

**INSTRUCTOR**

B. Rich

Email: [b.rich@depaul.edu](mailto:b.rich@depaul.edu)

Office: Remote

Phone: 773-960-7960 (cell; for emergency use only)

Office Hours: Refer to Faculty [Page](#)

**COURSE INFORMATION**

DMA 445 / FILM 345/445

Day: Thursday

Time: 6:00 – 9:00

Location: Remote; [Zoom Link](#) (pw: Immersive

Course page: [D2L](#)

**COURSE DESCRIPTION**

This class will focus on the development, production and post-production of live-action 360 video. The medium of virtual reality will be analyzed within the context of the evolution of time-based and interactive media.

Experimental projects will offer students the opportunity to tell stories in new ways while exploring the affordances and challenges of the evolving medium.

**LEARNING OBJECTIVES**

1. Conceive and design 360 video for linear and interactive platforms.
2. Plan, shoot, stitch and edit live-action 360 video content.
3. Survey basic techniques of creating interactive VR and XR content.
4. Analyze and implement current practices and methods of VR film production.
5. Develop skills in critical analysis and feedback.

**CLASS FORMAT**

Lectures, discussions, workshops and viewings via synchronous online meet-ups (Zoom) and asynchronous activities.

**READING**

Excerpts from various sources (including the following book) will be on D2L

- *Virtual Reality Filmmaking: Techniques & Best Practices* for VR Filmmakers by Celine Tricart  
ISBN-13: 978-1138233966  
(Available online via [library](#))

**SUGGESTED SOFTWARE AND DEVICES**

- Google Cardboard or equivalent phone VR headset
- Digital HD Camera or phone camera
- Software: Adobe Premiere, GoPro Fusion Studio, Insta360 Stitcher + Player
- Information about acquiring and installing Adobe Creative Cloud for free is available [here](#), and other software is available [here](#).
- Supplemental instruction at LinkedIn Learning is available. It is available by (free) [subscription](#). Make sure you're logged into Campus Connect before clicking on the Log into LinkedIn Learning link on the page.

**EVALUATION & GRADING**

Attendance / Participation	40
Experiments	10
Project 1: Explorations of VR Concepts	20
Project 2: 360 Experience	30

Attendance: Points for every synchronous class attended

Participation: Contributions to class discussions and activities; presentations; online critiques

Projects: There will be 2 projects that explore and challenge some of the affordances of 360 Video/VR

**GRADING SCALE**

A	90%
B	80%
C	70%
D	60%
F	<60%

Letter grades will be based on the minimum percentages of total points earned.

## **SPRING 2020 COVID INFORMATION**

### **CHANGES TO SYLLABUS**

This syllabus is subject to change as necessary during the quarter. Depending on many variables outside of our control, the assignments projected for the term may require alteration or rescheduling. If a change occurs, it will be posted under #general in Slack. Please ensure that campus connect and D2L have your correct email address. Also, make sure you are receiving all notifications via D2L.

### **UNIVERSITY:**

DePaul University will continue to update their [COVID-19 Updates and Guidance page](#). Please visit that page for the most current information and a list of [university FAQ](#).

### **CDM**

For more specific questions about CDM, check out this page for current info: [Frequently Asked Questions about COVID-19 & CDM](#).

### **TECHNICAL ISSUES**

If you're having any tech issues this quarter, please email [scaavsupport@depaul.edu](mailto:scaavsupport@depaul.edu). This new resource is for general tech support and will serve as a unified point of contact for various issues. This includes any issues with installing or running the software.

This email address will be monitored during the following hours:

Monday - Friday:	8:30am – 8:30pm
Saturday:	10:00am – 6:00pm
Sunday:	12:00pm – 6:00pm

### **OUR CLASS**

**THE ZOOM LINK** for class meetings will be posted on D2L. This link is for the class only. Please do not share this with anyone outside of our class.

### **EQUIPMENT**

Please use whatever equipment you have access to. This can include your phone camera and other prosumer/professional equipment. If you have your own 360 camera, that's great. If you're able to check out equipment from the downtown (Loop) Equipment Cage, that is equally great. You can still create a final 360 project without a 360 camera, though much of what will be covered and practiced in class will be with a 360 camera.

**WEEKLY SCHEDULE (subject to change, and probably will)\***

## Synchronous

<b>WEEK 1</b> March 31	TOPIC	Syllabus Course Overview Class Introductions Brief History of New Media
	READING	Tricart – Introduction + Chapter 1
	ASSIGNMENT	Screen the following VR films for discussion: <ul style="list-style-type: none"> <li>• On Google Stories (Download Google Stories App): <i>Duet</i> (Glen Keane) <i>Help</i> (Justin Lin)</li> <li>• On YouTube: <a href="#">Swimming with Dolphins</a> <a href="#">ReFrame Iran</a></li> <li>• 2-4 more 360 videos of your choosing Post links (or location) and comments on Slack #stuff-to-watch What do you like/dislike about it? Why are you posting it?</li> </ul>

## Synchronous

<b>WEEK 2</b> April 7	TOPIC	Principles of VR VR Experiences vs Stories Pre-Production
	READING	Tricart – Chapter 2, 5, 7(pre-production)
	DUE	Share and discuss the viewed videos
	ASSIGNMENT	Post 10 ideas to #ideas for a short 360 story/experience Post 1-2 360/VR <b>stories</b> in #stuff-to-watch Post 1-2 360/VR <b>experiences</b> in #stuff-to-watch Watch the links everyone posts

## Synchronous

<b>WEEK 3</b> April 14	TOPIC	360 Cameras Screenings discussion
	READING	Tricart – Chapter 6, 7 (production, post-production)
	WORKSHOP	GoPro Fusion
	DUE	10 ideas
	ASSIGNMENT	Shoot 360 footage w/ 360 camera

## Synchronous

<b>WEEK 4</b> April 21	TOPIC	Stitching + Editing Exercise: Stitching / Editing
	READING	Tricart – Chapter 4
	ASSIGNMENT	Continue shooting 360 footage w/ 360 camera Exercise: Stitching / Editing

## Synchronous

<b>WEEK 5</b> April 28	TOPIC	Stereographic 3D 360 Film Screenings Project 1
	READING	Tricart - Chapter 7
	DUE	Edited 360 footage
	WORKSHOP	Insta360 Pro
	ASSIGNMENT	Project 1 – Constraints

## Sync: Meetings

<b>WEEK 6</b> May 5	TOPIC	Individual Meetings
	DUE	TBD
	ASSIGNMENT	Project 2 Pre-Production

## Synchronous

<b>WEEK 7</b> May 12	TOPIC	Project 1 Discussion Advanced stitching, fixes and compositing in VR
	DUE	Project 1 (due May 10 so we can all watch before class)
	ASSIGNMENT	Project 2 Production

## Synchronous

<b>WEEK 8</b> May 19	TOPIC	360 Video in Game Engines (Unity) Project 2
	Suggested Reading	Tricart -Chapter 3
	DUE	Project 2 Project Pre-Production
	ASSIGNMENT	Project 2 Production – Review 1

## Asynchronous

<b>WEEK 9</b> May 26	TOPIC	Project 2 Progress Review 1 Post rough-cut links and critique via Slack
	Suggested Reading	Tricart – Future of VR / Conclusion
	ASSIGNMENT	Project 2 Production (cont)

<b>WEEK 10</b> June 2	TOPIC	Project 2 Critique
	ASSIGNMENT	Updates/changes to Project 2 based on class feedback

<b>WEEK 11</b> June 9	TOPIC	No Class Project 2 resubmissions due.
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\* This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class and via Slack.

**Course Policies:** In addition to [CDM Academic Policies](#) and [DePaul University Policies](#), the following policies will apply to this course:

**Email:** Email is the primary means of communication between faculty and students enrolled in this course outside of class time. Students should be sure their email listed under "demographic information" at <http://campusconnect.depaul.edu> is correct.

Some guidelines for your emails:

- Be clear and concise in your subject line; ex: "VR Class – question about assignment X"
- Don't reply to class-wide email unless it pertains specifically to the subject of that email
- Begin a new email thread for any new question, notification, etc.
- Expect a reply within 24 hours during the week. If you don't get a response within 1 business day, please resend. Expect a delayed response on weekends.

**Course Lectures/Reading Assignments:** The assigned and recommended readings offer an opportunity for independent learning that supplements the lectures. Lectures will introduce material not available in the readings, and the readings will explore concepts not mentioned in class.

**Resubmissions:** Revisions are highly encouraged based off of feedback from the class. Resubmitted files should be submitted to the original D2L folder. Late work penalties cannot be made up by resubmissions.

**Late Assignments:** In order to receive any credit for an assignment, you must communicate with me at least 24 hours before the due date/time regarding it being late. Late assignments will have points reduced. No assignment will be accepted more than 7 days late without a medical excuse.

**Attendance:** Attendance is mandatory. An absence is defined as not showing up for class, arriving 30 minutes late or leaving 30 minutes early. All absences may result in a reduction of the attendance / participation grade. 3 absences, whether excused or not, may constitute failure for the course. In order to petition for an excused absence, students who miss class due to illness or significant personal circumstances should complete the Absence Notification process through the [Dean of Students office](#)

**Class Participation:** Student participation is crucial to this class. You are encouraged to ask questions and offer comments relevant to the class topics, as well as offer answers, insights and best guesses to questions

posed in class. Making the most of class time and being fully present and engaged add towards the class experience and your participation points. Productive critiques of your own and everyone else's work is critical. For group projects, each individual is expected to contribute according to the needs of the group/project. Private peer evaluations will afford each group the opportunity to measure the contributions of each individual.

**Behavior & Attitude:** A professional and academic attitude is expected throughout this course. Maintain a positive and open-minded attitude in class discussions. Strive to achieve your highest standards of quality for all projects. Respect everyone.

**Civil Discourse:** DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be [Socially Responsible Leaders](#). It is the expectation that all dialogue in this course is civil and respectful of the dignity of everyone.

#### **Preferred Name & Gender Pronouns**

Professional courtesy and sensitivity are especially important with respect to individuals and topics dealing with differences of race, culture, religion, politics, sexual orientation, gender, gender variance, and nationalities. I will gladly honor your request to address you by an alternate name or gender pronoun if you advise me of this preference. Students may choose to identify within the University community with a preferred first name that differs from their legal name and update their gender. For more information and instructions on how to do so, please see the [Student Preferred Name and Gender Policy](#).

**DePaul University Policies:**

**Online Course Evaluations:** Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in [CampusConnect](#).

**Academic Integrity and Plagiarism:** This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

**Academic Policies:** All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the [University Academic Calendar](#). Information on enrollment, withdrawal, grading and incompletes can be found under [Enrollment Policies](#).

**Students with Disabilities:** Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu).

Lewis Center 1420, 25 East Jackson Blvd.  
Phone number: (312)362-8002  
Fax: (312)362-6544  
TTY: (773)325.7296