BACHELOR OF
FILM
SUBJECT LIST

CONTENTS

Student Film: NAVIS by Roan Sajko, Tomas Curda, Feri Wijaya, Mary Zumbo, Angharad Nettle-Smythe, Peejay Svoboda, Deniz Celik and Wei Liu (Front Cover)

YEAR 1			
TRIMESTER 1	Film Mechanics Lab	Screen Evolution	Visual Storytelling
TRIMESTER 2	Image Design	Art of Cinematography	Screenwriting
TRIMESTER 3	Documentary Lab		
EXIT: DIPLOMA OF FILM			
YEAR 2			
TRIMESTER 4	Sound Design	Motion Design	3D Assets for Film
TRIMESTER 5	VFX for Film	Film Production	Culture and Creativity
TRIMESTER 6	Commercial Film Lab		
EXIT: ASSOCIATE DEGREE OF FILM			
YEAR 3			
TRIMESTER 7	Professional Freelancing	Emerging Insights	Virtual Production Lab
TRIMESTER 8	Forge 1	The Professional Internship Program OR Professional Project	Industry Launchpad
TRIMESTER 9	Forge 2		
EXIT: BACHELOR OF FILM			

YEAR 1

TRIMESTER 1 — SUBJECTS

Film Mechanics Lab
(FLM1001)
Industry Production Subject

In this practical subject students will gain a basic overview of the stages involved in film production and engage in filmmaking practice at an introductory level. Students will write and produce a short film, edit the film and present it for review. They will be introduced to industry terminology and practice in camera operation, audio, lighting, green screen shooting, video editing and production planning processes. This subject will develop students' abilities in production management, creativity, adaptability and presentation skills.

Screen Evolution
(MDA1014)
Foundational Theory

In this subject, students will be introduced to film and digital language through an exploration of the fundamental themes, concepts and principles that apply to film and animation. During the subject, students focus on film history, genre, style, mood and context, and will also learn about foundational animation techniques, like stop motion and illustration with movement. Additionally, reflection and research skills will be developed, as well as the impact of technology on the moving image.

Visual Storytelling
(MDA1011)
Key Knowledge/Skill Building

In this subject students will apply visual storytelling design and composition methods such as script writing, drawing, storyboard, animatic and camera composition conventions to visualise and prepare stories for production. Scene structures and character development will be introduced and application of planning principles to several forms of media such as animation and film will be considered. This subject will assist students to develop organisational and creative skills while utilising presentation techniques and responding to feedback.

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228

TRIMESTER 2 — SUBJECTS

Image Design
(MDA1004)
Key Knowledge/Skill Building

Image Design will provide students with a solid foundation in the technical tools and design skills needed to create and manipulate digital images. Students will be introduced to image editing software and then move on to develop moving image editing techniques, exploring and applying theories of film editing. This will include layering and transparencies, title design, timing and rhythm in editing, colour correction, and applying masks and filters to images. Both photographic and filmic skills will be applied to the development of a portfolio which will require responding to a brief, creative thinking, problem solving skills, and presenting and exhibiting work. Image copyright law will also be considered and applied to student work.

Art of Cinematography
(FLM1005)
Key Knowledge/Skill Building

Camera operation, lighting and focus form the nucleus of this subject. Students will learn how to set up and shoot scenes to achieve optimal visual results. Image composition, camera mounting, movement, lighting, lens usage and depth of field will be explored through the practical implementation of a range of advanced cinematic techniques. The importance of creating specific styles and genres in response to a director's brief will be emphasised as students develop the ability to enhance narrative and emotional content through visual media. Production process, teamwork skills, and response to feedback will be included in this engaging encounter with cinematography.

Screenwriting
(MDA1015)
Key Knowledge/Skill Building

This subject provides an introduction to script and screenwriting for film and animation. During the subject, students will explore the theories and principles of narrative construction and expand the ability to produce sequential art, develop characters, subtext, scenes and screenplays. There will be a focus on plot development, creative writing and visual illustration, as well as how to apply film language in the creation of mood, tension, pacing and drama. Additionally, students will learn how to seek feedback, reflect and adapt during the screenwriting process.

Student Film: Silent Inferno, by Natasha Bernleitner

TRIMESTER 3 — SUBJECTS

Documentary Lab
(FLM1101)
Industry Production Subject

This subject will lead students through a full film production cycle in which they apply the filmmaking skills they have acquired in earlier subjects. Students will research and analyse a topic or cause and represent that area of interest through a documentary film. A variety of causes for documentary subject matter will be explored as students engage with society and participate in cultural debate. Documentary theories and styles will be discussed and students will adopt a mode of documentary, in a specific style, to present their case. Interview techniques will be explored, and camera operation, audio and editing skills will be refined. Production management, time management and planning will be central to the process. Communication skills and conflict resolution when dealing with the public will be developed. As with all film production, documentary requires the ability to accept feedback and respond appropriately, engaging with peers and external stakeholders to refine and improve the final product. The outcome of this subject is a substantial portfolio piece that will enhance student showreels and demonstrate their versatility and professionalism.

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228

YEAR 2

TRIMESTER 4 — SUBJECTS

Sound Design
(MDA2010)
Advanced Knowledge/Skill Building

In this subject students will be introduced to the creative and technical aspects of sound in digital media. Students will record sound, process sounds, and implement a variety of sounds in a range of contexts. Students will learn to apply sound design principles which enhance and compliment communication, meaning and emotion in their works. The skills developed in this subject can be applied to film, animation or games and will enable students to create dynamic and engaging soundtracks in a variety of genres. Content will include sound editing tools, techniques, selection of appropriate musical scores, location recording procedures, sound processing and noise reduction, compression and reverberation, and sound production workflow. Students will be required to reflect on their work and make improvements in response to feedback. Teamwork and time management, copyright and legal considerations and critical listening skills will be included.

Motion Design
(MDA2020)
Advanced Knowledge/Skill Building

Motion design, or motion graphics, is an ever increasing presence in online communication, and this subject will provide students with the tools and techniques to design and construct effective motion graphic communications. Students will deconstruct logos, build 2D objects and characters, and animate them using industry standard software. Graphic design principles and typography design concepts will be explored and applied to text motion, motion tracking and frame composition. Students will experience the design of title sequences and their place in the production process. They will also follow briefs, and develop skills such as creative thinking and problem solving, professional communication and digital asset management.

3D Assets for Film
(FLM2003)
Advanced Knowledge/Skill Building

In this subject students will learn the basic skills required to create their own uniquely designed 3D assets. The areas covered will include props and background development, using industry-standard 3D software, 3D interface navigation, fundamental 3D theory, basic modelling, texturing, lighting and rendering. These skills will provide a firm foundation for creating 3D objects and backgrounds for integration into live action films. Students will also be introduced to essential skills required for professional practice, including reflection, acting on feedback, presenting, naming conventions and file management.

TRIMESTER 5 — SUBJECTS

VFX For Film
(FLM2030)
Advanced Knowledge/Skill Building

In this subject students cover the foundational skills required to create visual effects using industry standard software. Students will respond to a brief in order to composite multiple images and add visual effects to live action shots. They will acquire skills including multipass CGI compositing, colour grading/correction, rotoscoping, tracking, keying, and compositing operations to create a complete shot from multiple source elements. Scholarly evidence and research findings are drawn upon to support students' knowledge of the discipline. The range of skills will also include planning, research, reflection, editing, creative thinking and reinforcement of the production cycle.

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228

TRIMESTER 5 — SUBJECTS (contin'd)

Film Production
(FLM2025)
Advanced Knowledge/Skill Building

Film production is a creative process subject with an emphasis on a collaborative production cycle of filmmaking and the oversight of the entire process. This includes pre-production, production, directing, cinematography, crew procedures, sound and lighting, and post-production. Industry-standard production management procedures will be developed, leadership and teamwork skills will be cultivated. Techniques of conflict resolution, time management and problem-solving will be applied to the production of a short film, reflecting the best-practice methods currently employed in the film industry. Simultaneously, skills in the various crew roles will be enhanced as students engage in a complete production cycle, culminating in a finished film.

Culture and Creativity
(MDA2029)
Analysis/Reflection Theory

The interface between creative arts and culture will be examined in this subject, as theories of genre, communication, cultural reference and semiotics are applied to a selection of prominent examples taken from historical and contemporary sources. Students will encounter the theoretical underpinning of creative arts practice and will critique works by evaluating their contents through the lens of a range of theoretical perspectives. Social, political and ideological considerations will be discussed and applied to case studies of creative arts in a variety of forms including film, animation, games and social media. Students will research and analyse audience behaviours and demographics, explore examples of significant directors, designers and artists, providing critique of their work and drawing comparisons to other artists and movements. Academic writing skills will be developed as students engage in meaningful discussion of contemporary art and media as it applies to culture and creativity, and conversely, the effects of culture on creative media. They will research matters that are of importance to their ethical perspective and artistic preferences. They will use critical thinking skills to present, debate and argue positions regarding social analysis and ideology.

TRIMESTER 6 — SUBJECTS

Commercial Film Lab
(FLM2201)
Industry Production Subject

This subject challenges students to conceptualise an idea for promoting a product that would appeal to its target audience and to the client's liking. Students will work in teams to produce a digital video that will showcase and publicise a product. The video will be produced in response to a client brief, and external clients from the music industry, small business, or other commercial or non-commercial organisations are encouraged. Advertising and marketing techniques for film will be implemented to create persuasive and attractive digital media. The subject will also cover areas such as monetisation, legislation and compliance, market analysis, communicating and justifying ideas through research-based evidence, networking and industry analysis.

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228

YEAR 3

TRIMESTER 7 — SUBJECTS

Professional Freelancing
(MDA3011)
Business Management Theory

Freelancing has become one of the major forms of employment in the areas of media and games. This subject will provide valuable information on how to manage as an independent entrepreneur in the creative industries. The focus will be on legal requirements, finance and monetisation, types of business models, documentation and admin, budgeting, pitching and promotional skills. Examples of successful freelance artists will be examined, and students will research industry and analyse their findings to identify likely areas of opportunity within their field. They will learn about networking, professional communication, planning and presentation skills.

Emerging Insights
(MDA3010)
Deep Knowledge/Skill Building

In this subject students will immerse themselves in the future of the creative media industry. They will research and report on new and emerging technologies, their potential applications and benefits, and will provide an overview of their capacity to change the nature of the media or games industries. They will investigate contemporary theories and processes and consider how they may shape the next generation. Students will also trial new and current technologies to arrive at findings on how they could be implemented to produce media, or modify working practices. This subject will also involve market analysis to predict trends and directions in the marketplace, which will assist students in planning their future creative and career directions in media and games. Their research will include hands on experience of technologies to explore their potential uses in the context of games, film and animation. Students will analyse and evaluate the feasibility and costs associated with the use of these technologies. They will develop skills required to maintain knowledge currency, through experimentation, analysis, industry networking, professional communication, presentation and reporting.

Virtual Production Lab
(MDA3301)
Industry Production Subject

The emerging field of virtual production enables realistic combinations of objects, characters and environments to produce composite images. In this subject virtual production technologies and techniques will be studied in detail as students engage with the blending of virtual environments with live action images. The subject will cover virtual environments, virtual props and assets, background projections using green screen or live projection, integration of live action images with virtual elements through camera tracking, matching sound, lighting and colour. Facial motion capture and the use of digital doubles using 3D modelling and animation will be introduced, and the animation and surfacing of 3D creatures and other assets will be enhanced by incorporating particle effects such as explosions, fire, smoke and rain. Advanced game engine functions will be used to composite image elements and animate components to produce realistic virtual multilevel images. Students will utilise creative thinking, problem solving skills, collaboration and teamwork, self-reflection and response to feedback.

TRIMESTER 8 — SUBJECTS

Forge 1
(PRO3001)
Industry Production Subject

Forge 1 is part one of a subject that runs across two terms, where students will learn to operate in a professional team, under workplace-like pressure, applying their knowledge, skills and aptitudes to complete a project to contemporary industry standards. In Forge 1, the focus will be on researching client needs and preparing a range of pre-production material required for the development of an industry project. Planning and project management skills will be sharpened, and pre-visualisation of narrative content will be developed to deliver comprehensive planning materials for a substantial production that will be completed in Forge 2 in the final term of study.

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228

TRIMESTER 8 — SUBJECTS (contin'd)

The Professional Internship Program
(PRO3005)
Elective

The Professional Internship Program aligns students with professional industry organisations where they will work to develop relevant skills oriented to their chosen careers. The elective program aims to enhance the contextual capabilities, skills and knowledge students have developed throughout their course. It will provide an opportunity for students to apply what they know, be mentored, receive feedback and seek opportunities for development in a real-world setting, as well as be exposed to emerging trends and technology that impact their industry. This program can only be undertaken in the final term of the associated qualification. Prior to commencement of the internship, AIT will determine a suitable placement company based on the student's individual needs, to ensure their supervision, safety and wellbeing are adequate.

Professional Project
(PRO3004)
Elective

This is an elective subject which does not require students to attend class. While support and feedback will be provided, this subject is undertaken off campus and requires students to work with minimal academic interaction. It may be completed independently or in collaboration with peers. In this subject, students complete an industry project of their choosing, related to their area of study. The project will be conceived and developed for a relevant contextual setting, and be presented as a proposal of a specific task, or solution to a problem or opportunity faced by an organisation or industry. The subject is an opportunity for students to develop and demonstrate self-regulated, independent research and study skills, time and project management and professional communication.

Industry Launchpad
(PRO3003)
Deep Knowledge/Skill Building

This subject helps students search for and prepare themselves for employment. It provides guidelines for how to prepare effective resources for enhancing their prospects in finding employment. Students will be introduced to interview techniques and personal branding through the development of a professional internet and social media presence. They will also learn how to produce effective presentations of their high-quality work, targeted at employers.
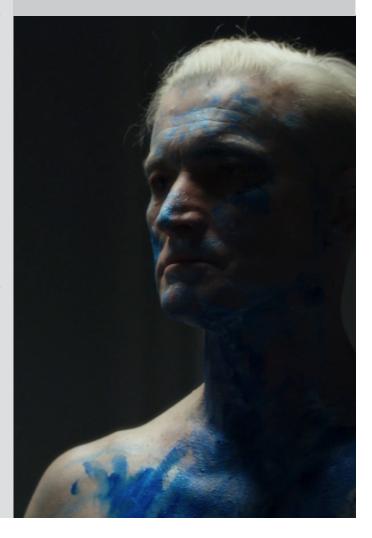
Student Film: The Tame Painter, by Dominic Dimech

TRIMESTER 9 — SUBJECTS

Forge 2
(PRO3002)
Industry Production Subject

Forge 2 is part two of a subject that runs across two terms, where students will learn to operate in a professional team, under workplace-like pressure, applying their knowledge, skills and attitudes to complete a project to contemporary industry standards. During Forge 2, students will focus on developing an industry project, based on the pre-production elements that were completed during the Forge 1 subject. The production, to be completed in teams, will be developed in a double subject and presented to industry representatives at the completion of the project. A key aim of the subject is to develop the student's speed and efficiency in a collaborative work environment. The process of brief, plan, execute, present and reflect will help students become accustomed to project-based work.
The subject also challenges students to innovate, to learn from both success and failure, to "know themselves", and to learn how to work with others. Students will be mentored, critiqued and assessed during this process, with industry experts providing feedback on project outcomes.

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228

ACADEMIC CALENDAR

VISIT OUR WEBSITE

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228

CONTACT US

SYDNEY CAMPUS:
Level 2, 7 Kelly Street
Ultimo NSW 2007
☎ +61 2 9211 8399

MELBOURNE CAMPUS:
Level 13, 120 Spencer Street
Melbourne VIC 3000
☎ +61 3 9005 2328

 AITcreative

 @aitcreative

 academyofinformationtechnology

 /AITcreativeAU

 @aitcreative

Academy of Information Technology Pty Ltd. ABN 35 094 133 641 · RTO
90511 · CRICOS 02155J Registered Higher Education Provider: PRV12005

DIPLOMA OF FILM
CRICOS CODE: 109410K

ASSOCIATE DEGREE IN FILM
CRICOS CODE: 109409C

BACHELOR OF FILM
CRICOS CODE: 109408D

COURSE ID: CRS1401228