

## COURSE CONTENT

<b>Course Code</b>	DD4003
<b>Course Title</b>	Final Year Project - Media Art
<b>Pre-requisites</b>	DT3008 Research and Visual Development or DF3004 Digital Film Production II or DP3011 Documentary Practices or DP4001 Extended Photography or Upon approval
<b>No of AUs</b>	9 AUs over 2 semesters
<b>Contact Hours</b>	39 hours of classroom contact and 39 hours of out of classroom consultation

### **Course Aims**

In this advanced level course, you will apply visual research methods and practices throughout a production process to transform an original creative concept through to a final realised work of media art. Working individually or in a team, you will implement a thorough production timeline that culminates in a final exhibition or screening. Your creative work will embody a meaningful communication that has relevance to yourself and your audience. Your final creative work concludes your undergrad study, and may lead to creative industry engagement, or initiate further study at the post-graduate level.

### **Intended Learning Outcomes (ILO)**

By the end of the course, you should be able to:

1. Describe research methods and practices of visual development suitable for producing high quality media works.
2. Develop an efficient production process that evolves a creative instigation through to a high-quality finished product.
3. Apply advanced techniques and processes to realise creative concepts in a high-quality visual form.
4. Communicate a non-visual concept such as a narrative, symbol or emotion via a visual, audio-visual, or interactive medium.
5. Contribute to critiques, discussion and team cooperation as part of the collaborative learning process in media art.

### **Course Content**

In this course you will transform an original creative concept through to a final realised work of media art. The creative concept may come from a preparatory course in year 3, or you may develop in this course. Your creative concept must be original. The nature of the development of this idea will be in accord with your chosen pathway – Animation, Film, Game or Photography, or an approved combination. Each of those areas have their unique requirements, designed to enable you to represent yourself in the most high-quality and professional manner.

If you have not followed one of the prescribed pathways, you must discuss your FYP options

with one of the FYP Coordinators before commencing FYP study. This is to ensure that you are placed amongst the most appropriate group of students, and in the best environment to support your study.

### **Animation**

The animation final year project follows on from preparation in DT3008 Visual Research and Development. In that course you will have applied visual research methodologies to create and develop original stories, characters and scenarios that are progressed through an animation pre-production process, culminating in a set of visual assets prepared for final production. In Final Year Project this preparatory work is used as the foundation for production. Further research will be required to refine the process, and to possibly acquire techniques to realise the final result. If necessary, you are able to change your project and the commencement of FYP. Having learned the research process the previous year, it is expected that any new research will be efficient and not delay the production process.

#### **Animation process overview**

- Refinement of narrative structure via storyboard and beat sheet
- Development of characters and environment
- Establishment of final visual style
- Keyframing and inbetweening
- Render testing
- Final rendering of completed animation

### **Digital Filmmaking**

As a film student you will develop a film of your choice. You will propose potential projects to the faculty for selection before advancing into pre-production and production. Under the close guidance and supervision of your FYP supervisor, you will apply the skills and knowledge you have gained over the past three years. The final project will be evaluated following guidelines and deliverables, and the finished films will be presented in the school and to a public as a final requirement for graduation.

#### **Film process overview**

- Structure: Development of a concept or narrative.
- Technical: Practical skills and techniques.
- Culture and Identity: Place, history and identity in Asian contemporary culture in the moving image.
- Aesthetics: Applied knowledge of film language, aesthetics, and form.
- Process: Ability to plan and execute all phases of collaborative film production.
- Delivery: Ability to engage the public as film industry professionals.

### **Game**

The Game final year project focuses on the art and creativity of computer gaming. As a student of Art & Design, your value in the digital game world is to bring creative thinking, artistic skills, and the ability to realise a concept into a creative, engaging interactive visual form. You are encouraged to work within a team that encompasses the wide range of abilities required to create and develop a working game demonstration. Central to the development of FYP Game is original visual development and original game mechanics.

#### **Game Process Overview**

- Formation of team

- Finalisation of game style and mechanic
- Development of game assets, characters and game world
- Testing of game mechanics
- Assembly of all components into a playable prototype
- Prototype testing and iteration
- Final presentation of playable demonstration

### **Photography & Digital Imaging**

In the final year project for Photography you are challenged to examine and extend your role as a photographer. Based on your learning from prior Photography courses, you will develop an original concept that you wish to express and communicate. Through research and case study analysis, you will become knowledgeable in the topic you chose, and apply your skills to demonstrate high proficiency with your final body of work. You will also deal with some very practical aspects of being a photographer, such as exhibition preparation, as you prepare for your final show.

#### **Photography Process Overview**

- Initial ideas, frameworks and inspiration
- Project statement
- Artist/Literature review
- Experimental processes and documentation
- Photography and production
- Preparation for exhibition
- Final exhibition