



Arts & Performance Division

Film Production 201 - Introduction to Immersive Media

3 Units

Section 26713 Spring 2024

College Website: www.wlac.edu

Address: 9000 Overland Ave., Culver City, CA 90230

Contact Information

Instructor Name: Jennifer Penton

Instructor Email: pentonjk@wla.edu

Zoom Office Hours:

Fridays, 9:00 am – 12:30 pm by appointment, email me through the Canvas Inbox to meet.

Zoom ID:

<https://laccd.zoom.us/j/9327296385>

Course Prerequisites, Corequisites, & Advisories

- **Pre-requisites:** None
- **Co-requisites:** None
- **Advisory:** None

Course Description

This career-focused course provides a broad overview of immersive media which includes virtual reality, augmented reality, and other immersive technologies. Topics covered will include but not be limited to 3D storytelling, 3D animation, and 3D gaming. Through lectures, demonstrations, and hands-on exercises, students will learn the immersive media workflow from pre-visualization, through production to post production. Students will become familiar with hardware such as 3D cameras and motion capture tools, software applications such as Maya and Unreal Engine, and applicable terminology. The history of immersive media, how it is changing our cultural landscape, and how it is projected to evolve, will also be explored.

Required Text

The Virtual Production Field Guide, Volumes 1 & 2

Download from Unreal Engine Website.

Course Objectives

These are the course objectives we will cover in class:

1. Name the main categories of immersive media and their functions.
2. Give a brief history of immersive media.
3. Name the key phases common to most productions.

Course Information Overview

Class Days / Hours:

Mondays & Wednesdays, 4:00 pm – 8:30 pm

Class Location: ATA 218

Class Meeting Type: In Person & Canvas Assignment

Welcome Statement

Welcome! In this class, we will explore virtual reality, augmented reality, and other immersive technologies. We will explore Virtual Production, as well.

My number-one concern is your success in this class. I am available during my office hours and by appointment to discuss any trouble you are having in class. Please email me through the Canvas Inbox to set up a Zoom appointment, or to meet with me in person.

Required Materials

- Headphones

4. Describe the key personnel and departments common to most immersive media projects.
5. Describe the job duties for employees in the immersive media specialized sectors—such as grip, 3D cinematography/camera, motion capture, 3D compositing, 3D modeling, rigging, and animation, 3D engines, and hardware.
6. Demonstrate an ability to collaborate in breaking down an immersive media project from a variety of departmental viewpoints.
7. Read and interpret a variety of commonly used production paperwork and forms.
8. Describe common shooting techniques.
9. Understand and utilize specialized terminology common to immersive media.
10. Demonstrate an understanding of the importance of key life skills such as punctuality, dependableness and professionalism.
11. Explain basic safety procedures in key jobs.
12. Propose immersive media projects that demonstrate a working knowledge of basic technology.
13. Demonstrate working knowledge of 3D video camera recording.
14. Demonstrate basic working knowledge of motion capture hardware and software interfaces.
15. Demonstrate working knowledge of foundational graphic software.
16. Demonstrate working knowledge of 3D animation software. Utilize software to generate basic characters and environments for use in immersive reality projects on a variety of platforms.
17. Understand the workflow, hardware, and software necessary to create an immersive media experience from pre-visualization to activation.
18. Differentiate skill sets necessary for 3D motion pictures as contrasted with traditional motion pictures.
19. Practice project file structure organization and choose appropriate recording workflows.
20. Use best practices to record fluid movement, capturing data that can be applied to virtual characters.
21. Utilize software as pre-visualization tools and to generate basic building blocks of virtual environments.

Student Learning Outcomes (SLOs)

Student Learning Outcomes are expectations of skills you will obtain by completing this course. They are as follows:

1. Name the main categories of immersive media and their functions.
2. Understand the workflow, hardware, and software necessary to create an immersive media experience from pre-visualization to activation.

Grading Criteria & Academic Calendar:

Course Requirements and Grading Criteria

Your grade will be weighted as follows:

Participation/Discussions & Communication: 20%

Quizzes: 20%

Homework & Activities: 40%

Final: 20%

Grading Scale

A = 100% - 90%

B = 89% - 80%

C = 79% - 70%

D = 69% - 60%

F = 59% - 0%

Course Requirements

Assignments, Late Work:

Generally, there are no assignment extensions, however, if you are having trouble completing an assignment, please contact me through the Canvas inbox to make arrangements so that I can accept your assignment late. All assignments may have the requirements and scoring rubrics of the assignment detailed in Canvas. Please refer to the assignment in Canvas for additional requirements.

Quizzes:

Quizzes will be taken in Canvas. There are generally no extensions or make-up of the weekly quizzes, but **if you are having trouble completing a quiz, please contact me by Canvas email to make arrangements so that I can accept your quiz late.**

Class Policies and Student Conduct:**Communication and Campus Office Hours:**

Emailing me through the Canvas Inbox is the best and quickest way to contact me. If you have a problem, do not let it snowball. Contact me immediately. Students are expected to ask questions and obtain help from the instructor via email and/or during office hours. In case of an academic work only emergency, you can email me at my work email account at (pentonjk@wlaac.edu). **As explained above, my office hours are Fridays from 9:00am to 12:30 pm in person or at Zoom ID: <https://laccd.zoom.us/j/9327296385> .**

I am here to support you! Here are some important things to consider:

- Please send me a message in **Canvas** and you should receive a response promptly, at most within 48 hours seven days per week.
- Please send all messages in Canvas which I check daily. I also check my school email daily, but receive many emails. Therefore, it is better to contact me through the Canvas inbox.

Academic Integrity:

Violations of academic integrity include, but are not limited to, the following actions: cheating on an exam, plagiarism, using **AI such as ChatGPT to complete assignments**, working together on an assignment, paper or project when the instructor has specifically stated students should not do so, submitting the same term paper to more than one instructor, or allowing another individual to assume one's identity for the purpose of enhancing one's grade.

- **Students who turn in plagiarized assignments will receive no credit for the assignment and cannot resubmit it.**
- We use may use the Turnitin plagiarism checker for this class.
- **All assignments that are checked by Turnitin will alert your instructor to possible plagiarism.**
- Not all assignments will be subject to Turnitin.
- While study groups are encouraged, you may not share exam preparation materials or study guides of any sort with students in your cohort or class.
- Absolutely no assignment material may be copied from another student.

Turnitin:

Some of your assignments may be subject to a third-party plagiarism verification program called Turnitin.

- **All assignments that are checked by Turnitin will alert your instructor to possible plagiarism.**
- Not all assignments will be subject to Turnitin.

Homework will consist of the following:

- Weekly reading from textbooks ***The Virtual Production Field Guide, Volumes 1 & 2.***
- Exercise Assignments from textbook ***The Virtual Production Field Guide, Volumes 1 & 2.***
- Unreal Engine assignments.
- Quizzes and Exams.

Attendance:

It is imperative that you arrive to class on time. Remember the following old Hollywood adage:
"If you are early, you are on time. If you are on time, you are late. If you are late, you are fired."

Upon your arrival to class, you must sign the sign-in sheet and note your arrival time.

Upon your departure, you must sign the same sign-in sheet and note your departure time.

- Prompt arrival to class is mandatory, as assistant editors must arrive to work on time.
- Class attendance is mandatory, is a requirement of West Los Angeles College, and exhibits your commitment to your career.
- Students are expected to complete every assignment on time.
- Students may be dropped from class if they fail to attend, however, it is your responsibility to drop this class to avoid receiving an F.

Preparedness:

You are expected to introduce yourself to the other students in the first week, participate in class discussions, complete the assignments by the deadlines, and be active on all other assignments.

Computers & Canvas Modules:

We will be utilizing Canvas to take our Quizzes and complete other assignments. Please familiarize yourself with Canvas as soon as possible.

- Please take the Canvas Orientation in our classroom if you are not familiar with Canvas.
- Computers and Canvas will be provided to you in ATA 218 during class.
- You may also use your own computer to access Unreal Engine and Canvas in order to practice outside of class time. If you have any trouble with Canvas, please contact Canvas' 24-hour support line at (844) 303-5590.
- There are general guidelines for the work you will do in the class listed in this syllabus but a more detailed description of what is expected for each assignment can be found in Canvas, by clicking on **MODULES**.

In-Class Etiquette and "Netiquette"

Personal attacks, profanity, vulgarity, and comments that are not productive to the conversation will not be allowed in class or online.

Drop Policy:

You must drop the class if you no longer want to be enrolled. While you may be dropped for non-attendance, it is not guaranteed. If you stop attending class, you may receive an F. If you are sure that you want to drop the course, please drop the course in your Student Portal. The drop dates can be found in your Student Portal. Select **Academics Menu** then **Class Schedule**. Click the "i" icon to the right of your class which will bring up a page with dates.

Recording Devices

State law in California prohibits the use of any electronic listening or recording device in a classroom without prior consent of the instructor and college administration. Any student who needs to use electronic aids must secure the consent of the instructor. If the instructor agrees to the request, a notice of consent must be forwarded to the Vice President of Academic Affairs for approval.

Unsafe Conduct:

Conduct which poses a threat of harm to the individual and/or to others. This includes, but is not limited to, the following:

1. Unsafe conduct in connection with a Program (e.g. Motion Picture, Dental Hygiene, etc.)
2. Failure to follow safety directions of District and/or College staff
3. Willful disregard of safety rules as adopted by the District and or College; and /or

4. Negligent behavior which creates an unsafe environment

Campus Resources

Office of Disabled Student Programs and Services (DSP&S)

Student Services Building (SSB) Room 320; (310) 287-4450; DSPS@wlaac.edu

The Disabled Students Program and Services (DSPS) coordinates academic accommodations for students with documented disabilities at West Los Angeles College. If you have or think you might have, a disability that impacts your educational experience in this class, please contact DSPS to determine your eligibility for accommodations. If you are already registered with DSPS, please submit your accommodation requests as soon as possible to allow adequate time to provide accommodation. All information and documentation are confidential.

Library Services

Heldman Learning Resources Center (HLRC) 2nd Floor | (310) 287-4269 & (310) 287-4408

The WLAC Library provides instruction on how to use the online catalog, periodical and research databases. In addition to a large collection of books, periodicals and DVDs the WLAC Library has course textbooks which students may use while in the Library. Web access is available in LIRL as well as meeting rooms. The upper floors provide a beautiful view ideal for study.

Learning Center (LC)

Heldman Learning Resources Center (HLRC) 1st Floor | (310) 287-4404

All students are referred to and strongly encouraged to utilize FREE small group and individual tutoring available in our Learning Resource Center, 1st floor of the HLRC building. The LRC is transforming and expanding its services to include dedicated study group sessions with a tutor for specific courses at specific days and times (before and after class). Please let us know what classes you want tutoring for and the days and times you want it at.

Campus Sheriff's Office (Emergency Preparedness)

C3 Building, Parking Lot 5 | (310) 287-4311 & (310) 287-4314

The Sheriff's Office website includes information about drill or emergency building evacuations, Title IX resources (if you have been the victim of Sexual Harassment; Sexual Violence and/or Gender-Based Discrimination), and what do to in the event of a lock-down or active shooter situation.

Title IX

Title IX (of the 1972 Education Amendments) protects students and staff alike from discrimination based on sex, including Sexual Harassment and Sexual Assault, which are forms of Sexual Misconduct. Under Title IX, all people in the educational environment must be treated equitably, regardless of sex, sexual orientation or expression, and/or transgender identity.

If you have experienced or learned of a possible violation of Title IX and/or would like to know about options, resources (including confidential services), the law, or District policy, please do not hesitate to contact a [Title IX Coordinator](#).

Child Development Center:

The Child Development Center (CDC) is a nurturing place for children of WLAC student/parents, staff/faculty and community parents (based on meeting State guidelines). WLAC students receive first priority in enrollment. The CDC is licensed by the Community Care Licensing and receives funding from The California Department of Education Child Development Division. The center provides free and low cost early education services.

The CDC is a safe, positive learning environment for young children ages 1-5 years. The program offers developmentally appropriate curriculum in a play based learning environment. Applications are available online (see above) and in the Counseling Center, EOP&S, the Workforce Development Office and the Child Development Center, which is located south of the flagpole.

Additional Resources:

Online Resources

- [Canvas Login Link](https://ilearn.laccd.edu/) <https://ilearn.laccd.edu/>
- [WLAC Library online \(i.e. text, journals, etc.\)](http://www.wlac.edu/Library/index.aspx)
<http://www.wlac.edu/Library/index.aspx>
- [Campus Bookstore](http://www.wlac.edu/Bookstore/index.aspx)
<http://www.wlac.edu/Bookstore/index.aspx>
- [Student Health Center & Wellness Center](http://www.wlac.edu/Health-Center/index.aspx)
<http://www.wlac.edu/Health-Center/index.aspx>
- [Sheriff's Office](http://www.wlac.edu/sheriff/index.aspx)
<http://www.wlac.edu/sheriff/index.aspx>
- [Academic Online Counseling Appointments](http://www.wlac.edu/Counseling/Online-Counseling.aspx)
<http://www.wlac.edu/Counseling/Online-Counseling.aspx>
- [Learning Skills Center \(Tutoring\)](http://www.wlac.edu/learning-center/index.aspx)
<http://www.wlac.edu/learning-center/index.aspx>
- [WLAC Online Learning Help:](http://wlac.edu/online/helpdesk.asp)
<http://wlac.edu/online/helpdesk.asp>
- **24/7 Canvas Tech Support Number:** 844-303-5590

Other Important Materials

- **Computer:** Please review the [Canvas computer specifications.](https://guides.instructure.com/m/67952/l/720328)
<https://guides.instructure.com/m/67952/l/720328>
- **Internet Access:** The latest Firefox or Chrome web browser is recommended. Please review [Canvas browser requirements.](https://guides.instructure.com/m/67952/l/720329-which-browsers-does-canvas-support)
<https://guides.instructure.com/m/67952/l/720329-which-browsers-does-canvas-support>
- **Office of Disabled Student Programs**
<http://www.wlac.edu/dsps/index.aspx>

Course Content and Schedule

Please see below for our class schedule. Assignments are usually due weekly on Friday nights at 11:59 pm. Please remember, no late assignments will be accepted without written communication through the Canvas Inbox.

Week 1, *Virtual Production Field Guide Volume 1*, Chapters 1 & 2

- Introductions & Syllabus
- Install Unreal Engine
- Download your textbook: [**Virtual Production Field Guide, Volumes 1 & 2.**](#)
- Read Chapters 1 & 2 in your textbook, Submit Assignment
- Lecture and Discussion Virtual Production History

Week 2, *Virtual Production Field Guide Volume 1*, Chapter 3, Begin

- Unreal Engine Basics, Begin
- Read Chapter 3 (begin chapter) in your textbook, Submit Assignment
- Lecture and Discussion Virtual Production Topics

Week 3, *Virtual Production Field Guide Volume 1*, Chapter 3, Continue

- Unreal Engine Basics, Continue
- Read Chapter 3 Continued in your textbook, Submit Assignment
- Lecture and Discussion Virtual Production Topics

Week 4, *Virtual Production Field Guide Volume 1*, Chapter 3, Continue

- Unreal Engine Basics, Continue
- Read Chapter 3 Continued in your textbook, Submit Assignment
- Lecture and Discussion Virtual Production Topics
- Midterm

Week 5, *Virtual Production Field Guide Volume 1*, Chapter 3, End

- Unreal Engine Basics, Continue
- Read Chapter 3 (Finish the Chapter) in your textbook, Submit Assignment
- Lecture and Discussion Virtual Production Topics

Week 6, *Virtual Production Field Guide Volume 1*, Chapter 4

- Unreal Engine Basics, Continue
- Read Chapter 4 in your textbook, Submit Assignment
- Lecture and Discussion Virtual Production Topics

Week 7, *Virtual Production Field Guide Volume 2*, Chapters 1 & 2

- Unreal Engine Basics, Continue
- Read selected topics from Chapters 1 & 2 in your textbook, Submit Assignment

- Lecture and Discussion Virtual Production Topics

Week 8, *Virtual Production Field Guide Volume 2*, Chapters 3 & 4

- Unreal Engine Basics, Continue
- Read selected topics from Chapters 3 & 4 in your textbook, Submit Assignment
- Lecture and Discussion Virtual Production Topics
- Final Exam

****Disclaimer:** Syllabus/schedule subject to change

Student Acknowledgement:

Student Name

Student Signature

Date