EPIC 2022

ROTTERDAM 30TH MAY TO 1ST JUNE 2022

AGILE in the UNREAL Classroom

Teaching Virtual Production Workflows in Academia

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Production

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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

Boost virtual production in film and TV for growth and sustainability, urge experts

BY ALEXANDRIA SLATER | 11 OCTOBER 2021

The Covid-19 pandemic has acclerated the technology-led transition towards virtual production in film and television and can help create more jobs and and better sustainability, said a panel of experts at the BFI London Film Festival (LFF) this weekend.

MOST POPULAR

'Spider Home' Panth office; domin

Call go and m with e workir

State-of-the-art Virtual Production techniques taught at University of Greenwich to help fill skills gap

Gavin O
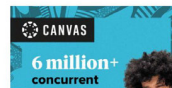June 8, 2021   0 Comments

Immersive Technologies

Skills Gap Report 2020

#Virtual Production seen as future of filmmaking

Virtual Production is defined as being a term that refers to a spectrum of

CANVAS
6 million+ concurrent

Image Courtesy of Gerd Altman / Pixabay

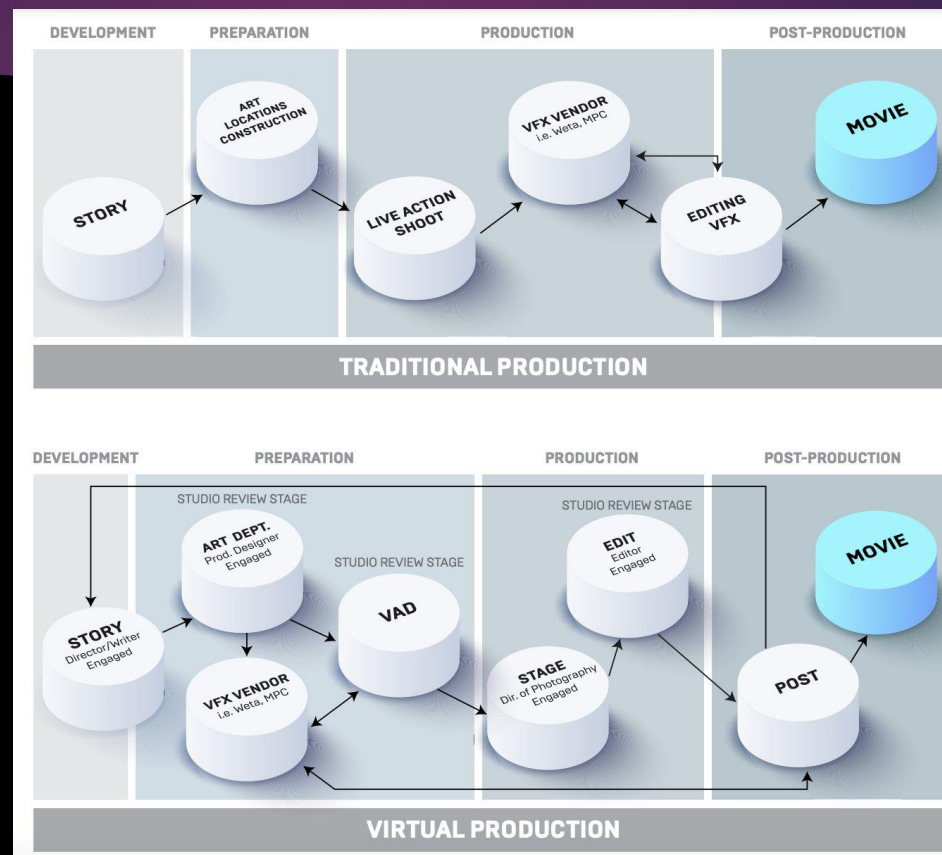# Train the Trainer - The Teacher becomes the Student

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
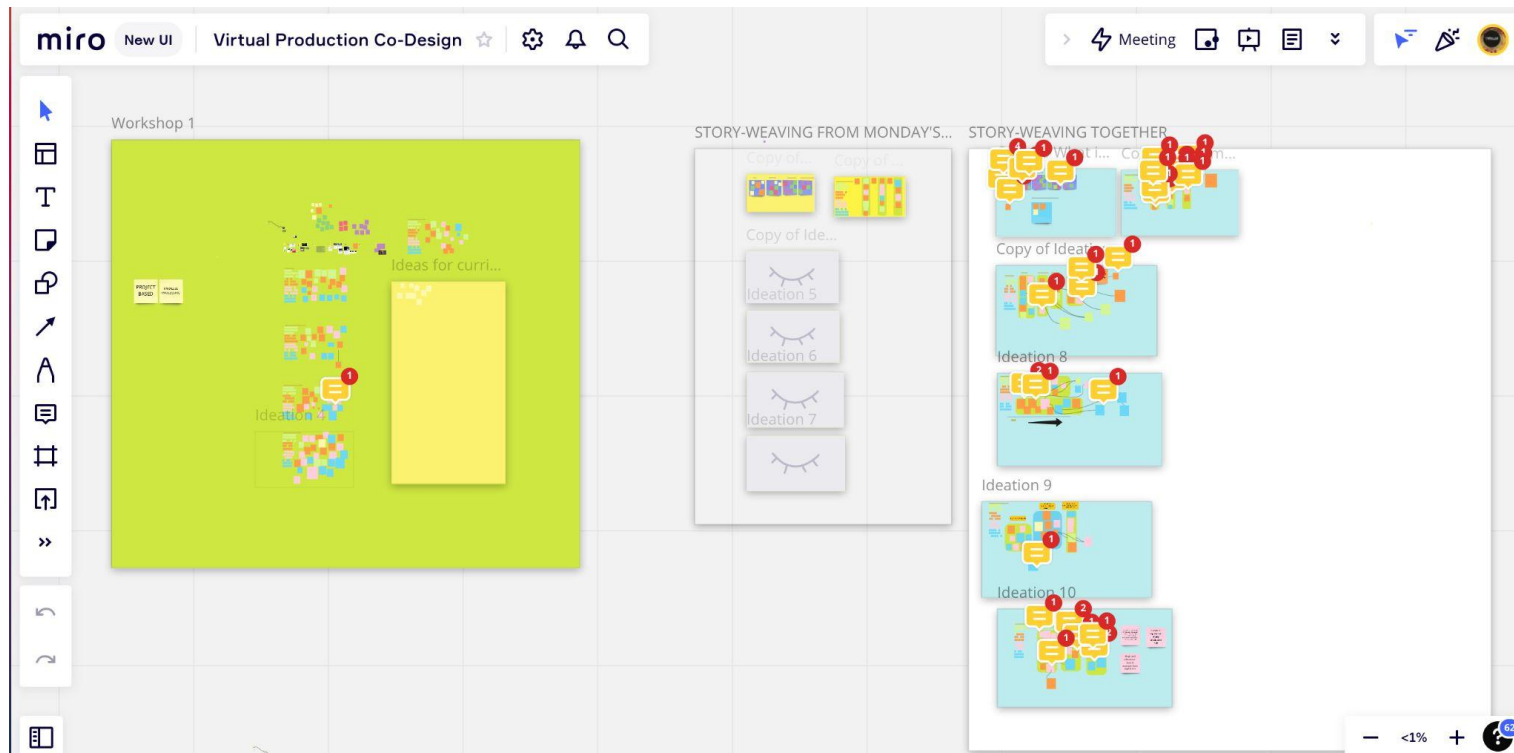

How To Be Good – A Storyfutures Research Project

DR JODI NELSON-TABOR
PRINCIPAL INVESTIGATOR(P-I)
WRITER/PRODUCER/CO-DIRECTOR

What is Agile?

Agile Co-design - an iterative process
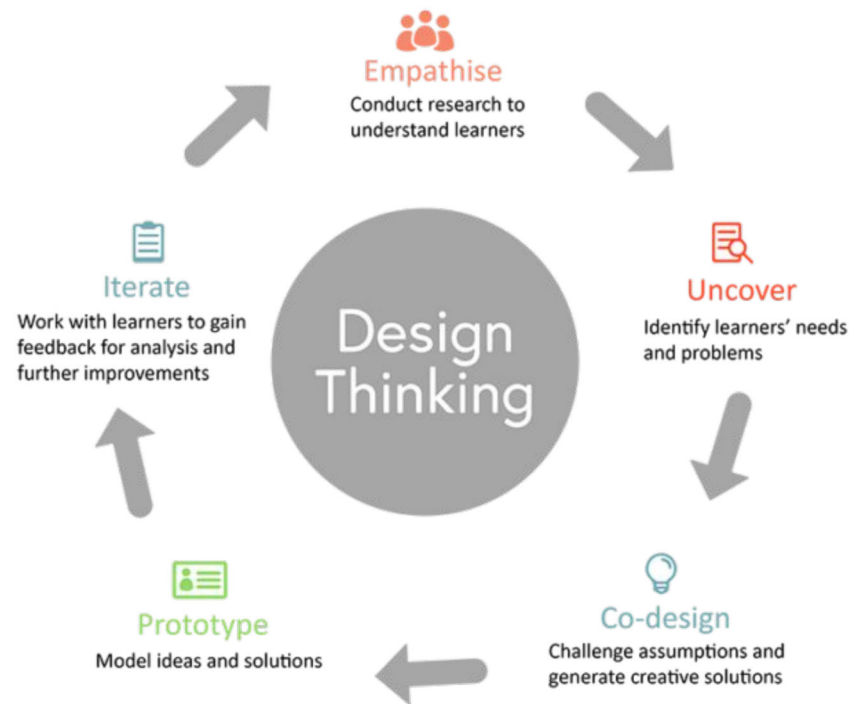
Miro (interactive, infinite whiteboard)

Empathise, Gather Data

Lindsay

Drag anything here from desktop research that colours your thinking on VP. This could be
Visual inspiration
Reports
Articles
Research Journals
Quotes from leading figures
Key facts and figures

New national standards to ensure the UK is a global centre for virtual production

With great opportunity comes great challenges

Key takeaways from this paper

www.tvtechnology.com

Virtual Production to Become Industry Norm by 2026, Experts Predict

The future of production is virtual, according to the annual Nostradamus report from analyst Johanna Koljonen, with the process expected to become the norm in the industry over the next five years. Currently, the Nostradamus report details, threshold fo...

Nostradamus Report: Transforming Storytelling Together

What inspires us

the rise of the microstudio

content and inspiration from Slack

Has Dullal

Could we make a channel? (cross ref Arena)

Comic made in 3 days

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

How do you sell it as an exportable assett?

Role of sound in post-production

Absence of sound in considerations

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

Future use of sound on set to support acting and performance

if everything gets shoved into pre-viz - pre-audio as well as pre-viz?

Sound can really help actors performance
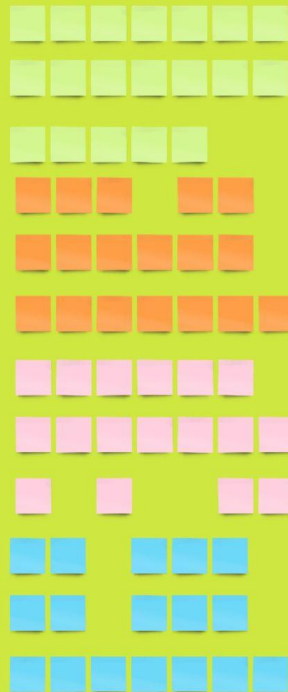
Keynote sound, other categories?

Synchronisation

Ideate

Ideation 2

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

New collaboration and team building

how to work with sound on set

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.

how to set up the Unreal and connect it with the startracker system

editing workflow

directing perfomance in VP

the crossover between the programming and creative side

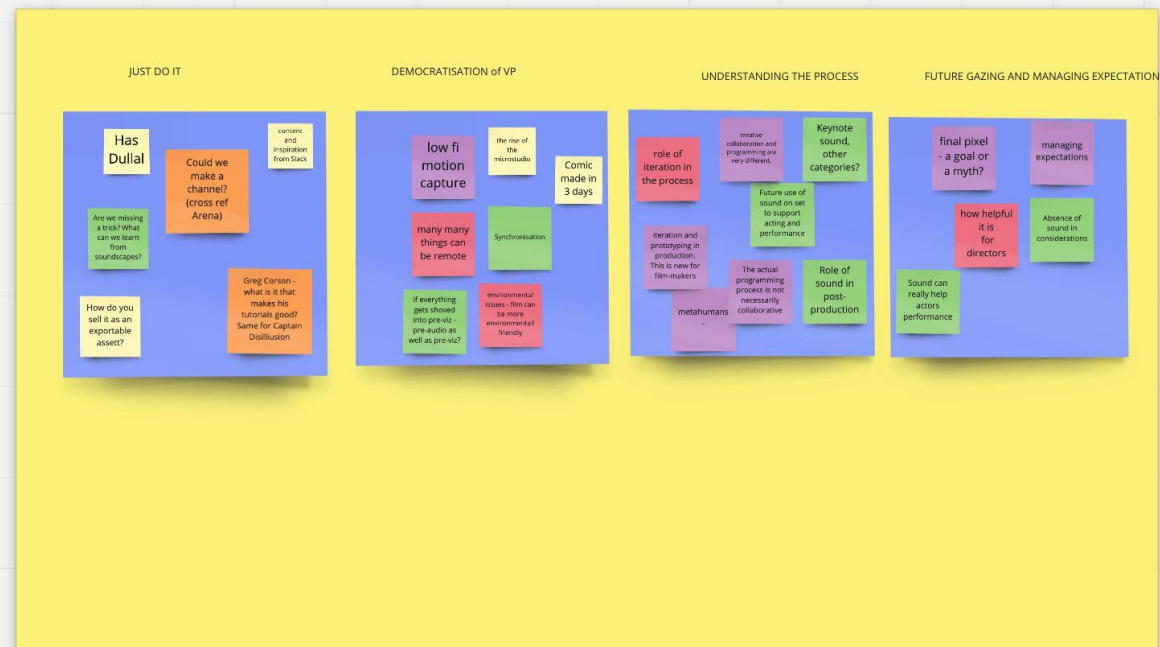How to set up a shoot for lo-fi low budget and hi-fi high budget

How to use tools for collaboration effectively

Understand end-to-end pipeline

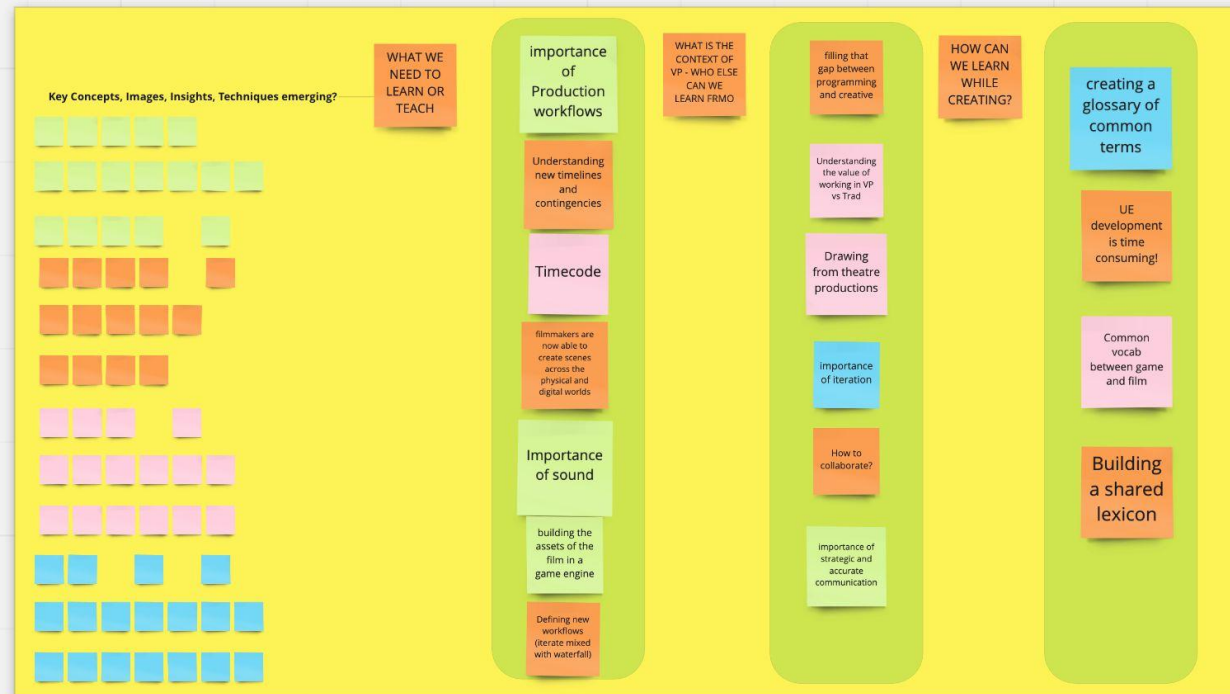Understand cost/benefit to asses if VP is right for my production
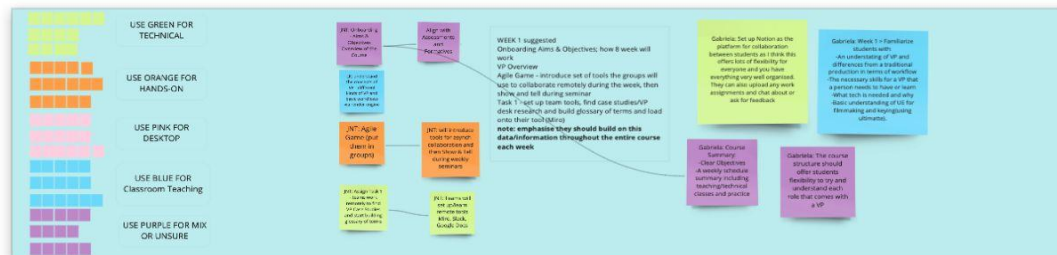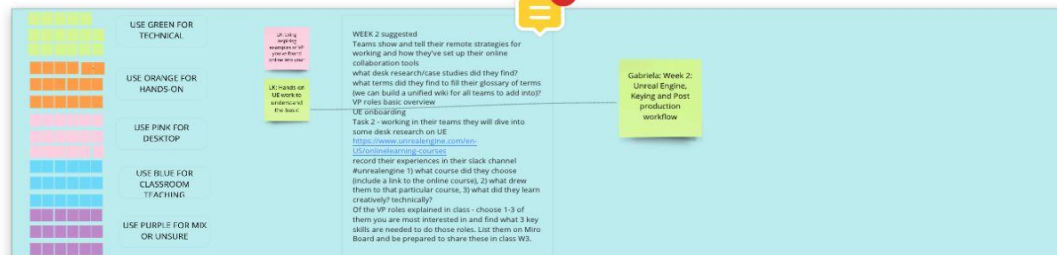
Storyweave

Copy of What inspires us

JUST DO IT

- Has Dullal
- content and inspiration from Slack
- Could we make a channel? (cross ref Arena)
- Are we missing a trick? What can we learn from soundscapes?
- How do you sell it as an exportable assett?
- Greg Corson - what is it that makes his tutorials good? Same for Captain Disillusion

DEMOCRATISATION of VP

- low fi motion capture
- the rise of the microstudio
- Comic made in 3 days
- many many things can be remote
- Synchronisation
- if everything gets shoved into pre-viz - pre-audio as well as pre-viz?
- environmental issues - film can be more environmental friendly

UNDERSTANDING THE PROCESS

- role of iteration in the process
- creative collaboration and programming are very different.
- Keynote sound, other categories?
- Future use of sound on set to support acting and performance
- Iteration and prototyping in production. This is new for film-makers
- The actual programming process is not necessarily collaborative
- Role of sound in post-production
- metahumans

FUTURE GAZING AND MANAGING EXPECTATION

- final pixel - a goal or a myth?
- managing expectations
- how helpful it is for directors
- Absence of sound in considerations
- Sound can really help actors performance

Storyweave

Copy of Summary of braindump

Key Concepts, Images, Insights, Techniques emerging?

WHAT WE NEED TO LEARN OR TEACH

importance of Production workflows

Understanding new timelines and contingencies

Timecode

filmmakers are now able to create scenes across the physical and digital worlds

Importance of sound

building the assets of the film in a game engine

Defining new workflows (iterate mixed with waterfall)

WHAT IS THE CONTEXT OF VP - WHO ELSE CAN WE LEARN FRMO

filling that gap between programming and creative

Understanding the value of working in VP vs Trad

Drawing from theatre productions

importance of iteration

How to collaborate?

importance of strategic and accurate communication

HOW CAN WE LEARN WHILE CREATING?

creating a glossary of common terms

UE development is time consuming!

Common vocab between game and film

Building a shared lexicon

Prototype

Schedule & Timeline

TERM 2

2.1 - 17/01/22 - VP SPRINT 1/ Week 1

21/01/22 - VP SPRINT 1/Week 2 - COURSEWORK 1 DUE

2.2 - 24/01/22 - VP SPRINT 2/Week 1

2.3 - 31/01/22 - VP SPRINT 2/Week 2

2.4 - 07/02/22 - VP SPRINT 3/Week 1

2.5 - 14/02/22 - VP SPRINT 3/Week 2

2.6 - 21/02/22 - VP SPRINT 4/Week 1

2.7 - 28/02/22 - Research Week - No Classes

2.8 - 07/03/22 - VP SPRINT 4/Week 2

2.9 - 14/03/22 - Post-sprint Reflections and Research Report Preparation

2.10 - 21/03/22 - Tutorials

2.11 - 28/03/22 - Tutorials

2.12 - 04/04/22 - Report Preparation/Tutorials

Conceptual Framework

Suggested Weekly Workflow

Desk Research:

- Topic

- Context/Background

- Findings

- Conclusions drawn

CINE1114 Suggested Weekly Workflow
8 Week Sprints
Jan 19th-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.

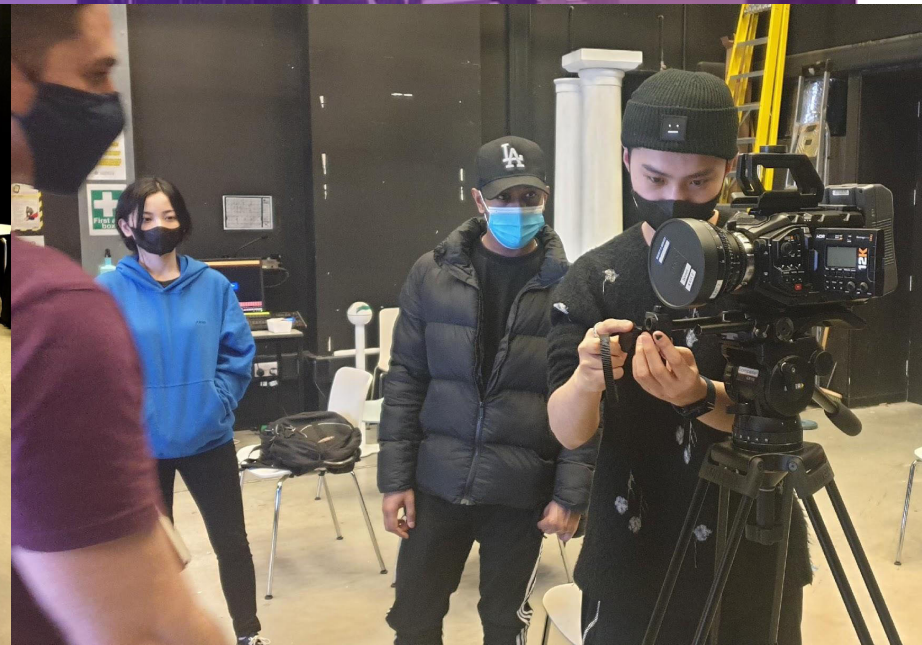Check Moodle for any changes/updates in scheduling.

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.

Practice-Based R&D:
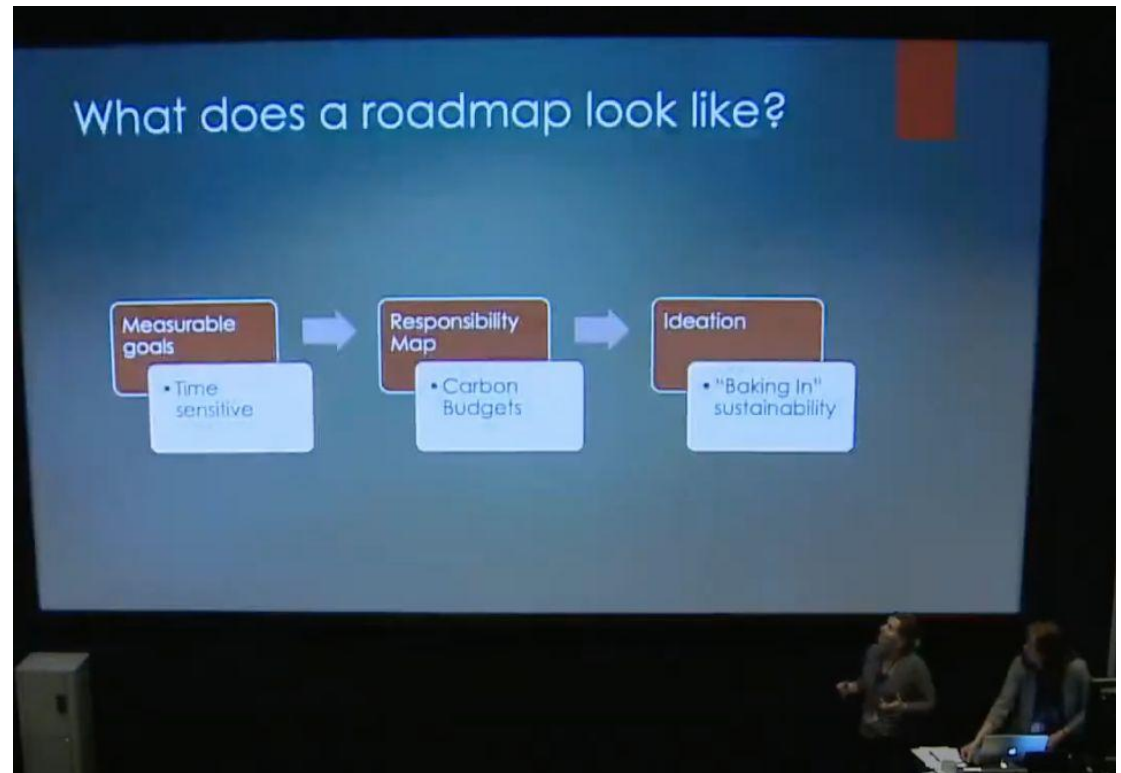
- Capture & Curate

- Critically Reflect

CINE1114

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

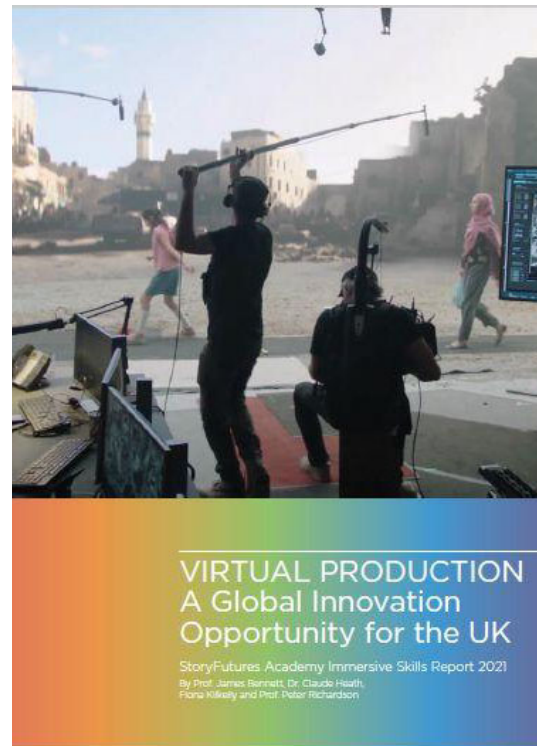# CINE1114

- ► Upon Reflection
  - ► Challenges
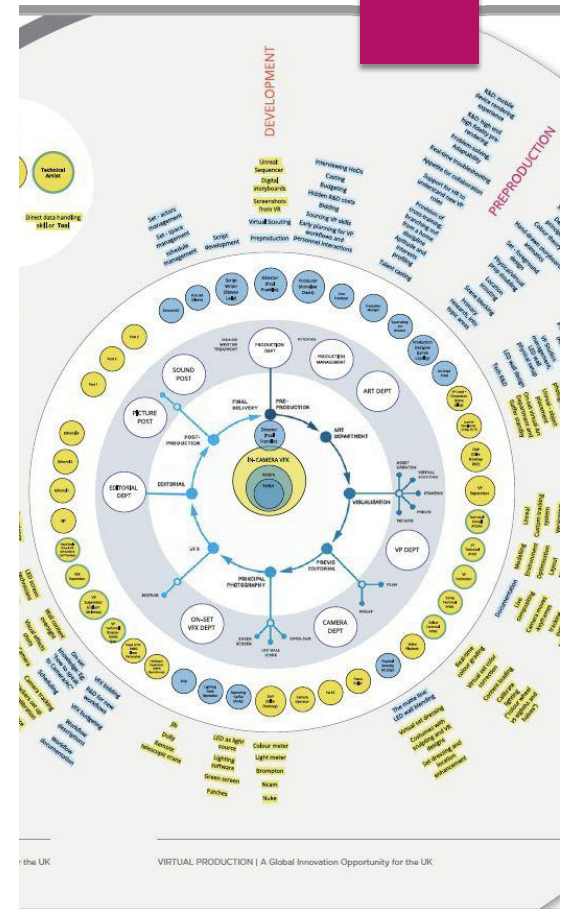 - ► **Opportunities**
  - ► Benefits to This Approach

CINE1114

► Upon Reflection

   ► Challenges

   ► Opportunities

   ► **Benefits to This Approach**

VIRTUAL PRODUCTION
A Global Innovation
Opportunity for the UK

StoryFutures Academy Immersive Skills Report 2021
By Prof. James Bennett, Dr. Claude Heath,
Fiona Kilkelly and Prof. Peter Richardson

StoryFutures /ACADEMY

National Centre for Immersive Storytellin

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.

One-sheet / Handout

AGILE in the UNREAL Classroom

Teaching Virtual Production Workflows in Academia

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UNIVERSITY of GREENWICH

thank you