## Hi there! Read me first :)

You're welcome to comment the plan for future Master's degree in Virtual Production at Xamk.
The plan is an outcome of a workshop held at Xamk Meduusa Studios in Feb 13th.
Plan is created by people with backgrounds in media, design and games.

You can add your comment or question directly in the board. Click a word, sentence or a sticky note.
When the element is active, hover over the comment icon, press and write your note.

You can also write ideas and thoughts to sticky notes
on the third frame.

Thank you for helping and adding your ideas!

Comment
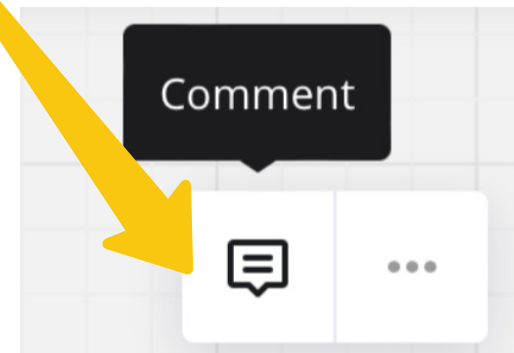
VP Masters - for who?

- To wide range of professionals who are interested in expanding their skills to VP (design, media, software engineer, producers)
- Those who have passion for technologies
- Applicant should have certain ==basic knowledge on media / games== no matter what the background education is

VP Crash course - preparatory studies to gain the basic understanding?

How to study?

- In English (International environment)
- In small groups where people have different skills, interests and backgrounds
- Project-based group work
  - 1st year: experiments
  - 2nd year: production

Pros & Cons = pre-production course (when to choose VP & how to develop, how to get the most out of it?

General production = How it's actually done?

How to choose the production projects?

"There is always someone who wants to pitch their creative idea to others and inspire them to join."

- Partly remote studies, but project work and productions require hands-on working and live participation at the studio
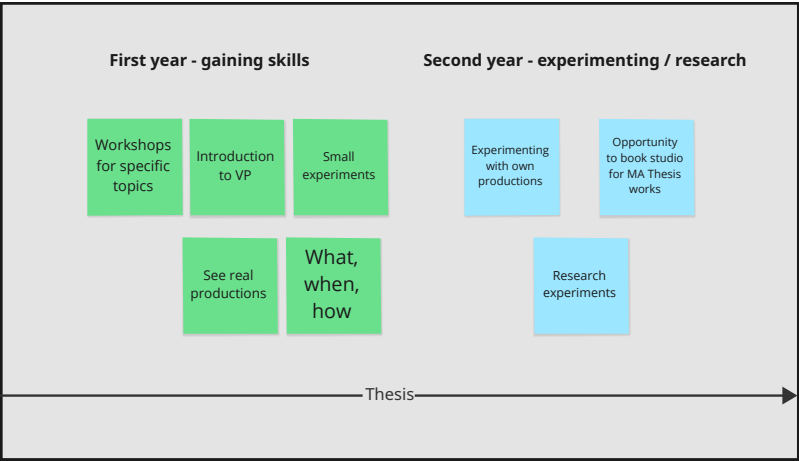
Course content?

- **Practical studio skills**
  - How to operate in the studio
  - Simulation in ready-made environments, incl. set building, lighting etc.
- **Pros & cons of Virtual Production**
  - When VP is the best option
  - Analysis of existing productions
  - Attitudes towards the "new way" of making films - VP process
- **General production**
  - Insight, coordination
  - Production planning, budgeting
  - Legal aspects of digital content creation
  - High level vision of productions
- **Supporting skills (theory + practice)**
  - Virtual space
  - Cinematography / photography / mise-en-scéne
  - Understanding Unreal (engine)
  - Storytelling
  - Terminology
- **Outcomes**
  - Upgraded substance knowledge
  - Portfolio pieces
  - Networking, contacts

How to build the pedagogical model for self studying?

Other workshops/needs outside master's degree?

- Virtual Production basics & basic technologies in VP
- Understanding of Virtual IP (intellectual property)
- Unreal workshops
- Audiovisual skills: Lighting, Narrative, Cinematography, Mise-en-scène
- Producer's perspective
  - Know what to buy
  - Budgeting VP
  - When VP is the best option
- Buyer's Guide
  - Script, scenario
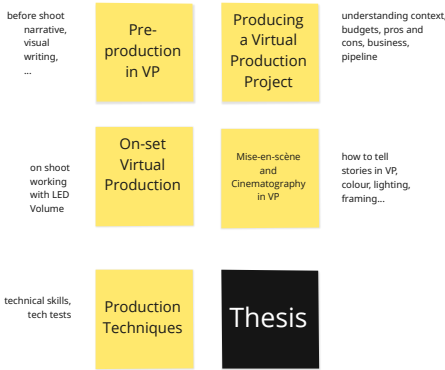 - Production decision
  - Know what to buy

Buying studio time and facilities needed!

First year - gaining skills

| Workshops for specific topics | Introduction to VP | Small experiments |

| See real productions | What, when, how |

Second year - experimenting / research

| Experimenting with own productions | Opportunity to book studio for MA Thesis works |

| Research experiments |

Thesis →

Skills and knowledge after the degree?

- Able to use VP in smaller production as well as to meet the needs of studios like MTV3 and YLE
- Roles as a (depending on the prior knowledge and motivation of the student):
  - VP consultant
  - Associate producer in VP production
  - Unreal operator
  - VP supervisor

Example course structure

before shoot narrative, visual writing, ...

Pre-production in VP

Producing a Virtual Production Project

understanding context, budgets, pros and cons, business, pipeline

on shoot working with LED Volume

On-set Virtual Production

Mise-en-scène and Cinematography in VP

how to tell stories in VP, colour, lighting, framing...

technical skills, tech tests

Production Techniques

Thesis

Example course structure with explanations

Mastering Virtual Production	Content
Virtual Production Techniques	Students explore key methodologies used in virtual production: – real-time rendering – LED volume workflows – motion capture – virtual location creation options – virtual cameras
Producing a Virtual Production Project	Students understand the production process within a virtual production: – strategies for effective collaboration between different departments – budgeting – scheduling – workflow management
Cinematography and Mise-en-scène in Virtual Production	Students learn to apply traditional cinematographic principles within a virtual production setting. Topics include: – lighting techniques – lens selection – framing (when working with LED walls and virtual environments) – integrating virtual sets with physical ones
Virtual Production Project	
Pre-production in Virtual Production	Students engage in the early planning stages of a virtual production: – *when to choose VP and how to get most out of it?* *[added based on the comments]* – concept development – previs – asset creation, and technical setup – script breakdowns – virtual location scouting – workflow design
On-set Virtual Production	Students learn how to execute a virtual production shoot: – hands-on experience with LED volumes and green screen workflows – live camera tracking – troubleshooting technical challenges – adapting traditional filmmaking techniques to a virtual production pipeline

consider mixing the contents of "Producing... y1" and "Pre-production y2".

You need to have some of this understanding to effectively learn how to budget & schedule a VP