



# Fundamentals of Virtual Production - Guidance Document

## Introduction

The Fundamentals of Virtual Production is a fully funded six month programme of training, workshops, masterclasses, industry insights and mentoring for individuals based in Yorkshire and the Humber.

This course aims to create a pathway for people from a range of diverse backgrounds to enter local careers in the Film, TV and Games industries.

There are 12 places available. All of these are fully funded.

## What will the programme cover?

### **Module One**

An introduction to Virtual Production (VP). The first four sessions will explore what VP is, how it has developed within the wider production space and how it is changing ways of working. You will be introduced to equipment including cameras, headsets and lighting used in virtual production. You will have the opportunity to develop your understanding of what each piece of kit does and how they operate. This module will also introduce you to 3D assets, their environments and why they matter. The final session in this module will be exploring motion capture.

By the end of Module One, you will understand the basics of production and how VP is changing the landscape of Film and TV production processes. You will know what the basic kit is and how it might be utilised.

### **Module Two**

This module will be the core of the course and will be introducing you to one of the key softwares used in Virtual Production, Unreal Engine. By the end of this module you will be able to understand how Unreal works, why it is important and how to use it. This will be delivered by LightForge Academy's Unreal Tutor.

### **Module Three**

This module will run in between the other modules. The focus will be on developing your transferable skills that are needed alongside the technical aspects. You will be exploring your strengths and how to identify them, how to build your network in the screen industry, how to make the most of your experiences on your CV, how to find opportunities in the industry and how to work effectively in teams. The final session in this module will be reflecting on what



you have studied throughout the programme. This module will be delivered by SIGN's in house employability team.

This module will develop your understanding of yourself, how you work with others and what are key elements of your existing skills that can be applied to your career in the screen industry. You will know how to market yourself to future employers.

#### **Module Four**

As part of this programme you will be required to complete a creative project in teams. This module will allow you to develop the UnReal skills gained in Module Two and delve further into the world of VP.

By the end of this module you will be able to showcase your project to industry professionals. You will have had the opportunity to explore how you work in a team and have experience of managing that creative process together.

#### When does the programme run?

The programme will begin with an induction session on 10 January 2023, followed by weekly sessions on Tuesdays thereafter from 10am to 2pm with a 30 minute break for lunch. The programme takes six months to complete.

Training sessions will be held every Tuesday at SIGN's Creativity Lab, on Campus West at the University of York. These sessions will be delivered by our training partners, LightForge Academy, in conjunction with the SIGN professional services team. In addition, there will be industry insight visits to Virtual Production spaces and experts in the region as well as masterclasses and team projects.

#### Who can apply?

SIGN's commitment to equality, diversity and inclusion underpins everything we do and we aim to increase opportunities for people presently excluded from the screen industries in general and specifically across Yorkshire and the Humber. This programme is open to applicants who are:

- Disabled
- LGBTQ+
- Women
- From underrepresented ethnicities
- From a socially or economically disadvantaged background
- Aged over 35 and entering the screen industries sector for the first time

To apply, you must:

- Be a UK resident, or be eligible to work in the UK, have a personal UK bank account and a UK postal address



- Have a connection to Yorkshire and the Humber (for example, you could live in the region, work here, or have been educated at a Yorkshire and Humber based institution)
- Have some knowledge or experience of Unreal Engine or similar software, be a Gamer, or have some knowledge or experience of the Film/TV production industries

The course costs are fully funded by SIGN. Whilst we cannot guarantee any financial support to enable your attendance on the programme, such as assistance with travel costs, please indicate in your application if you feel, due to personal circumstances, this would be beneficial.

### How do I apply and what are the next steps?

Applications close at 5pm on Thursday 20 October 2022.

If you require the application form in a different format, please don't hesitate to contact [enquiries@screen-network.org.uk](mailto:enquiries@screen-network.org.uk).

The application form should take about 30 minutes to complete.

In person interviews will be held in York on Tuesday 8 November, and successful applicants will be notified by email on Friday 11 November.