

MTD365 Virtual Reality Filmmaking

Level: 3

Credit Units: 5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY JAN

Synopsis:

The immersive Virtual Reality 360-degree video experience is fast gaining interest across the entertainment, education and professional industries. Film production techniques have over the years transitioned from 2D, to 3D and now to the fully immersive VR360. Traditional story-telling techniques remain, but the technology has changed the perspectives of the audience viewing experience.

MTD3365 Virtual Reality Filmmaking introduces the technology and techniques of VR 360 Filmmaking, looking at its history, technology and processes. It also introduces the tools of VR360 video acquisition and post production and how to use them in the genres of narrative film, documentary and live event production.

Topics:

- History of VR
- VR Cameras
- The Foundations of VR Storytelling
- VR Project and Pitching
- Techniques for Shooting in Live Action in VR
- VR360 Camera Handling
- VR360 Video Camera Operation
- VR360 Audio Recording Techniques
- VR360 Video Recording Techniques
- Visual Effects
- VR360 Film Online Distribution
- Future of VR

Textbooks:

Author: Celine Tricat Edition: 2018: Virtual Reality Filmmaking: Techniques & Best Practices for VR Filmmakers. (eTextbook) Focal Press (Taylor & Francis Group)
ISBN-13: 9781315280394

Learning Outcome:

- Describe and define the history of VR film.
- Create a plan for VR360 film production.
- Apply the foundations of VR storytelling.
- Appraise and critique the creative and technical qualities of a VR360 film.
- Develop storytelling in a VR360 environment.
- Construct a complete VR360 film.

Assessment Strategies (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	TUTOR-MARKED ASSIGNMENT 1	15
	TUTOR-MARKED ASSIGNMENT 2	15
Overall Examinable Components	ECA	70
Total		100