OCR
Oxford Cambridge and RSA

Unit Title:	Virtual performance
Level:	3
Sub-level:	307
Credit value:	6
Guided learning hours:	50

Unit purpose and aim

This unit helps learners to familiarise themselves with the more advanced aspects 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 project planning and creation process:

- Candidates will investigate the concepts of virtual performance and discuss the benefits and uses and how it could be used
- Create and maintain a project plan for the creation of a virtual performance to the client brief
- Create and edit the virtual performance
- Evaluate 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 these technologies to reach new audiences and generate revenue.

Learning Outcomes	Assessment Criteria	Knowledge, understanding and skills
1. Understand the concepts and equipment for creating a virtual performance using software	1.1 Discuss the benefits and potential uses of virtual production within media industries 1.2 Explain how emotions and gestures are exploited to create the identity of the virtual characters 1.3 Investigate and explain the use of: a) virtual camera shots b) techniques c) placement d) movement e) mise en scene f) continuity	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.

	g) the 180 degree rule h) the use of multiple cameras 1.4 Discuss the considerations for virtual lighting and integration of sound within a virtual performance 1.5 Discuss the key features of media production software to create 3D environments, characters, set, props and scenes	
2 Be able to plan the direction of the 3D virtual scenes	2.1 Identify client requirements based on their brief with consideration for the genre and target audience 2.2 Identify the narrative structure for the scenes and performance 2.3 Generate a range of original ideas for the scenes using virtual characters, props and set, and review with the client 2.4 Expand the selected idea to create a storyboard and a script including a) shot type b) characters and direction, c) dialogue d) continuity between shots/scenes e) sound and camera positions 2.5 Consider and plan to use a range of shot choices and angles to enhance the meaning during the performance 2.6 Create and maintain a project plan to include a) tasks b) timescales c) resources 2.7 Identify key stages, production constraints and	Narrative structure may include the setting of the scene in addition to any dialogue. Candidates should develop a range of 3 ideas to show to the client, these may be evidenced as mood boards, spider diagrams. Narrative structure will also identify whether this is one of a series, a serial or a one off story.

	contingency planning	
	2.8 Describe the legal and ethical issues regarding virtual performance	
3 Be able to create, test and save a 3D virtual performance	3.1 Use software to create the set and props in 3D	In some software applications the recording may be a single process where in others this may require several recordings.
	3.2 Create or source 3D 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 Performance.
	3.4 Add dialogue and sound to action in line with the storyboard plan	
	3.5 Position cameras and lighting	
	3.6 Combine camera shots to create the scenes	
	3.7 Record the virtual performance	
	3.8 Create and use a test plan to check for shot type, camera movement, characters, sets and props, narrative and sound, continuity between shots/scenes	
	3.9 Correct any identified faults and retest using the test plan	
	3.10 Save and export the production in the required format as specified by the client brief	
	3.11 Organise electronic files using appropriate naming conventions to facilitate access by others	
4 Understand how to evaluate the 3D virtual performance	4.1 Identify parameters and constraints that influenced any decisions that were made	Critical personal evaluation, commenting on the quality of finished product and its fitness for purpose
	4.2 Critically evaluate the quality of the finished product	Obtain feedback from the client and/or the target

	and its fitness for purpose	audience
	4.3 Evaluate the 3D virtual performance with the client and analyse feedback	Identify parameters and constraints that influenced decisions made. For example asset manipulation, file formats, compression techniques, permission and subject matter/location, copyright, IPR, trademarks etc
	4.4 Identify areas for improvement and further development of the performance using your own critical evaluation and the analysis of client feedback	
	4.5 Review the technical and aesthetic qualities of the final outcome	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 professional work for a client to create a 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 research and investigations, discussing the concepts and equipment for creating a virtual performance.

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

Candidates should create sketches or drawings of ideas.

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

The project planning document, showing workflow, tasks, timescales etc must clearly meet all the learning outcomes must be submitted for moderation and maintained throughout the project.

3   Be able to produce the virtual performance in line with their plan to include:

- Use software to create the set and props in 3D

- Create or source 3D characters and place within the set

- Direct the action by programming/editing the scripting routines

- Add dialogue and sound to action in line with the storyboard plan

- Position cameras and lighting

- Combine camera shots to create the scenes

- Record the virtual performance

- Create and use a test plan to check for shot type, camera movement, characters, sets and props, narrative and sound, continuity between shots/scenes

- Correct any identified faults and retest using the test plan

- Save and export the production in the required format as specified by the client brief

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 an evaluation 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 evaluation of the quality of the finished products, their fitness for purpose and justifying the choices made.

An evaluation of the virtual performance with the client must be recorded, feedback logged and analysed.

In this critical evaluation candidates should also identify areas for improvement and further development of the virtual performance using their own critical evaluation and the analysis created from the client feedback.

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 compressed digital formats.

Students should produce a critical evaluation reflecting upon how successfully the 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		
307	Virtual performance	IM1 PI 1	Work Effectively in Interactive Media Apply Copyright and Other Laws Relating to Usage and Licensing of Images

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. Other equipment may include cameras, microphones and props.

Additional information

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