

GFA 2310: Fundamentals of Unreal Engine

6 Credit Hours

Prerequisite: GFA 1040

Students will have the opportunity to create either their own game or a mock virtual production environment. Every class will also include a series of smaller in-class projects to provide students with additional practice using the different systems and editors within Unreal Engine. Topics include, but are not limited to, gameplay scripting, building levels/sets, cinematics, realtime vfx, optimization, user interfaces, and animation. Upon completion of this course, students will understand the processes and life cycles involved within both industries, be able to analyze games and film from a technical standpoint, and create their own games and sets within Unreal Engine.

Notes: This course is managed through the cooperative academic agreement known as the Georgia Film Academy.

GFA 3010: Production Design I

6 Credit Hours

Prerequisite: GFA 1000

This course is designed to examine the process of Production Design as it relates to the film and television industry. Students will work on an assigned project from concept to completion, solving real-world challenges with the skills they have learned in class. Assigned projects are a hands-on experience that will allow students to demonstrate practical design and construction skills. In-person activities include power tool usage, carpentry, scenic paint techniques, and design work utilizing Vectorworks Student Software. Other topics include research, moodboards, drafting, reading blueprints, architectural models, safety procedures, budgeting and scheduling. Students will be given assigned readings and/or video lessons from available web resources and periodicals.

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