Bachelor of Arts (Honours) in Cinematic Arts and Technology
電影藝術及科技（榮譽）文學士

YEAR 3 ENTRY
SELF-FINANCING
DS125112

PROGRAMME HIGHLIGHTS

- Exploration of the theoretical and practical aspects of the cinematic art and the latest technology. Nurturing industry professionals.
- Provide comprehensive knowledge of visual aesthetics and narrative structure, with practical application in the curriculum.
- Express the creative experience of film through digital media and virtual production. Meeting the demands of both domestic and international markets.

- 探索電影藝術和最新科技的創作理論和實際技術，培養業界專才
- 提供全面視覺美學及敘事結構的具體知識，並在課程中加以實踐
- 通過數碼媒體及虛擬製作將電影創意體驗表現出來，迎合國內外市場

Programme Overview

This programme aims to enable students to acquire a solid understanding of artistic and technical knowledge, in addition to artistic and innovative storytelling abilities, in both practical and theoretical aspects for creative process. Upon the completion of the Programme, graduates should possess the Institute's graduate attributes of being well-informed in professional knowledge and skills, be socially and globally responsible, and a problem-solver, effective communicator and independent learner. Graduates shall also become competent, innovative, skilled and work-ready members of the cultural and creative industries sector.

這個課程旨在讓學生在創作過程的實踐和理論方面，得到對藝術和科技知識紮實理解，以及藝術和創新講故事的能力。課程完成後，畢業生應具備學院的畢業生特質，精通專業知識和技能、具有社會和全球責任感、問題解決者、有效溝通者和獨立學習者。畢業生還將成為文化創意產業領域有能力、有創新精神、有技能、有工作能力的成員。

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應用科學
創建未來
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For online application:
VTC Web-based Admissions System
www.vtc.edu.hk/admission

資歷架構
Qualifications
Framework

This programme is recognised under the QF (Level 5)
QR Registration No.: 23/000619/L5
Registration Validity Period: 01/09/2023 to 31/08/2028

PROGRAMME STRUCTURE 課程結構

YEAR 3 三年級

General Education Module
- Chinese 2
- English for Academic Studies 2
- English for Professional Purposes

Industry/Profession Specific Module
- Cinematic and Augmented Lighting
- Cinematography Design Studio
- Digital Art Technology
- Production Design
- Programme Elective 1
- Programme Elective 2
- Research and Development for Graduation Project
- Storytelling and Beyond
- The Art of Storytelling
- Work-integrated Learning

通識單元
- 中文（二）
- 學術英語 （二）
- 專業英語

業界/專業指定單元
- 電影及擴增燈效
- 電影攝影設計
- 數碼藝術科技
- 美術指導
- 課程選修單元（一）
- 課程選修單元（二）
- 畢業作品研究與發展
- 故事力與拓展
- 說故事的藝術
- 工作綜合學習

YEAR 4 四年級

General Education Module
- General Education Elective 1

Industry/Profession Specific Module
- Entrepreneurship in Digital Era
- Graduation Project
- Immersive Design
- Sound Design for Cinematic Arts
- Virtual Production

通識單元
- 通識選修單元（一）

業界/專業指定單元
- 數碼時代創業
- 畢業作品
- 沉浸式設計
- 電影藝術聲音設計
- 虛擬製作

PROGRAMME ELECTIVES 課程選修

- Acting and Directing for Characterisation
- Directing for Visual Effects
- Motion Design
- Real-time 3D Creation

- 人物形象表演和導演
- 視覺效果指導
- 動態圖像設計
- 實時3D創建

GENERAL EDUCATION MODULE 通識單元

- Effective Branding & Consumer Behaviour
- Impact of Contemporary Design on Society
- Living with Sustainable Materials
- Landscape Appreciation

- Urban Greenery & Ecology
- Land Art
- Asian Fashion Retail Marketing
- Design for Fun

- Digital 3D Modelling & Printing for Beginners
- Web Technology & E-Commerce
- Housing Policy & Management

Career Prospects

Possible career path includes Director, Screenwriter, Assistant Director, Assistant Producer, Virtual Production Specialist, Virtual Art Specialist, and Visual Effects Artist, etc. With more experience, can start from supervisor or production manager role. Graduates may also consider a Master's degree local or abroad.

可任職業包括導演、編劇、助導、助製、虛擬製作師、虛擬藝術師、以及視覺特效設計師等。如積累更多經驗，可任總監或項目經理。畢業生亦可選擇攻讀本地或海外的碩士學位。

IN-CLASS VIRTUAL PRODUCTION 虛擬製作