introduced.

FILM 3006 Sound Recording and Mixing (3,3,0) (tbc)
The goal of the Sound Recording and Mixing course is to train the students in all the basic elements and stages of audio production as they relate to film/video production. During this course, demonstrations, equipment tutorials, hands-on workshops, in-class exercises and projects will be used to enable student to learn the concepts, skills and techniques of audio equipment and systems involved in the entire film and/or video production processes.

FILM 3007 Film and Media Arts Research (3,3,0) (tbc)
Methods
This course introduces students to the basic research methodologies used in film and digital media. We will identify the disciplinary elements of film and digital media studies and the cross-disciplinary aspects of film and digital media in contemporary contexts. The course is structured by a set of issues connected to art history, literary criticism, social and critical theory and philosophy. It draws on many conceptual, historical and methodological issues, challenging students to evaluate moving images critically and creatively. It also aims to explore contemporary screen theory as an interdisciplinary hybrid of formal, aesthetic, ideological, institutional and technological approaches.

FILM 3015 Digital Animation (3,3,0) (tbc)
This course introduces the history, language, principles, aesthetics and digital tools used in the creation of animation within the context of art and design. Focus is on understanding the development of animation, the mechanism of animation, and the techniques of animation sufficient to produce projects of merit.
The course is organized to maximize hands-on experience and will include numerous in-class exercises. Because of this, attendance at and participation in the weekly classes is extremely important and is considered in grading calculations.

FILM 3016 Non-fiction Video Production (3,3,0) (tbc)
The course introduces the variety and possibility of non-fiction video productions. It aims to illustrate how the non-fiction video responded to personal, social, political, and economic realities and to changes in technology and systems of distribution. Students will broaden and widen the perspective in the video creation. It will introduce all essential stages of producing a non-fiction from generate idea, pre-production, production, and post-production.

FILM 3017 Studies in Television (3,1,2) (tbc)
This course is designed to acquaint students with knowledge of television history, institutions and cultures and methodologies of television studies. The first part of the course is an overview of television, with a focus on institutions and structures of television. The second part focuses on television as a manifold cultural form and how contemporary literary, media, and cultural theories have redefined studies of television. The impact of television's new trends and orders, including transnational expansionism, de-regulation, and new technology will also be discussed.

FILM 3025 Digital Aesthetics and Practices (3,3,0) (tbc)
This course provides a further study and understanding of digital design principles and practices through the creative process. The learning goal will focus on the aesthetic as well as cognitive theory and applications of visual ideas and industrial standard by different creative media. The major learning activities will be hands-on practices in digital media and design experience of communication and transformation such as graphic arts, multimedia design and interactive publication. Exploration of content creations and media solutions in contemporary creative business are expecting to be realized and delivered by students.

Cross-media narrative skill and visualization techniques will be required to achieve the creative expression and idea. In addition, exploiting different visual skill sets together with demonstrations on professional techniques will be provided to students. After completing this course, students will be able to understand the discourse of design solutions and cultural changes in digital media aesthetics and practices.

FILM 3026 Documentary Photography (3,2,2) (tbc)
This course introduces the documentary vocabulary and theory through examination of a series of thematic visual works, i.e. photography, video, film, and new media from historical and sociological perspective. Students will be encouraged to form their holistic perception and apply their formulation of visual interpretation to their surrounding reality using photography as a medium.

FILM 3027 Television Studio Production (3,3,0) (tbc)
The course aims to introduce all essential aspects of TV studio production for incipient students. Students will learn techniques of multi-camera shooting in television studio. The equipment, personnel and crew will be explained. Fundamental aesthetics of shot composition, shot variation, shot arrangement, light, use of sound and music, etc. will be instructed. Students will work as group to explore their own strengths and produce project to acquire various knowledge and techniques in television studio.

FILM 3035 History and Aesthetics of Chinese (3,3,0) (tbc)
Cinema
Students learn the general development of Chinese Cinema, the major concepts of film aesthetics and the key idea of Chinese film aesthetics. They will be able to appreciate the Chineseness in Chinese films and write about the achievements of major films aesthetically.

FILM 3036 Hong Kong and Taiwan Cinema (3,3,0) (tbc)
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) (tbc)
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) (tbc)
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) (tbc)
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) (tbc)
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) (tbc)
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) (tbc)
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) (tbc)
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.