

## MU sessions

**Provisional Title:** Filmmaking in the Virtual Age: training, trends and perspectives

*Lectures: 100 minutes*

*Seminars: 130 minutes*

### DAY 1

1. **Lecture I:** Intro to Industry & Production Roles/Hierarchy. Industry-relevant training, Filmmaking Teaching and Practice (praxis, authentic learning, visual references, ideation/analysis skills)
2. **Seminar/Workshop I:** Script breakdown & analysis (visual approach) practical exercise – reflect on creative process & teaching method

### DAY 2

3. **Lecture II:** Cinematography & Post-Production/VFX (PhD Alex – artistic ownership, shift from production to post-production, impact on traditional roles and hierarchies)
4. **Seminar/Workshop II:** Previsualisation & storyboarding practical exercise – reflect on approach and learning practice

### DAY 3

5. **Lecture III:** Emerging Technologies ( Virtual Production / Motion Capture / Game-Engine previz ) and their impact on industry practice
6. **Seminar III:** Effect of disruptive workflows in Industry, Hybrid roles / workforce upskilling (AI-Deep Fakes, Metahumans Evolution, creative potential / audience expectation) and problematics (sustainability / IP ownership / cost / entry threshold). Debate the role of industry, institutions and organisations in supporting and directing the trend

**Note:** *Seminar/Workshops 1 & 2 would probably need a bit more time than Seminar 3, but we can look at this in more detail*