

Course description (topics)

Title of the course: Unreal Engine for Filmmaking - Beginner course						
Tutors of the course , contact details: Miklós Déri - +3620 458 2062, Barnabás Nemes +3670 881 9977						
Code: M-SZ-301-FS-252601-01	Related curriculum (programme/level):	Recommended semester within the curriculum: BA2, BA3, MA1, MA2	Credit:	Number of class hours: 36 Student working hours:		
Related codes M-SZ-E-301-FS-252601-01, B-SZ-401-FS-252601-01	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: 9 sessions, 3 hours each, mix of theory and practice, one instructor.						
Students' tasks and responsibilities: Attend, complete assignments, deliver final cinematic render.						
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: **Evaluated through the final presentation of the project, and class participation.**
(in case of more teachers are involved and they evaluate separately, separate assessments per teacher needed)

Requirements to be met: **Attend classes, render one cinematic shot in Unreal Engine.**

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.}) **Delivering a rendered cinematic shot.**

Assessment criteria (what is taken into consideration in the assessment): **Both artistic and technical evaluation of the rendered shot, 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}): **Artistic/technical evaluation 50/50%**

Required Literature: none

Recommended Literature: **<https://dev.epicgames.com/documentation/en-us/unreal-engine/unreal-engine-5-5-documentation>**

Other information:

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: **We'll set up a Discord workspace for this purpose.**