

Ignore everything in connection with gameplay and the Cinemachine playlist!

ONLY films, no gameplay, and coding

By the end of this course, you'll be able to showcase videos and short films by yourself

Avatar Template for Omar

Putting the bullets in LIVE order

In this course, you'll discover:

- The step-by-step process to create showcase videos and short films with real-time filmmaking in Unity (just follow what I do)X
- How to master the technical aspects of filmmaking (You'll learn about camera operation, lighting, sound design, editing, etc.)X
- How to create the effect of having multiple cameras with only a single camera (This one's pretty useful)X
- What to use to make cool "slow-mo" effects for cinematic sequences and action scenesX
- How to improve the visuals of any scene with "Anti-Aliasing"X
- What is "Timeline" and how to create amazing cutscenes & animations with itX
- A "tool" that fades the screen for smoother transitions (If you're good, you can make Hollywood-level stuff with this)X
- The 4 items you need to remove in Unity if you want to create a short film and not a video game (yes, delete even the cameras!)
- What is the "signal track" PLUS how it lets you communicate between the timeline and your scripts + components (You'll absolutely need this)
- The 2 awesome benefits of having an audio source set up (This is not mandatory, but can be insanely useful)X

Okay.. Let's take a little break.

I don't want to overwhelm you with too much awesome information at once.

...

...Ready?

Here we go then:

- How to make an interactive smooth cutscene without a single line of code (even beginner filmmakers can do this)X
- You'll get 2 different music tracks, 5x2 SFX sounds, 4 different voice-over scripts, and a FREE Viking Village 3D environment - so you'll have enough material to get creative with your own projects
- A common "trick" that devs of triple A titles do to make the animation process lightyears easierX
- Why people praise my teaching methods like... ***"Very simplified, easy-to-understand, satisfactory, useful and beautiful explanations."*** ...and of course the legendary... ***"wtf u explain it so clean mate"***
- What to use to keep the energy consistent between two camera shotsX
- I'll show you an interesting, FREE, timeline package that gives you 5 different useful playables (You'll love these)
- How to combine Cinemachine and Timeline (These two used together can skyrocket the film quality you produce!)X
- How to use storyboards PLUS why are they important when planning your filmsX
- What is a "default animator" and how to disable it so it doesn't mess up your video shots
- The little-known way to make your recordings drastically better in quality (make the image quality much sharper)X
- The little-known way to make your recordings as clear as a Lion's vision without any presets or modsX

COPY/PROOF HERE - to break the bullet points?

...Continue...

I'll also reveal...

- How to stop the player from having control over the character during a cutscene (Can you imagine how useful this is?)
- The “strange” reason why you hear the sound even though there is no audio source set
- Why the Cinemachine track is insanely good (it’s smooth as hell and doesn't require ANY coding)
- The reason why audio is a key element when it comes to storytelling, especially in games and films
- What is “Noise” and how to add it to the cameras to give them a more natural feel❌
- PLUS a bunch of useful key combinations to make your filmmaking process waay faster and easier❌
- The secret way of animating the cameras to get more dynamic and engaging visual shots in Unity❌
- What is “Ease In & Ease Out” and what scenarios you can use it for (Hint: it’s connected to camera animation)❌
- The keyframe interpolation to use when there’s a character reveal or you want to move the camera toward a target❌
- Hidden and overlooked details about Unity’s Recorder that can ruin the rendering process
- A “very cool” and useful filter to show that the character is stunned or under the water❌

Soo many goodies right?

And yet, we’re not done here...

Just take a deeep breath, and let me present to you the last few...

- An advanced “double audio” trick to make the music fit the video “much better” (How much better depends on your skills)
- Why a random guy commented me... “*You have one of the **most unintentional ASMR voices** ever, I’m relaxed and more knowledgeable*” (Although I don’t guarantee this one!)
- 3 websites I recommend to find royalty-free music (One of them is completely FREE!)X
- Why you should ALWAYS check if the framerate is correct when you’re editingX
- How to work with composers to get the most out of your short films and videosX
- PLUS what never to tell a composer that actually limits their creativity and output quality (They won’t be happy to hear this)
- How to import animations for your characters (and the free website I personally use)
- **My tips & tricks to work with voice actors from X years of experience (And why working with them is the complete opposite of working with composers)**X
- What the “*weird pink color*” means when you import a package’s material into Unity and how to quickly fix it (Knowing this will save from you a LOT of frustration)X
- Why limitation is your friend when it comes to creating a great story (And how it will help you think more creatively)X
- How to meet, chat, and even collaborate with other like-minded filmmakers (So you won’t feel isolated and alone in this field again)
- How to use post-processing to add noticeably more life into the footage that you created (with dept-of-bloom, color changes, and depth-of-field)X
- PLUS the 5 best books I recommend for screenplays & filmmaking (These will provide you with useful theoretical knowledge on the side)X
- And much, much more!

Wow! You've actually made it through in one piece.

Great job.

So...

General bullets

In this course, you'll discover: (63 bullets as of now)

The step-by-step process I used to create the 2 "course outcomes" - after watching this you will know everything about the basics of producing showcase videos and short films

How to combine Cinemachine and Timeline (These two used together can skyrocket the film quality you can produce!)

(FREE preview part) You'll get 2 different music, 5x2 SFX sounds, 4 different voice-over scripts, and a FREE Viking Village 3D environment - you'll have enough material to get creative with your own projects

(FREE preview part) The best and most stable editor to use in Unity X?

(FREE preview part) How to navigate and move around in any scene (it's just as easy as in an FPS game) X?

(FREE preview part) The 4 items you need to remove if you want to create a short film/showcase video and not a video game (even delete the cameras!)

(FREE preview part) What is Cinemachine and why is it a crucial part of filmmaking in Unity -

(FREE preview part) A bunch of useful key combinations to make your filmmaking process waay faster and easier

(FREE preview part) What is "Timeline" and how you can create amazing cutscenes, and animations with it

(FREE preview part) How to do smooth camera transitions with Timeline X? - only free bullet

(FREE preview part) How to use the Animation track and start animating the cameras X??? Only free bullet?

(FREE preview part) An important little “lock button” you have to enable to make sure your changes are saved during play mode (if you forget this you might lose everything you’ve just created)

(FREE preview part) What is “Noise” and how to add it to the cameras so they’ll have a more natural feel

(FREE preview part) Why a random guy commented me... *“You have one of the **most unintentional ASMR voices** ever, I’m relaxed and more knowledgeable”* (Although I don’t guarantee this one!)

X A common “trick” that is used in a lot of games (when the player picks up something) to make the animation process lightyears easier

X The step-by-step process to create smooth transitions between animations (You’ll love this one)

X Why people say things like... *“**Very simplified, easy-to-understand, satisfactory, useful and beautiful explanations.**”* ...and of course the legendary... *“**wtf u explain it so clean mate**”*

X Why a random guy commented me this... *“You have one of the **most unintentional ASMR voices** ever, I’m relaxed and more knowledgeable”* (Although I don’t guarantee this point!)

X Why audio is a key element when it comes to storytelling, especially in games and films

X The “strange” reason why you will hear the sounds even though there is no audio source set

X The 2 awesome benefits of having an audio source set up (You want to hear this!)

X A “very cool” and useful filter you can apply if you want to show that the character is stunned or under the water

X What is the “signal track” and how it lets you communicate between the timeline and your scripts and components

❌ How to stop the player from having control over the character during a cutscene (Can you imagine how useful this is?) SECOND PART/LAST ONE

❌ How to combine Cinemachine and Timeline (These two used together can skyrocket the film quality you can produce!)

❌ Why the Cinemachine track is insanely good (it's smooth as hell and doesn't require ANY coding)

❌ I'll show you an interesting, FREE, timeline package that gives you 5 different useful playables (You'll love these)

❌ How to make an interactive cutscene without any coding (for example making an NPC walk toward the player or a point of interest)

❌ A "tool" that helps to fade the screen for smoother transitions (If you're good, you can make Hollywood-level stuff with this)

❌ What to use to make cool "slow-mo" effects for cinematic sequences and action scenes

A simple tool that can save you a ton of time when creating subtitles ❌?

❌ The secret way of animating the cameras to get more dynamic and engaging visual shots in Unity

❌ What is "Ease In & Ease Out" and what scenarios you can use it for (This is connected to camera animation)

❌ PLUS the keyframe interpolation to use when there's a character reveal or you want to move the camera toward a target

❌ Which "interpolation" is best when you want to move between two shots and keep the energy consistent

❌ **How to create the effect of having multiple cameras with only a single camera**

The exact way to combine all previously used elements to create an asset showcase for your portfolio or a client - last? ❌?

Why the "scene view" differs from the "game view" and how to solve it easily ❌?

❌ How to improve the visuals of any scene with "Anti-Aliasing"

X How to use post-processing to add a way more life into the footage that you created (with dept-of-bloom, color changes, and depth-of-field)

X Hidden and overlooked details about Unity's Recorder that can ruin the rendering process

X The little-known way to make your recordings lightyears better in quality (make the image quality much sharper)

The 3 different options to render a video (and the advantages of each) X?

2 different ways to find the perfect music that fits your short film or video X?

X 3 websites I recommend to find royalty-free music (One of them is even completely FREE!)

X How to import an image sequence and why it is important for you X?

X An advanced "double audio" trick to make the music fit the video much better (The "how much better" part depends on you entirely)

X Why you should ALWAYS check if the framerate is correct when you're editing

X How to work with composers to get the most out of your short films and videos

X What never to tell a composer that actually limits their creativity and output quality (They won't be happy to hear this)

X My tips & tricks to work with voice actors from X years of experience (And why working with them is the complete opposite of working with composers)

X Why limitation is your friend when it comes to creating a great story (Enhance your creativity with this!)

Why you should listen to a lot of music in that same mood as your film is going to be X?

The specific thought pattern that led me to create the short film outcome of this course (This will help you understand how to create stories better) X?

X The step-by-step process of how to import any type of Unity package

X What does the “weird pink color” mean when you import a package’s material and how to quickly fix it (Knowing this will save you a LOT of frustration)

What to do if one of the package’s material(s) doesn’t load in X?

How to customize a package material’s looks (character, objects) to fit exactly to your liking X?

A little trick to make any part of your character’s body look more realistic (sometimes these look really weird in their original form - so you’ll need to use this trick) X?

How to make a character’s eyes glow red even if the character model doesn’t have separate parts to edit X?

X How to use storyboards PLUS why are they important when planning your films

X What is a “default animator” and how to disable it so it doesn’t mess up your video shots

X How to import animations for your characters (and the free website I personally use)

How to disable the animation on the chosen part of a character (This makes an animation more versatile) X?

How to fix a character’s, or an object’s part that was invisible or buggy before to show properly X?

How to change the depth of field (to shift the focus on background, foreground, object, or character)

The exact program I use for editing videos and short films X?

The difference between composing something at the beginning or at the end of a project X?

X How to make your shots look more lively by adding contrast

X The 5 best books I recommend for screenplays & filmmaking

X And much, much more!

Ignore everything in connection with gameplay and the Cinemachine playlist!

What is Cinemachine and why is it a crucial part of filmmaking in Unity

How to create cut scenes, and smart cameras WITHOUT writing a single line of code with Cinemachine

An easy & straightforward tutorial to create a camera that follows your player everywhere (no coding required)

An important little “lock button” you have to enable to make sure your changes are saved during play mode (if you forget this you might lose everything you’ve just created)

How to create multiple fixed cameras that switch between one or the other based on which has the best view of the player (This is used in legendary games like Resident Evil, or God of War)

Why the cameras won’t switch between each other if you forget to set an important step (You can get frustrated real fast if you don’t know about this)

How to create “Dolly cams” that create steady and smooth camera movements (These are used in almost all Hollywood movies, for example in Indiana Jones too)

The simple way to fix “camera breaking” that prevents smooth camera movements (This literally takes less than 30 seconds)

A 2-minute video that shows you how to follow the player in the 2D-spaced video or game

How to create a “free look” that lets the player take control of the camera using the mouse in under 5 minutes

A way to avoid the annoying problem when the camera runs into walls or obstacles when the player moves it around (This is really simple, I swear!)

