

LANEY COLLEGE COURSE OUTLINE

COLLEGE: LANEY COLLEGE **STATE APPROVAL DATE:** 07/07/2021

ORIGINATOR: Koina Freeman **STATE CONTROL NUMBER:** CCC00062584
2

BOARD OF TRUSTEES APPROVAL DATE: 04/27/2021

CURRICULUM COMMITTEE APPROVAL DATE: 03/05/2021

CURRENT EFFECTIVE DATE: 01/01/2022

DIVISION/DEPARTMENT: Laney - Humanities, Social Sciences / Laney - Humanities, Social Sciences

1. REQUESTED CREDIT CLASSIFICATION:

D - Credit - Degree Applicable
N - Not Basic Skills
1 - Program Applicable

2. DEPT/COURSE NO: **3. COURSE TITLE:**

MEDIA 044B Virtual Production II

4. COURSE: Laney New Course **TOP NO.** 069900* - Other Media and Communications

5. UNITS: 3.000 **HRS/WK LEC:** 2.00 **Total:** 35.00
 HRS/WK LAB: 3.00 **Total:** 52.50

6. NO. OF TIMES OFFERED AS SELETED TOPIC: **AVERAGE ENROLLMENT:**

7. JUSTIFICATION FOR COURSE:

This expands our Virtual Cinema course and Immersive Design Certificate. Teaches Advanced 3D Virtual TV, Stagecraft, Filmmaking and concepts specifically applied to the Virtual Production field. Builds upon the existing Virtual Cinema course. This course is being mirrored as MEDIA 544B. This course is part of a Virtual Production certificate. This course is Part 2 of an Intermediate, and Advanced sequence of Virtual Production courses.

8. COURSE/CATALOG DESCRIPTION

3D Virtual Film and TV Production: Motion Capture, Cinematography, Lighting, Props, Art Direction, Technical and Visual aspects of Virtual Production, including pre-production, storyboards, blocking, lighting, locations and props; technical skills, including Realtime 3D engines, workflows, camera functions and movement, safe use of equipment, on-set protocol, industry terminology, duties; responsibilities of the camera, lighting, motion, and art teams.

9. OTHER CATALOG INFORMATION

- . Modular: No If yes, how many modules:
- . Open entry/open exit: No
- . Grading Policy: Letter Grade Only
- . Eligible for credit by Exam: No
- . Repeatable according to state guidelines: No
- . Required for degree/certificate (specify):
- . Meets GE/Transfer requirements (specify):

acceptable for credit CSU

- . C-ID Number: Expiration Date:

- . Are there prerequisites/corequisites/recommended preparation for this course? Yes
Date of last prereq/coreq validation: 03/05/2021

10. LIST STUDENT PERFORMANCE OBJECTIVES (EXIT SKILLS): (Objectives must define the exit skills required of students and include criteria identified in Items 12, 14, and 15 - critical thinking, essay writing, problem solving, written/verbal communications, computational skills, working with others, workplace needs, SCANS competencies, all aspects of the industry, etc.)(See SCANS/All Aspects of Industry Worksheet.)

Students will be able to:

1. Develop and implement Virtual Production aesthetics
2. Implement Virtual Production content development
3. Develop a functioning Virtual Production prototype
4. Explain software technologies including Virtual Production platforms, Stagecraft, Virtual Production Sets & Environments

11A. COURSE CONTENT: List major topics to be covered. This section must be more than listing chapter headings from a textbook. Outline the course content, including essential topics, major subdivisions, and supporting details. It should include enough information so that a faculty member from any institution will have a clear understanding of the material taught in the course and the approximate length of time devoted to each. There should be congruence among the catalog description, lecture and/or lab content, student performance

objectives, and the student learning outcomes. List percent of time spent on each topic; ensure percentages total 100%.

LECTURE CONTENT:

**1: Introduction: Origins of the Real-Time Revolution,
Definition of Virtual Production . - 5%**

**2: Virtual Production in Detail:
Virtual Production Types . - 10%**

**3: Virtual Production in Action: Key Features and Benefits
by Department - 5%**

4: Realtime Content Engine Virtual Production Basics - 10%

5: PRE-VIZ: Designing the Scene: Location, Props, Costumes - 15%

6: PRE Production: Planning the Scene, Storyboards, Blocking, Staging - 15%

7: Motion Capture + Face Capture - 15%

8: Virtual Production: Stagecraft Cinematography, Lighting, Sound - 15%

9: Post Production Final Frames - 5%

10: What's Next for Virtual Film and TV Production? - 5%

11B. LAB CONTENT:

Virtual Production

16 Week Lecture/Lab Syllabus:

1. Virtual Production Overview - 5%

LAB Challenge: Install Software

2. Game Engine Set-up & Workflow

LAB Challenge: Recording & Playback

3. Advanced Storytelling & Environment - 10%

LAB Workshop: Map & Block-out the scene and its location on Paper (**Teams**)

4. Advanced World building, Maps & Environments

LAB Challenge: Build a Greybox Environment of your scene

5. Advanced Motion Capture - 5%

LAB Challenge: Teams perform and record Mo-Cap

- Clean & polish up your Mo-Cap Data

6. Advanced Design Document - 10%

LAB Workshop: Pitch & Design Document Workshop (Groups)

- Create your Project's Outline & Flowchart

7. Advanced Face Capture - 5%

LAB Challenge: Teams perform and record Face-Cap

- Clean & polish up your Face-Cap Data

8. Build a 3D Virtual Set/Environment - 10%

9. Polish & Light your Project Scene - 10%

LAB Challenge: Build & Light your Project Scene from in Game Engine

- Lighting for Look & Feel
- Lighting for Virtual performance

10. Setting up your Virtual Scene - 5%

LAB Challenge: PreViz your Scene in Engine

- Shoot scene on set

11. Crew your Virtual Scene - 10%

LAB Challenge: On-Set Props, Audio, Costumes

- Shoot scene on set

12. Advanced Cinematography - 10%

LAB Challenge: Designing Shots & Shotlists

13. Dialogue: Animating & Recording - 5%

LAB Challenge: Shoot a 2 person dialogue scene

14. Action: Animating & Recording - 10%

LAB Challenge: Shoot a 2 person action scene

15. Final Presentations (Project Two) - 5%

- Post to your Portfolio site

12. METHODS OF INSTRUCTION (List methods used to present course content.)

- . Activity
- . Projects
- . Lecture
- . Lab
- . Observation and Demonstration
- . Discussion
- . Critique
- . Field Trips
- . Visiting Lecturers
- 0. Multimedia Content
- 1. Distance Education

13. ASSIGNMENTS: hours/week (List all assignments, including library assignments. Requires two (2) hours of independent work outside of class for each unit/weekly lecture hour. Outside assignments are not required for lab-only courses, although they can be given.)

Out-of-class Assignments:

1. Researching and reading Virtual Production theory assignments
2. Viewing and Critiquing Virtual Production content
3. Hands on projects
4. Individual and Peer Reviews
5. Virtual Production topic Document creation

ASSIGNMENTS ARE: (See definition of college level):
Primarily College Level

14. STUDENT ASSESSMENT: (Grades are based on):

ESSAY (Includes "blue book" exams and any written assignment of sufficient length and complexity to require students to select and organize ideas, to explain and support the ideas, and to demonstrate critical thinking skills.)

COMPUTATION SKILLS

NON-COMPUTATIONAL PROBLEM SOLVING (Critical thinking should be demonstrated by solving unfamiliar problems via various strategies.)

SKILL DEMONSTRATION

15. TEXTS, READINGS, AND MATERIALS

A. Textbooks:

- Christopher Kenworthy. *Master Shots: v. 2: 100 Ways to Shoot Great Dialogue Scenes*. 1st Michael Wiese Productions, 2011.
Rationale: This book diagrams and walks students through timeless and evergreen camera shots, that do not change.
- Christopher Kenworthy. *Master Shots Vol 3: The Director's Vision: 100 Setups, Scenes and Moves for Your Breakthrough Movie*. 1st Michael Wiese Productions, 2013.
Rationale: This book diagrams and walks students through timeless and evergreen camera shots, that do not change.
- Kevin Mack, Robert Ruud. *Unreal Engine 4 Virtual Reality Projects: Build immersive, real-world VR applications using UE4, C++, and Unreal Blueprints*. 1st Packt Publishing, 2019.
- Mark Sawicki, Juniko Moody. *Filming the Fantastic with Virtual Technology: Filmmaking on the Digital Backlot*. 1st Routledge, 2020.

*Date is required: Transfer institutions require current publication date(s) within 5 years of outline addition/update.

B. Additional Resources:

- Library/LRC Materials and Services:

The instructor, in consultation with a librarian, has reviewed the materials and services of the College Library/LRC in the subject areas related to the proposed new course

- Are print materials adequate? Yes
- Are nonprint materials adequate? Yes
- Are electronic/online resources available? Yes

- Are services adequate? Yes
- Specific materials and/or services needed have been identified and discussed.
Librarian comments:
Please provide a list of recent, recommended supplementary (non-textbook) titles to the acquisitions librarian.

C. Readings listed in A and B above are: (See definition of college level):

Primarily college level

16. DESIGNATE OCCUPATIONAL CODE:

B - Advanced Occupational

17. LEVEL BELOW TRANSFER:

Y - Not applicable

18. CALIFORNIA CLASSIFICATION CODE:

Y - Credit Course

19. NON CREDIT COURSE CATEGORY:

Y - Not Applicable, Credit course

20. FUNDING AGENCY CATEGORY:

Y - Not Applicable (funding not used to develop course)

SUPPLEMENTAL PAGE

Use only if additional space is needed. (Type the item number which is to be continued, followed by "continued." Show the page number in the blank at the bottom of the page. If the item being continued is on page 2 of the outline, the first supplemental page will be "2a." If additional supplemental pages are required for page 2, they are to be numbered as 2b, 2c, etc.)

1a. Prerequisites/Corequisites/Recommended Preparation:

• **RECOMMENDED PREPARATION:**

MEDIA 044A: Virtual Production I

;

STUDENT LEARNING OUTCOMES

1. **Outcome:** Design and create a Virtual Production project from concept to final product.

This outcome maps to the following Institution Outcomes:

- o • Career Technical Education - Students will demonstrate technical skills in keeping with the demands of their field of study.

Assessment: Instructor and class critique of final Virtual Production production according to Rubric distributed and discussed in class.

2. **Outcome:** Collaborate effectively with production team.

This outcome maps to the following Institution Outcomes:

- o • Communication - Students will effectively express and exchange ideas through various modes of communication.

Assessment: Instructor evaluation of student activities during class projects.

3. **Outcome:** Adapt professional skills to most current Virtual Production technology industry standards

This outcome maps to the following Institution Outcomes:

- o • Personal and Professional Development - Students will develop their knowledge, skills and abilities for personal and/or professional growth, health and well being.

Assessment: Instructor evaluation of student competency in most current Virtual Production industry tools.

Generated on: 3/11/2022 6:06:58 PM