

and film aesthetics. The workshops teach students the technical skills to develop story ideas based on their daily life experience, and to then translate their scripts into moving images and sound to tell a coherent story. Students are guided through the stages of story development, pre-production, principal shooting and post-production. Along the way, they learn basic film techniques, including cinematography, lighting, editing, sound recording, directing and producing. Case studies are presented to illustrate key concepts and techniques. By the end of the course, having made three short films, students are expected to have competence in basic film production.

FILM 2056 Drawing (3,3,0)

This is a fundamental drawing subject in which students will explore various arts and media, learn to use a variety of drawing tools, draw objects in perspective, and generate drawings that demonstrate correct proportions of models. Emphasis is placed on drawing from observation; the application of line/value; understanding of composition principles; the development of a body of original work; recognition of the history and its role in the development of a visual idea.

The course is organized to maximize hands-on experience and will include many in-class exercises, and therefore participation in the weekly classes is very important and will be considered in grading calculations.

FILM 3006 Sound Recording and Mixing (3,3,0)

The goal of the Sound Recording and Mixing course is to train the students in all the 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 students to learn the concepts, skills and techniques of audio equipment and system involved in the entire film and/or video production processes.

FILM 3008-9 Practicum II (0,*,*)

This course aims to engage students in projects operated by The Young Director (TYD) and MEDIARTIST. The TYD and MEDIARTIST are student organizations, which are jointly run by second and third year of Film and Television, and Animation and Media Arts Concentration students.

FILM 3016 Non-fiction Video Production (3,3,0)

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 3025 Digital Aesthetics and Practices (3,3,0)

This intensive studio course focuses on developing innovative media arts projects for understanding and applying a variety of open source software package and hardware and mechanical device tools among the context of up to date experimental media arts. The course covers basic techniques on computer programming and digital/analog electronics and suggests the usage of these skills within a wider aesthetic framework. The language built will also investigate relationships among media arts theories, cultural theories and media arts performances and installations. Students are encouraged to implement new tools, new systems and new presentational scenarios for performance, art installations, and other digital arts applications.

FILM 3026 Documentary Photography (3,3,0)

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)

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 Cinema (3,3,0)

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 3045 Creative Arts and Visual Strategy (3,3,0)

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 projects. Upon completion, students will be able to identify good creative ideas and devise visual strategies and creative concept to solve problems in the marketplace.

FILM 3047 Hollywood Cinema (3,3,0)

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, major genres, as well as key films and key directors. While the first part of the course will focus on the classical Hollywood, the second part will address aspects of the post-classical Hollywood, ranging from the influence of the counterculture to the adoption of new marketing strategies, to the rise of the Indiewood, and to the digitization of cinema.

FILM 3055 3D Modelling, Texture and Rendering (3,3,0)

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 3057 Character Animation (3,3,0)

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. Unlike motion graphics and effects animations, character animation demands the capability of relating the characters with the audience for effective communication of messages. This can