

**Subject card**

<b>Subject name and code</b>	Previsualization in production, PG_00191113						
<b>Field of study</b>	Audiovisual Production						
<b>Date of commencement of studies</b>	October 2026	<b>Academic year of realisation of subject</b>				2026/2027	
<b>Education level</b>	Bachelor's studies	<b>Subject group</b>				Obligatory subject group in the field of study Subject group related to practical vocational preparation	
<b>Mode of study</b>	full-time studies	<b>Mode of delivery</b>				at the university	
<b>Year of study</b>	1	<b>Language of instruction</b>				Polish	
<b>Semester of study</b>	1	<b>ECTS credits</b>				2.0	
<b>Learning profile</b>	practical	<b>Assessment form</b>				credit	
<b>Conducting unit</b>	Division of Audiovisual Production -> Institute of Culture Studies -> Faculty of Languages -> Rector						
<b>Name and surname of lecturer (lecturers)</b>	<b>Subject supervisor</b>		dr Piotr Kurpiewski				
	<b>Teachers</b>						
<b>Lesson types</b>	<b>Lesson type</b>	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	<b>Number of study hours</b>	0.0	15.0	0.0	0.0	0.0	15
	E-learning hours included: 0.0						
<b>Learning activity and number of study hours</b>	<b>Learning activity</b>	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	<b>Number of study hours</b>	15		1.0		34.0	50
<b>Subject objectives</b>	The purpose of the course is for the student to gain knowledge of the practical use of pre-visualization. The student is able to create basic forms of pre-visualization. He understands its importance in the process of audiovisual production.						
<b>Learning outcomes</b>	<b>Course outcome</b>		<b>Subject outcome</b>			<b>Method of verification</b>	
	[PFAL3_K02] He/she is prepared to take an active part in the activities of institutions, organizations and social groups involved in audiovisual production.		The student is prepared to take an active part in institutions, organizations, and social groups involved in audiovisual production using the pre-visualization process.			[SK2] presentation/project/paper/report	
	[PFAL3_K01] Understands the need to constantly deepen and update professional qualifications in film production, especially actively following changes in this area.		The student understands the need to constantly deepen and update professional skills in film production, including, in particular, actively following changes in the field of pre-visualization.			[SK1] oral statement/conversation/discussion	
	[PFAL3_W07] He/she has knowledge of the initial stage of development of an audiovisual project		The student has knowledge of the initial stage of audiovisual project development in terms of pre-visualization.			[SW1] oral statement/conversation/discussion	
	[PFAL3_U08] Can prepare the initial stage of audiovisual production.		The student is able to prepare the initial stage of audiovisual production in terms of previsualization.			[SU2] presentation/project/paper/report	
<b>Subject contents</b>	What is previsualization; forms of previsualization; computer animatic; benefits of using previsualization; technical possibilities of previsualization; concept art and storyboard; impact of previsualization on evaluation of footage; previsualization in pre-production process, previsualization technique; previsualization tools.						
<b>Prerequisites and co-requisites</b>							

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	active participation in class	80.0%	30.0%
	final project	51.0%	70.0%
Recommended reading	Basic literature	J.M. Gauthier, Building Interactive Worlds in 3D: Virtual Sets and Pre-visualization for Games, Film & the Web, Focal Press 2005.	
		M. Simon, Storyboard. Motion in art, London 2006.	
	Supplementary literature	B. Block, The Visual Story: Creating the Visual Structure of Film, TV, and Digital Media, London 2001.	
	eResources addresses		
Example issues/ example questions/ tasks being completed	Contemporary methods of pre-visualization, challenges of planning the production process using pre-visualization, impact of pre-visualization on the production process of an audio-visual work.		
Work placement	Not applicable		

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