



Intro to Virtual Production

SALT LAKE COMMUNITY COLLEGE

Sample Syllabus

Date/Time

Instructor:TBD

Credits: 4

Course Description

This course explores the new technology and filmmaking techniques associated with Virtual Production. Students will learn how to film real actors and props in front of computer generated environments using Unreal Engine software. Students will learn how to track camera movements, create virtual sets and film on a LED Volume screen. Through lab demonstrations, in-class studio shoots, and individual projects, students will learn to utilize industry standard equipment and technology that is transforming the film industry.

Prerequisite: FLM 1045, Instructor Approval
Additional Course Fee Required

Course OUTCOMES:

1. Learn to use key features in Unreal Engine software such as camera tracking, nDisplay, and meshing.
2. Demonstrate how to connect and track a real world camera in virtual software environment.
3. Evaluate how to light and shoot high quality content in front of a large LED "Volume" screen.

FLM 1095

4. Create original and exciting artifacts that look photorealistic using Unreal Engine.

If you are absent from a class or lab, you are still responsible for all of the content laid out in this syllabus and Canvas.

Extra credit note: Extra credit may be available for students who participate and work on local short films. Students will be notified of productions in the area that will qualify.

REQUIRED MATERIALS

Equipment: 1) Students will have access to Red Helium/ Epic, Canon C200 and Sony Fs5/ A7s, as well as tripods, gimbals, and lighting and grip kits from the Equipment Room.

Suggested Books: American Cinematographer Manual 10TH Edition – 2013

by Michael Goi

Set Lighting Technician Handbook 4th Edition- 2010 by Harry

C. Box

Cinematography, Theory and Practice- 2012 by Blain Brown.

Grading:

Attendance & Participation - 400pts	A - 90-100 %
7 Shot Story @ 100pts	B - 80-89%
Visual Poem @ 100pts	C - 70-79%
Directing Class Crew @ 400pts each	D - 60-69%
Lab Quizzes - 200pts	F - below 60%
Final Project - 100pts	

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Projects and Assignments:

Attendance & Participation – Students are expected to attend every lecture. Attendance will be taken at the beginning of each class. Three unexcused absences will result in a one letter grade decrease, and additional letter decrease after each unexcused absence. In case of personal emergencies or sickness, please contact the instructor prior to class to receive an excused absence. It is critical for students to attend in-class project presentations & critiques, as they carry additional points towards the grade.

Outside Class Directing Film (x2)- Students must DP **AND** Gaff 2 separate films for the Directing class at SLCC. DPs will pair up with and pick their own Gaffers (CLT). Students Directors will be paired with student DPs by instructor. Students with the worst attendance will automatically be signed up for the lower level films. Dates and Schedules to be determined by Directing and Cinematography students. Must turn in shot list.

Exercise/ In Class Labs – Students will complete weekly exercises and labs including re-creating camera/ lighting and production design from classic films.

Visual Poem Project- Student will visually interpret a poem or song lyrics to a 30-60 second short film- non sync. (Not a music video!)

Final Class Project "Switching Scene" – The final project is a film scene- where the student s will work in groups of 4, each member taking turns as the cinematographer, composing and lighting a shot of the film. The "look" of the scene will change for each shot. Students will be provided a standard movie script- or if approved, can use a script they have written. Must turn in script, storyboards and shot list.

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Course Schedule and Calendar

WEEK 1 – Intro to class. Assignments discussed. Visions of Light

WEEK 2 – Safety and Stage Use.

WEEK 3 – Exposure Basics

WEEK 4 – Zone System Basics

WEEK 5 – Red Cameras

WEEK 6 – 7 Shot Exercise

WEEKS 6-14 – Shooting of FLM 2015 Films and Wednesdays and Weekends. Participation in 2 shoots is required.

Week 7- Commercial Shoot

Week 8- Location and Scouting.

Week 9- Lighting Basics

Week 10- Grip Basics

WEEK 12- Car Rigging

WEEK 13- Electrical Theory

WEEK 14- Final Project Writing and Preproduction

WEEK 15 – Final Project Shoot IN CLASS

WEEK 16- Final Screening and Exam

Key Dates:

- Last day to drop with 100% refund. **9-12-23**
- Last Day to Withdraw (with no refunds). **10-24-23**
- Holidays when classes are not in session. **Labor Day, Thanksgiving**
- Last day of class **12-13-23**