

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 Graphics (3,3,0) (tbc)

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 of Film (3,3,0) (tbc)

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 Methods (3,3,0) (tbc)

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.