

A351 BACHELOR OF FILM, TELEVISION AND ANIMATION

FACULTY OF ARTS AND EDUCATION



FOR STUDENTS COMMENCING TRIMESTER 1 2024

Last updated 06/10/2023

When you first enrol via StudentConnect and go through the enrolment steps, you may be able to simply confirm any units that are pre-populated for you. You can also add any that you need to do, as part of your first year's enrolment – by using the information on this map and in the Handbook.

You must also complete the following compulsory zero (0) credit point units: [DAI001 Academic Integrity Module](#) (0 credit points)

YEAR 1 Year: 2024	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 2 Year: 2025	Trimester 1				
	Trimester 2				
	Trimester 3				

YEAR 3 Year: 2026	Trimester 1				
	Trimester 2				
	Trimester 3				

A351 COURSE RULES

- Must pass 24 credit points for course
 - Must pass ALL units in {ACF104, ACF214, ACF320}
 - Must pass 1 units in {AWL100}
 - Must pass 1 units in {AWL200, AWL201, AWL202, AWL203}
 - Must pass 1 units in {AWL300, AWL301, AWL302}
 - Must pass 1 units in {DAI001}
 - Must pass at least 6 credit points at level {3}
 - Must pass 1 unit set(s) in {Animation (MJ-A351001), Producing Screen Content (MJ-A351002), Screen Production (MJ-A351003)}
- AND
- Must pass 1 unit set(s) in {Dance (MJ-A317001), Theatre (MJ-A317002), Photography (MJ-A317003), Publishing (MJ-A317004), Visual Arts (MJ-A317005), Writing (MJ-A317006), Advertising (MJ-A318001), Digital and Social Media (MJ-A318002), Journalism (MJ-A318003), Public Relations (MJ-A318004), Communication Design (MJ-A319001), Interactive and UX Design (MJ-A319002), Animation (MJ-A351001), Producing Screen Content (MJ-A351002), Screen Production (MJ-A351003)}
- OR
- Must pass 1 unit set(s) in {Dance (MN-A317001), 2D Practices in the Visual Arts (MN-A317007), 3D Practices in the Visual Arts (MN-A317008), Analogue Practices (Photography) (MN-A317009), Creative Writing (MN-A317010), Digital Practices (Photography) (MN-A317011), Professional Writing (MN-A317012), Scriptwriting (MN-A317013), Theatre (MN-A317014), Theatre Production (MN-A317015), Journalism (MN-A318003), Public Relations (MN-A318004), Creative Advertising (MN-A318005), Digital Media (MN-A318006), Photojournalism (MN-A318008), Social Media (MN-A318009), Strategic Advertising (MN-A318010), Public Relations Strategy (MN-A318011), UX Design (MN-A319002), Brand Design (MN-A319003), Design for Social Media (MN-A319004), Interactive Design (MN-A319005), Publication Design (MN-A319006), Producing Screen Content (MN-A351002), Animation and Motion Graphics (MN-A351004), Film Studies (MN-A351005), Screen Content Production (MN-A351006), Scriptwriting (MN-A351007), Visual Effects and Virtual Production (MN-A351008)}

One major must be taken from the majors offered in the degree in which you are enrolled. The other major or minor sequences may be taken from [Bachelor of Creative Arts](#), [Bachelor of Communication](#), [Bachelor of Design](#), or [Bachelor of Film Television and Animation](#) major or minor sequences.

FOR USE ONLY WHEN UNDERTAKING A CONSULTATION WITH A STUDENT ADVISER:

Student ID: _____		Name: _____		
Deakin email: _____			Preferred contact no: _____	
Year commenced:	Period commenced:	eCOE (if applicable):	Campus: _____	Mode: _____
Student adviser: _____				Date: _____

Notes

GENERAL INFORMATION

This course map is a guide only. You must also ensure you meet the course rules and structure as set out in the official [University Handbook](#) of the year you commenced your course. This course map has been created to be used electronically.

Not all units are available in all study periods or mode of delivery.

- Full time study is typically three to four units (or credit points) each study period.
- Part time study is typically one to two units (or credit points) each study period – part time study will extend the duration of your studies.
- Trimester 3 is typically an optional study period - unless it's your first study period and/or a compulsory study period for your course.

Unit options can be found in the '[Advanced Unit Search](#)' in the most current year's University Handbook.

If you have applied for or received credit for units as recognition of prior learning (RPL), it may alter the units you need to study.

Please seek advice from a Student Adviser in StudentCentral if you have any queries or need help understanding your course structure and unit options.

A351 BACHELOR OF FILM, TELEVISION AND ANIMATION MAJOR UNIT SETS

ANIMATION (MJ-A351001)
ADA102 Designing 3D Animated Environments
ADA107 Principles of Animation
ADA201 Character Design and Development for Animation
ADA202 Character Animation
ADA204 Animated Motion Graphics
ADA206 Visual Effects and Effects Animation
ADA301 Interactive Animation Design Studio
ADA302 Animation Project

Completion Rule

- Must pass 8 credit points in {ADA102, ADA107, ADA201, ADA202, ADA204, ADA206, ADA301, ADA302}

Note(s)

Incompatible with {Visual Effects and Virtual Production (MN-A351008)}

PRODUCING SCREEN CONTENT (MJ-A351002)

[ACF103 Writing with the Camera](#)

[ACF206 Contemporary Topics in Screen Cultures](#)

[ACF211 Screen Producing](#)

[ACF217 Production Design for Screen and Performance](#)

[ACF304 Celebrity Industries](#)

[ACF307 Major Screen Project A - Development](#)

[ALW103 Scriptwriting Fundamentals](#)

[ALW227 Scriptwriting: Character, Action and Reaction](#)

Completion Rule

- Must pass 8 unit(s) in {ACF103, ACF206, ACF211, ACF217, ACF304, ACF307, ALW103, ALW227}

Note(s)

Incompatible with {Producing Screen Content (MN-A351002)}

SCREEN PRODUCTION (MJ-A351003)

[ACF109 Television Studio Production](#)

[ACF110 Acting and Directing for Screen](#)

[ACF208 Cinematography](#)

[ACF210 Postproduction](#)

[ACF215 The Art and Design of Sound](#)

[ACF217 Production Design for Screen and Performance](#)

[ACF305 Documentary Production](#)

[ACF308 Major Screen Project B - Production](#)

Completion Rule

- Must pass 8 credit points in {ACF109, ACF110, ACF208, ACF210, ACF215, ACF217, ACF305, ACF308}

Note(s)

Incompatible with {Screen Content Production (MN-A351006)}

A351 BACHELOR OF FILM, TELEVISION AND ANIMATION MINOR UNIT SETS

ANIMATION AND MOTION GRAPHICS (MN-A351004)

[ADA107 Principles of Animation](#)

[ADA204 Animated Motion Graphics](#)

[ADA302 Animation Project](#)

[ADD206 Information Design](#)

Completion Rule

- Must pass 4 credit points in {ADA107, ADA204, ADA302, ADD206}

Note(s)

Incompatible with {Animation (MJ-A351001)}

FILM STUDIES (MN-A351005)

[ACF104 Screening History](#)

[ACF206 Contemporary Topics in Screen Cultures](#)

[ACF213 Contemporary Asian Cinema: Texts, Contexts and Experiences](#)

[ACF304 Celebrity Industries](#)

Completion Rule

- Must pass 4 credit points in {ACF104, ACF206, ACF213, ACF304}

PRODUCING SCREEN CONTENT (MN-A351002)

[ACF103 Writing with the Camera](#)

[ACF206 Contemporary Topics in Screen Cultures](#)

[ACF211 Screen Producing](#)

[ACF304 Celebrity Industries](#)

Completion Rule

- Must pass 4 credit points in {ACF103, ACF206, ACF211, ACF304}

Note(s)

Incompatible with {Producing Screen Content (MJ-A351002)}

SCREEN CONTENT PRODUCTION (MN-A351006)

[ACF109 Television Studio Production](#)

[ACF208 Cinematography](#)

[ACF210 Postproduction](#)

[ACF305 Documentary Production](#)

Completion Rule

- Must pass 4 credit points in {ACF109, ACF208, ACF210, ACF305}

Note(s)

Incompatible with {Screen Production (MJ-A351003)}

SCRIPTWRITING (MN-A351007)

[ACF304 Celebrity Industries](#)

[ACF307 Major Screen Project a - Development](#)

[ALW103 Scriptwriting Fundamentals](#)

[ALW227 Scriptwriting: Character, Action and Reaction](#)

[ALW251 Writing for Games: Designing Quests and Characters](#)

Completion Rule

- Must pass 1 credit points in {ACF304, ACF307}
- Must pass 3 credit points in {ALW103, ALW227, ALW251}

VISUAL EFFECTS AND VIRTUAL PRODUCTION (MN-A351008)

[ADA102 Designing 3D Animated Environments](#)

[ADA202 Character Animation](#)

[ADA206 Visual Effects and Effects Animation](#)

[ADA301 Interactive Animation Design Studio](#)

Completion Rule

- Must pass 4 credit points in {ADA102, ADA202, ADA206, ADA301}

Note(s)

Incompatible with {Animation (MJ-A351001)}