

CTV 7050 Postgraduate Television Studio Production II (3,3,0)

Prerequisite: CTV 7020 Postgraduate Television Studio Production I

This advanced studio workshop provides both background knowledge, theory, and instruction in the practical skills required for producing television programmes of professional standard. In addition to acquiring more useful information about the technical, logistical, and aesthetic aspects of television production, the workshop aims to develop a better understanding of the thorough preparation necessary for an effective production and heightened awareness of the need for harmonious collaboration on the television production team. Emphasis is placed on the director's pre-production, planning, organization and execution of a multi-camera programme under the time-constrained studio conditions.

CTV 7060 3-D Modelling and Rendering Workshop (3,3,0)

Prerequisite: CTV 7030 2-D Computer Graphics Workshop

This course focuses on the concepts, issues and techniques of 3-D computer modelling and rendering as they apply to the animation art. Both technical and aesthetic issues will be addressed. Aesthetic issues will encompass concept, composition and historical context. Technical topics will include global and local coordinate systems, primitives, organic and polygon modelling, modelling techniques, hierarchical structure, lighting, camera setting, texture mapping, and rendering. The Alias\Wavefront Maya software package will be used to illustrate the principles and techniques dealt with and to produce the assignments.

The course is organized to maximize hands-on experience and will include in-class exercises. Because of the way the classes are run, attendance at and active participation in the weekly classes is considered extremely important and is considered in grade calculations.

There will be four assignments. They will be evaluated based both on aesthetics and on technical proficiency.

There will also be one written examination towards the end of the semester on the technical principles of 3-D computer modelling and rendering.

Successful completion of this course should provide students with an all-rounded understanding of the principles and operation of 3-D modelling and rendering tools. It paves the way for students to take the 3-D animation workshops later.

CTV 7070 Media Management (3,3,0)

This seminar aims to establish a firm foundation of business and management skills for specialized career training in the media industry. The roles and skills of a media producer are examined, and the proper procedures for production management from project initiation to completion are analysed in detail.

CTV 7081 MFA Thesis Project I (3,0,0)**CTV 7082 MFA Thesis Project II (6,0,0)**

Prerequisite: Year III standing

This year-long course engages the student in supervised independent production or creative work. On the first Monday of May and December each year, the student writes and submits a proposal to the Programme Management Committee. A chief adviser is assigned to the student upon approval of the proposal. For detail requirement please refer to the MFA Programme Document.

CTV 7100 Postgraduate Script Writing (3,3,0)

This is an intensive writing class. Through different writing assignments, basic narrative elements of story, plot, character, action, continuity, rhythm, ellipses and dialogue will be thoroughly reviewed. The students will be encouraged to develop advanced writing techniques for writing different kinds of script in different contexts or environments.

CTV 7110 Advanced Script Writing Workshop (3,3,0)

The student will undergo the creative process of a full script and share with fellow scriptwriters all the fear and joy of creation.

The teacher will be more a facilitator than an instructor. At the end of the course, each student will finish a half hour script that is ready for production.

CTV 7120 Creativity Workshop (3,3,0)

Creativity is a habit, a choice. The class is a balance between survey of creativity and the practices of the enhancement of creativity. The first part is a seminar of several contemporary texts on creativity. The students conduct the discussions themselves. The second part is creative activity. Through a series of exercises, this workshop enable the participants to get out of their routines, in their creative process, in their approach to course matter, in their way of seeing, as well as in their attitude towards life. This workshop stresses spontaneity, improvisation, participation, and most important of all, open-mindedness. There are valuable tools for expanding the students' creativity, solving problems, finding and eliminating creative blocks, and focusing on essential elements of any project. The in-class activities include creative problem solving, brainstorming, mind-mapping, drawing from the right side of the brain, free-writing, role-play, etc.

CTV 7130 Comedy: Theory and Practice (3,3,0)

This course introduces students to essential theories of comedy, and applies them to discuss a variety of genre, plays, films, jokes, comics, etc. The students will select several cases to conduct in-depth studies. The creation and writing of comedy will be the major activity of the second half of the class.

CTV 7140 Postgraduate Documentary Seminar (3,3,0)

This seminar series explores the development of all forms of documentary, and contemporary issues and problems surrounding the form, which are placed within the context of different genres, modes of production, and the work of particular directors and producers. The course also seeks to encourage a flexible, alert and adventurous approach to documentary across a range of genres, and to consider the philosophical and practical issues which inform historical and current practice.

CTV 7150 Postgraduate Dramatic Film/TV Production (3,3,0)

The class examines the director's responsibilities in preparing pre-shooting script breakdowns and working on the set. Students gain hands-on experience in advanced production techniques, with the emphasis on pre-production planning, scripting, camera operations, lighting, audio, and post-production. Students develop and produce original short-course film/TV that applies the principles learned through lectures, film screenings and from guest speakers.

CTV 7160 Advanced Documentary Production Workshop (3,3,0)

Defining the central role of the director in the realization of a documentary, this course seeks to give students a firm theoretical grasp of the principles and practices of shooting and editing film/video documentaries. Students conceptualize, research, write, shoot, and edit their own productions. A series of lectures and discussions explore various visual elements of documentary. Analytical sessions exploring documentary films are combined with workshops for the presentation and discussion of student work in progress at specific stages.

CTV 7170 Advanced Dramatic Film/TV Production Workshop (3,3,0)

Prerequisite: CTV 7150 Postgraduate Dramatic Film/TV Production

An advanced workshop giving special attention to directing. This workshop provides guidance and study through all the steps a director follows. Students will utilize skills and concepts developed in CTV 4150 Postgraduate Dramatic Film/TV Production. Coursework is designed to provide students with a workshop opportunity to refine their skills through the production of a series of individual/group narrative film projects, in which each student has an opportunity to direct, shoot, record, and edit.

Advanced aesthetic principles of editing are examined through all forms of classic and current film and TV media. Lectures are supplemented by film screenings and stimulated shooting situations.

CTV 7180 Postgraduate 3-D Animation Workshop (3,3,0)

Prerequisite: CTV 7030 2-D Computer Graphics Workshop and CTV 7060 3-D Modelling and Rendering Workshop

This graduate level course presents the concepts, issues and techniques of the course, using the software package Alisa\ Wavefront Maya as an example. We will observe and analyse motion and explore different animation techniques in order to create believable, expressive motion. Animation, because of its time consuming nature, requires planning and organization. The work produced in this class would be a significant and vital part of the students' developing portfolios.

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

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 have to go 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.