Unit Title:	Virtual Performance
Level:	2
Unit number:	207
Credit value:	6
Guided learning hours:	50

Unit purpose and aim

This unit helps learners to understand the basics of virtual performance for the creative and media sector. It allows them to understand the client brief and time frames and deadlines and preparation techniques to form part of the planning and creation process:

- Candidates will explore different concepts and potential uses for virtual performance
- Plan a scene for a virtual performance to the client brief
- Create and edit the virtual performance
- Review the final product with against the original brief

The aim of this unit is for the learner to develop an awareness of the current use of software in the creation of virtual performances, and the implications of this technology in the Creative Media sector. The learner will also learn how to exploit such technologies to reach new audiences and generate revenue.

Learning Outcomes	Assessment Criteria	Knowledge, understanding and skills
1. Be able to investigate the concepts of creating a live virtual performance using software.	1.1 Investigate a range of current/potential uses of virtual performance 1.2 Explore the use of virtual character emotions and gestures 1.3 Explore virtual camera shots, techniques, placement, movement and the use of multiple	Candidates should investigate a range of current/potential uses of virtual performance. A range indicates a minimum of 3 types of current or potential uses of virtual performance.

	cameras	
	1.4 Identify the key features of software to create virtual environments, characters, set, props, lighting and scenes	
2 Be able to plan to create a scene	2.1 Identify client requirements based on their brief and consider the target audience	Opportunities for shot choices allows the candidate to include a minimum of two camera angles.
	2.2 Storyboard an original narrative/activity into a sequence of shots with attention to	
	a) shot type and camera movement	
	b) characters and on stage direction	
	c) sets and props	
	d) opportunities to be selective of shot choices during the performance	
	e) continuity between shots/scenes	
	2.3 Create a work plan to include tasks, timescales and resources	
	2.4 Identify any legal issues regarding virtual performance	
3 Be able to create, manage and test a virtual performance	3.1 Use software to create the set and props	In some software applications the recording may be a single process where in others this may require several recordings.
	3.2 Create or source characters and place within the set	
	3.3 Direct the action by programming/editing the scripting routines	Outcomes should be in a digital file format appropriate format of either the performance and/or video clip of the Virtual Digital
	3.4 Add dialogue to action in line with the storyboard	

	plan	Performance.
	3.5 Position cameras and lighting combining camera shots to create the scene	
	3.6 Record the virtual performance	
	3.7 Save and export the production in the required format as specified by the client brief	
	3.8 Organise electronic files using appropriate naming conventions to facilitate access by others	
	3.9 Create and use a test plan to check for shot type, camera movement, characters, sets and props, continuity between shots/scenes	
	3.10 Correct all errors identified and retest	
4 Understand how to review the virtual performance	4.1 Critically review the virtual performance with the client and record feedback	Critical personal review, commenting on the quality of finished product and its fitness for purpose
	4.2 Describe the quality of the finished product.	The review should identify positives and negatives relating to the finished product, rather than the creation process as this has been included in earlier evidence.
	4.3 Explain the fitness for purpose of the finished product	
	4.4 Identify parameters and constraints that influenced decisions made	Candidates should review the Virtual Performance against the original brief and obtain feedback from their client. They should identify any parameters and constraints that influenced their decisions. For example asset manipulation, file formats, compression techniques, permission and subject matter/location, copyright,
	4.5 Produce accurate written records of relevant information about assets obtained such as	
	a) source ownership b) any restrictions on use	

	c) where they are located, filenames given	IPR, trademarks etc
		Maintain accurate written records of relevant information about assets obtained, such as source, ownership, any restrictions on use, where they are located, filenames given

Assessment

Assessment will consist of the candidate producing evidence to an OCR set or centre devised brief. All the learning outcomes and assessment criteria must be clearly evidenced in the submitted work, which is remotely moderated by OCR within their e-portfolio solution.

Results will be Pass or Fail.

Evidence requirements

This unit aims to equip the candidate with the ability to produce work for a client to create virtual performance to a standard that meets the requirements of the brief. The candidate is able to work with the client to an agreed design brief to produce a completed product and to use the necessary tools and source the required resources as appropriate.

1   Candidates should present a report or presentation to show their understanding of the concepts and potential uses of virtual performance.

2   A plan to show that they have identified the client requirements, that they understand the appropriate equipment, resources and formats of virtual performance scene to meet the brief. Candidates should be able to produce a work plan for the virtual performance to create the virtual performance scene.

Candidates should create sketches or drawings of ideas.

These sketches should be digitised and submitted with a planning document for moderation.

The planning document clearly meeting all the learning outcomes must be submitted for moderation.

3   Be able to create, manage and test the virtual performance in line with their plan to include:

- Using software to create the set and props

- Creating or sourcing the characters and placing within the set

- Directing the action for the planned scene by programming/editing the scripting routines

- Adding dialogue to action in line with the storyboard plan

- Positioning cameras and lighting and combining camera shots to create the scene

- Recording the virtual performance

- Saving and exporting the production in the required format as specified by the client brief

- Creating and using a test plan to check for shot type, camera movement, characters, sets and props, continuity between shots/scenes

- Correcting all errors identified and retesting

These produced files should be digitised for submission although candidates should be encouraged to create them digitally initially.

Evidence should also include a list of file names, types and properties of created files.

Candidates should submit the edited files and annotated screen captures in a report will also assist in evidencing their activities.

4   Candidates should prepare a review file to compare the finished product to the original brief and plan.

This should include the identification of any parameters and constraints that influenced decisions that were made e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions, a critical review of the quality of the finished products and their fitness for purpose. A review of the virtual performance and creation process with the client must be recorded and a record of feedback submitted.

In this critical review candidates should also identify areas for improvement and further development.

Guidance on assessment and evidence requirements

Candidates must produce all work to an acceptable standard and meet all the identified assessment objectives and learning outcomes.

A report that incorporates, for example, client discussion, written brief, specification, end user requirements, purpose and timescales must be submitted.

Screen captures of the finished product do not evidence the planning process.

Screen captures will need to evidence the creation process, using an appropriate range of tools and techniques

Candidates should submit files created at all stages of the process to include the final product. This evidence should be provided in a compressed digital format.

Students should produce critical review reflecting upon how successfully product meets the requirements of the brief, identifying any parameters and constraints that influenced their decisions. (e.g. file formats, asset manipulation, software and hardware constraints, copyright permissions) identifying what they would do differently if faced by a similar task and why.

You should refer to the 'Admin Guide:Vocational Qualifications (A850)' for Notes on Preventing Computer-Assisted Malpractice.

Details of relationship between the unit and national occupational standards

OCR Creative iMedia		Content crossover with National Occupational Standards	
Unit	Title		
207	Virtual performance	IM1	Work Effectively in Interactive Media

Resources

Equipment: A computer system capable of running a range software packages that will enable the candidate to meet the requirements of the client must be used.

Additional information

For further information regarding administration for this qualification, please refer to the OCR document '*Admin Guide:Vocational Qualifications' (A850).*