

How to visit locations and sets that don't yet exist?

How to operate the camera in a greenscreen studio when all you can see is... green?

How to understand what the framed composition will look like, if most of it consists of digital elements?

For years, digital effects have been part of film-making. Yet the biggest challenge so far has been having to wait until post production to see the integrated result of digital effects with live actors and built sets. The integration of digital set extensions and digital effects with live action footage takes careful pre-planning. Currently new production tools are emerging that make this process easier for film-makers. The different methods for using these tools is commonly referred as **VIRTUAL PRODUCTION**.



ELO Production Design and Cinematography proudly present:

THE VIRTUAL PRODUCTION WORKSHOP

ELO-E4010 Advanced MA Lab for Film Art

The workshop is aimed for production designers, cinematographers, costume designers and all other film disciplines who want to explore how to make the process of integrating digital effects in their film projects easier.

- **HOW TO MAKE THE COMMUNICATION EASIER WHEN DIGITAL LOCATIONS OR EFFECTS ARE INVOLVED?**
- **HOW YOU CAN USE VIRTUAL PRODUCTION TOOLS IN COLLABORATIVE CREATIVE WORK IN DIFFERENT STAGES OF FILMMAKING FROM PRE-PRODUCTION TO POST-PRODUCTION?**
- **GAIN AN UNDERSTANDING OF THE BENEFITS (AND ALSO PITFALLS) OF THE VIRTUAL PRODUCTION, INCLUDING: SCHEDULING, PEOPLE INVOLVED, TOOLS REQUIRED...**

During the workshop we will explore

- **THE TERMINOLOGY:** Virtual production, final pixel, previzualisation, game engine, real-time...
- **VIRTUAL LOCATION SCOUTING:** instead of exploring set designs on 2D screen, with the aid of VR headsets and tablets it is now possible for HoDs to step into the digital space and plan the shoot "on location".
- **PREVISUALIZATION** of digital effects: being able to view the digital effects in real-time while shooting helps creative decision-making and communication between HoDs.
- **WORKFLOWS & TECH:** the skillsets, expertise and camera technology needed for visualizing digital effects during shooting.
- **THE TOOLS** available for quickly capturing locations and sketching & building digital environments
- **FROM POST PRODUCTION TO PRE PRODUCTION...** Can we skip the post-production phase altogether? Experimenting with shooting "final pixel", a technique used for example in Disney's "The Mandalorian" series
<https://www.youtube.com/watch?v=gUnxzVOs3rk>

Schedule:
AUTUMN 2020

I 14.9 - 9.10
VIRTUAL PRODUCTION WORKSHOP
@ Aalto Virtual Studio
Roihupelto, Laippatie 14

(II: Post Production 26.10- 6.11)

III 3.12. SCREENING DAY & FINAL WRAP-UP



Contact information:
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Teachers:
Tanja Bastamow & Antti Ahokoivu & visiting teachers, incl. on-line lecture about **DESIGNING AND BUILDING DIGITAL LOCATIONS** by Isac Crafoord, Lighting/Environment Artist @ Epic Games.

