Introduction to Animated Storytelling

Real-time filmmaking is increasingly becoming one of the most in-demand skills in film and animation. This **brand-new** workshop is designed to instruct learners looking to harness Unity for cinematic sequences such as trailers, cut-scenes, short films, and more. This workshop covers eight topics, including the below:

- **Project setup:** configuration, shortcuts, best practices, and basic Unity Editor familiarity for film and animation

- **Layout and scene-building:** tips for blocking and setting up early staging of action in a 3D environment, including lighting, cameras, and sequencing

- **Lighting:** overview and tips for maximizing artistic storytelling using Unity's Post-Processing Stack

- **Cameras and shot-building:** harnessing tools like Cinemachine and Timeline for professional, intuitive camera work

- **Final frame:** using the Unity Recorder and exporting to various formats to suit your needs

Each area focuses on a specific set of activities around each topic and empowers learners with hands-on project work. By the end of this workshop, participants will understand how to get started with Unity for animated storytelling.

Unity level: Beginner

Prerequisites: None

Duration: 1 day

Class size: 15 people

Trainer: Unity-Certified Instructor

Requirements: Each participant will need a powerful computer equivalent to an Intel I7 with 32Gb of RAM, with a dedicated video card (GeForce 1060 or higher), and a standard 2-button mouse. As well as a power supply (including any necessary international adapters), and **Unity 2018.3** installed prior to the workshop.