From the screens of televisions and films to mobile phones, computers and tablets, Film, Television and Animation at Deakin explores the relationship between the design, production, reception and exhibition of contemporary culture and through our newest technologies.

Animation
Prepare for a career specialising in the creative and technical fields of animation, film, television, and games design. Learn the art of storytelling in 2D and 3D animation and develop clever and creative ways of manipulating and animating images. Gain a broad understanding of moving image, graphic and animation practice allowing you to develop your own unique future specialisation.

Film and Television
Explore the professional technologies, creative practices and insightful theories of screen production within a dynamic setting strongly linked to the creative arts and communication industry. Learn the skills to create every aspect of a variety of genres, from documentary to short film. You’ll study scriptwriting and editing through to sound design and cinematography. Being a multi-disciplinary creative form, you can tailor your skills and branch out into other areas.

Bachelor of Film, Television and Animation

Course Code: A351
Location: Burwood (Melbourne)
Duration: 3 years full-time or part-time equivalent

From documentary and short narrative fiction, to more experimental productions, this course allows you to discover and develop your knowledge through exposure to a number of production and post production roles and practices. Develop your own specialist skill-set within the broad and dynamic fields of screen production and screen culture. You will explore studio and location production, film analysis, team and project management, visual language, digital cinematography, animation for screen, editing, sound design, high definition broadcast TV studio production, scriptwriting, short filmmaking and the business of freelance work.

Careers
Graduate with a broad range of specialist skills preparing you for the changing opportunities and challenges of the media and creative industries. You may find a career in fictional and factual production for cinema and television or work as a member in the camera, lighting, sound, design and effects or editing departments within the corporate, educational and advertising sectors. Students with an interest in animation may work as animators in the arts and digital content industries, including the animation, film, television and games design sectors and as independent professional creative practitioners.

deakin.edu.au/film
‘I took an internship unit through my course and spent two weeks at WIN TV in Ballarat. I learnt about all the different areas of a television station and went home with a deeper understanding of how they made television, commercials and even doing the news – six bulletins a night – recording voice overs, producing and editing commercials. The experience sets you up and really differentiates you from your peers.’

Darcy Bosner
Film and Television graduate, employed: Marngrook Footy Show

Hands-on experience

As a film, television and animation student at Deakin, you will work with real clients and industry briefs so that you graduate with a ‘working portfolio.’ You are also encouraged to undertake a professional internship or study tour during your studies, gaining industry connections and taking your creative practice to the next level.

Cross disciplinary learning

Our courses provide you with the opportunity to collaborate with students across all disciplines. Students are encouraged to explore complementary skills in areas such as visual arts, photography, media and marketing, to maximise career options.

This informs interesting dialogues, encourages innovation and ensures you graduate ready for a career as a well rounded creative practitioner.