EPIC 2022
ROTTERDAM 30TH MAY TO 1ST JUNE 2022
AGILE in the UNREAL Classroom

Teaching Virtual Production Workflows in Academia

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What is Virtual Production?

“Within the current internal business structures there are significant challenges around recruitment of skilled people. This is becoming a barrier to growth.”

~Storyfutures Skills Report 2021
Train the Trainer - The Teacher becomes the Student
Project focus:

- Understanding Virtual Production Workflows as a Practice & New Methodology
- Learning Unreal Engine & its capacity as an industry game-changer
- Demonstrate R&D via Practice-led research for future Curriculum design
- Collaborate with faculty, graduate and current UG students
- Partner with industry stakeholders
What is Agile?
Agile Co-design - an iterative process
Miro (interactive, infinite whiteboard)
Empathise, Gather Data

Lindsay

What inspires us

Greg Corson - what is it that makes his tutorials good? Same for Captain Distillation

Has Dullal

Comic made in 3 days

How do you sell it as an exportable asset?

Role of sound in post-production

Are we missing a tick? What can we learn from soundscapes?

Future use of sound on set to support acting and performance

Sound can really help actors performance

Everything gets moved into pre-viz - pre audio as well as pre-viz?

Keynote sound, other categories?

Absence of sound in considerations

Are we missing a tick? What can we learn from soundscapes?

Future use of sound on set to support acting and performance

Sound can really help actors performance

Do anything else through desktop research that colours your thinking on VFX. This could be...
WOULDN'T IT BE GREAT IF WE COULD LEAVE WITH THESE SKILLS....

How long things take in pre-viz

New skills in Production workflow

Basic understanding of UE and how it integrates into Film practice

how to work with sound on set

New collaboration and team building

scheduling for VP

Unity or UE basic knowledge

Capabilities of VP and limits / opportunities

Using tools around VP: e.g. audio editing, 3D design, etc.

directing performance in VP

capability between the programming and creative side

How to set up a shoot for low / low budget and hi-fi / high budget

How to use tools for collaboration effectively

Understand end-to-end pipeline

Understand cost/benefit to assess if VP is right for my production
Storyweave

Copy of What inspires us

Just Do It

Democratisation of VP

Understanding the process

Future Gazing and Managing Expectation

Has Durlal

Could we make a channel that is a PoV and an Animal?

Low 5

Move Capture

None needed this is in 3 days

High School

What is the best way to make a name for Captain?

Distribution

Managing your brand, acquiring and retaining customers

Arms Race

Rate of innovation in the process

Foundation

Win new customers using innovative information

Brainstorm

Role of board in your production

No need for $ or a right

How彻底 for $ or a right

Managing expectations

Storytelling, sharing and performance
Conceptual Framework
Suggested Weekly Workflow

Desk Research:
- Topic
- Context/Background
- Findings
- Conclusions drawn

Practice-Based R&D:
- Capture & Curate
- Critically Reflect

CINE1114 Suggested Weekly Workflow
8 Week Sprints
Jan 18th – March 16th

Look at your weekly tasks in Moodle and plan out your schedule to do the work.

Do your individual work that relates to your weekly Sprint activity. Ideally, this will be your desk research reporting. These reporting documents with instructions can be found in Google Drive (Link located in Week 2.1 in Moodle).

Meet in the TV Studio on Wednesday from 4–6pm to engage in practice-based R&D with Final Pixel & Tutors.

Check Moodle for any changes or updates in scheduling.

Do your individual work that relates to your weekly Sprint activity. Ideally, this will be your critical reflection and curation of visual research reporting. This goes on the same document as your desk research.
CREATING VIRTUAL PRODUCTION MAGIC

Creative Development
Production Design
Pre Visualization
On-Stage Production
Post Production
CINE1114

- Upon Reflection
  - Challenges
  - Opportunities
  - Benefits to This Approach
CINE1114

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In Summary: How to be Agile in the Classroom?

Key Take Aways:

- Iterative approaches, using Co-Design Methodologies allow for constructivism and greater student-agency/ownership in their own learning experiences.
- Linking curriculum design to industry practices and understanding where the current gaps in skills are helps to align learning outcomes with employability, diversity and inclusivity goals.
- Training initiatives via industry collaborations allows faculty to be upskilled and therefore agile in their teaching methodologies across multiple disciplines.
- Agile frameworks take the guesswork out of labour-intensive, upfront curriculum development and learning design approaches and makes learning a more inclusive activity with greater buy-in across all stakeholders.
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