

Course description (topics)

Title of the course: Unreal Engine for Filmmaking - Beginner course				
Tutor of the course, contact details: Nemes Barnabás - nemesbarna@gmail.com , +368819977				
Code: M-KF-E-301-FS-262701-12	Related curriculum (programme/level):	Recommended semester within the curriculum:	Credit: 5	Number of class hours: 40 Student working hours: 20
Related codes: M-KF-301-FS-262701-12 B-KF-401-FS-262701-12 ER-ANIM-MA-262701-03	Type: (seminar/lecture/ <u>class work</u> /consultation, etc.)	Can it be an elective course? Yes	In case of elective what are the specific prerequisites: Basic 3D knowledge and experience with any 3D modeling software.	
Course connections (prerequisites, parallelis): Prerequisite for participation in the course is a basic knowledge of 3D knowledge and experience with any 3D modeling software.				
Aim and principles of the course: Provide foundational knowledge of Unreal Engine, focusing on cinematic tools and workflows for filmmaking.				
Learning outcomes (professional and general competences to be developed): Knowledge: Understand Unreal Engine's toolset, capabilities, limitations and workflows. Ability: Create environments, lighting setups, and cinematic animations inside Unreal Engine. Attitude: Develop a creative, collaborative, and problem-solving mindset. Autonomy and responsibility: Execute independent projects and manage cinematic workflows in UE effectively.				
Topics and themes to be covered in the course: Basics, project and asset management, UI, layout, lighting, materials, animation, metahumans, FAB, rendering, shot management.				
Specificities of process organisation / organisation of learning: Interactive classes, hands-on learning, feedback-focused sessions, homework. Course structure, nature of the individual sessions and their timing (in case of several teachers' involvement, please indicate the distribution of their teaching input: 10 sessions, 4 hours each, mix of theory and practice, and 2 consultation sessions, 4 hours each where we can talk about your projects specifically. Students' tasks and responsibilities: Attend, complete assignments, deliver homework during the semester, deliver final cinematic short, movie render at the end of semester. Learning environment: (e.g. classroom, studio, off-site, online, in-company placement, etc.) Computer lab in B-303 with Unreal Engine already installed on all computers.				

Assessment:

(in case of more teachers are involved and they evaluate separately, separate assessments per teacher needed) **Evaluated through the final presentation of the short film project, delivered homework assignments and class participation.**

Requirements to be met:

For the final project: A cinematic short movie rendered in Unreal Engine, that has at least one interior and one exterior environment. The scene should be lit properly and should consist of at least 3 different camera shots. The narrative should be understandable and complimented by the choice of angles, lighting and overall direction. It can be a teaser or something similarly simple.

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.}) **Presenting the rendered cinematic short to the whole class at the last session.**

Assessment criteria (what is taken into consideration in the assessment):

Both artistic and technical evaluation of the rendered short, considering the student's ability and prior knowledge.

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}): **course attendance 30% final cinematic render 40% homework deliverables during the semester 30% (failing course under 50%)**

Required Literature: none

Recommended Literature:

<https://dev.epicgames.com/documentation/unreal-engine/unreal-engine-5-8-documentation>

Other information:

Only apply for this course:

- **if you are willing to attend all classes (missing 3 sessions are an automatic failure of the course).**
- **if you are willing to dedicate at least 2 hours of work outside class time each week to deliver the homework assignments.**
- **if you have some 3D knowledge but are an absolute beginner in Unreal Engine**
- **if you want to improve and learn a lot about Unreal Engine and digital filmmaking**

This will be a beginner course starting from 0 knowledge of Unreal Engine, if you are more advanced then I recommend that you wait for the spring semester, when we will have an advanced UE course (building on the knowledge from this course).

If you don't get into the course, don't worry, in the first week of the semester some people usually drop it, and there will probably be open places available.

Recognition of knowledge acquired elsewhere/previously/validation principle:

- No exemption from attending and completing the course will be granted,
- Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
- some tasks may be replaced by other activities,
- full exemption may be granted.

Out-of-class consultation times and location: **I'll set up a Discord server for sharing all class content, and for the collection of homework assignments and everything related to the course. The link for joining will be sent out on Neptun on the first week.**