

Hi, welcome to Unreal Engine for DOPs, level 1. My name's Ben Saffa, I'm a cinematographer. And for several years now, I've been using Unreal Engine as part of my cinematography work. I've used it both for previs, for virtual production shoots, and for generally as a kind of scratch pad to be able to play with visual ideas. What I'd love for you to get from this course is to be able to open up Unreal Engine and start to play and use your creativity as a cinematographer to explore ideas, communicate your ideas to your collaborators, and just have a real cool fun sandbox that you can play with. And what we hope to do with future levels of the course is dig deeper into how that integrates with virtual production shooting. So this level 1 is kind of about getting used to working in Unreal Engine, what Unreal Engine can do, but really approaching it from a cinematographer's point of view. So we're not looking at it as a games engine, we're looking at it as somewhere that we can bring our existing knowledge of cinematography and apply it in a way that's fast and fun and creative, and really like a sketchbook for our cinematographic ideas. Now if you've got some existing knowledge of Unreal Engine, I think some of the early lessons will be refreshes for you. If you're completely new to Unreal or even new to 3D software in general, we'll go at a pace which I think will be manageable, but you might want to take a little bit of time along the way to go off and spend a bit more time exploring some of the little technical details in the first place. But most of what we're doing is finding ways to very quickly use and apply our cinematographic knowledge and creativity inside Unreal Engine.

It's a really great program. Unreal Engine is really fun and compared to other 3D software, I think it's just much more playful because it's all happening real time right in front of you. It's much faster to iterate on ideas, play around, and the way the lighting system works now which we'll go into is really quite similar to the way that we light in the real world. We can do similar things with cameras and lenses and really start to play around with ideas in a way that we don't always have the time to do in the real world, we don't always have the resources to have that play time of experimenting and coming up with new ideas.

That's what we're going to do. It's going to be very hands on. There's not a lot of theory or background involved. It's just getting in, understanding how the basic tools work and then how we can apply those in a few different ways to things like pre-viz, to creating storyboards, to creating concept art maybe, or lighting viz so we can explain to our collaborators, gaffers, directors, producers, what we want to achieve and how we're going to go about doing it.

In the next lesson we're going to download and install Unreal

Engine and start setting up our project.