

1.	Field of study	Film/TV Production and Photography
2.	Faculty	Krzysztof Kieślowski Film School
3.	Academic year of entry	2023/2024 (winter term), 2024/2025 (winter term)
4.	Level of qualifications/degree	long-cycle studies
5.	Degree profile	general academic
6.	Mode of study	full-time

7.	General information about the module	
Module name		Special Techniques in Filmmaking 1: Virtual Production
Module code		W8-RF-SM-TSF1B
Number of the ECTS credits		4
Language of instruction		
Purpose and description of the content of education		Moduły z grupy „Techniki specjalne w filmie 1” poświęcone są specjalnym metodom realizacji wykorzystujących komputerowe przetwarzanie tła. Celem niniejszego modułu jest zaznajomienie studentów z technologią tzw. wirtualnej produkcji.
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
TSF1b_1	Student posiada wiedzę na temat koncepcji i zasad działania wirtualnej produkcji oraz rozumie technologiczne aspekty związane z tą technologią.	K_W04 K_W06 K_W07	4 4 2	
TSF1b_2	Student potrafi korzystać z narzędzi i środowisk graficznych, takich jak Unity lub Unreal Engine, do stworzenia wirtualnych scen w ramach wirtualnej produkcji.	K_U13 K_U14 K_W04	5 4 3	
TSF1b_3	Student potrafi dokonać adaptacji i pracować w dynamicznym środowisku wirtualnej produkcji, wykorzystuje nowe role i odpowiednio dostosowuje swoje umiejętności filmowe i scenograficzne.	K_U02 K_U03 K_U13	5 3 3	
TSF1b_4	Student jest świadomy zmiany charakteru pracy operatora filmowego i scenografa w kontekście wirtualnej produkcji oraz potrafi dostrzec nowe możliwości i wyzwania wynikające z tej technologii.	K_K02 K_K08	3 5	
TSF1b_5	Student potrafi krytycznie analizować i oceniać zastosowanie wirtualnej produkcji w różnych kontekstach filmowych, biorąc pod uwagę jej zalety, ograniczenia i potencjalne konsekwencje artystyczne.	K_K08 K_K09 K_U05	4 4 3	

9. Methods of conducting classes		
Code	Category	Name (description)
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture <i>a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results within the set deadline</i>
e02	Practical methods	Production exercise – workshop <i>an activity involving the creation of an object/product according to the rules/principles/description provided by the academic teacher acting as the workshop master</i>
e06	Practical methods	Observation <i>also conducted as fieldwork; a method of watching phenomena, objects or people in a systematic/planned way in order to gain knowledge about them; perceptual separation of elements of a model action as an element of learning through imitation; a complex system of cognition based on sensory experiences</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
C_TSF1B	practical classes	15	course work	TSF1b_2, TSF1b_3, TSF1b_4, TSF1b_5	d01, e02, e06
W_TSF1B	lecture	15	course work	TSF1b_1, TSF1b_2	a01, b04, c06

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	Yes

a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	Yes
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Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.