

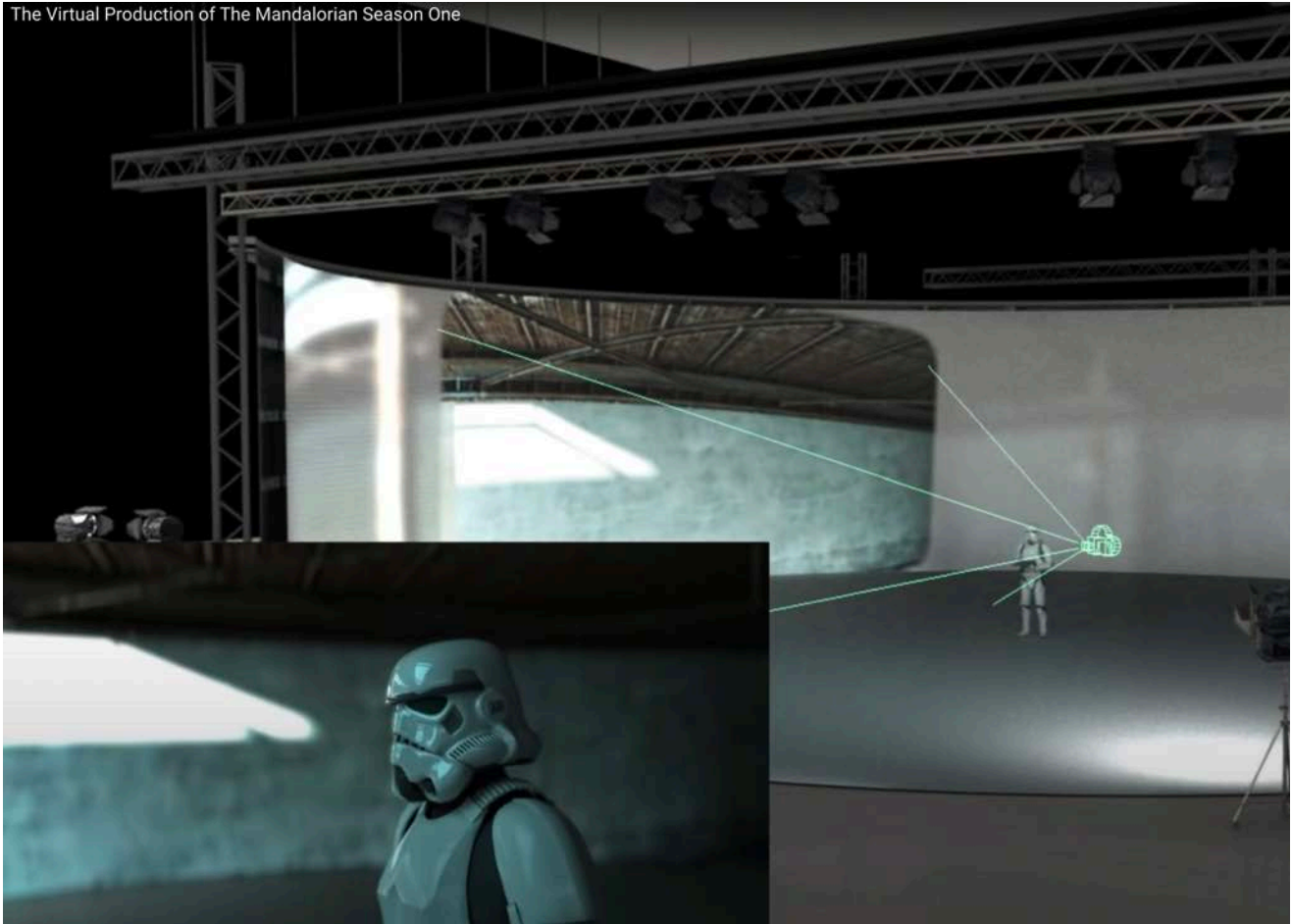
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# VIRTUAL PRODUCTION

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## MINOR

The Virtual Production of The Mandalorian Season One



The minor in Virtual Production examines the role of the artist in virtual production, motion pictures, television, game design, and new media both from a theoretical and practical perspective. Students will learn what contributes to the storytelling process and how to identify these contributions when engaged in an immersive experience, watching a movie, television, playing a game, or streaming internet content. Students will work on projects that give them hands on experience creating concept art for entertainment productions combining 2d and 3d craft solving practical problems using the design skills they learn in minor.

The Virtual Production  
of The Mandalorian  
Season One  
[https://  
www.youtube.com/  
watch?v=gUnxzVOs3rk](https://www.youtube.com/watch?v=gUnxzVOs3rk)

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## Course Sequencing

### **FINE 1810 - Digital 3D Foundations (3 Credits)**

A lecture/lab course that explores the foundations of creating digital 3D content. Primary focus is an introduction to current 3D software. Class lectures, demonstrations and hands-on application will expose the student to the expectations for commercial high-end 3D animation production.

### **FINE 2822 - Digital Cinematography (3 Credits)**

A lecture/lab course focuses on mastery of digital cinematography and visual storytelling. This course translates key production techniques: composition, camera craft, depth of field, camera blocking, and more, into the 3D world. This unique approach bridges the gap between traditional live-action cinematography and cutting-edge 3D animation, giving the students skills/knowledge about cinematic theory, practices and methods, as applied to digital 3D content creation.

### **FINE 3855 - Introduction to Unreal Engine (3 Credits)**

Students will learn how to utilize and navigate Unreal Engine to produce interactive stories and immersive environments in a lecture-lab classroom. Students will build virtual worlds that use lighting, surface design, environments, and interactions to tell stories highlighting personal experiences and socially conscious narratives in a virtual production environment. Restriction: Restricted to Junior standing or higher.

### **FINE 3474 - Virtual Production and Experience (3 Credits)**

A course focused on interactive and emerging applications for creating immersive experiences, with a focus on designing VR and in-person experiences using well-known applications, related technologies, methods, and fields including gaming, experience design, virtual painting, augmented reality, museum/interactive installation. Restriction: Sophomore standing or higher.

### **FINE 4421 - Virtual Art Direction (3 Credits)**

A course that examines the role of the art director in virtual production, including motion pictures, television and game design. This course focuses on the process of world building, and interaction design from the standpoint of the virtual production art director. Students will work on projects that give them hands on experience in virtual art direction for entertainment productions. Restriction: Restricted to Junior standing or higher. Max hours: 3 Credits.