Course description (topics)

Title of the course: **Unreal Engine for Filmmaking - Beginner course**				
Tutors of the course , contact details: **Miklós Déri - +36204582062** **Nemes Barna**				
Code: B-SZ-401-FTK-242502-07_Unreal_Engine	Related curriculum (programme/level):	Recommended semester within the curriculum:	Credit:	Number of class hours: **36** Student working hours:
Related codes: M-SZ-301-FTK-242502-07 M-SZ-E-101-FTK-242502-07 ER-MOME-BA-FTK-242502-07 ER-MOME-MA-FTK-242502-07	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 seperately, 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 eveluation 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.**