

Subject card

Subject name and code	Pre-visualization in production, PG_00167014						
Field of study	Audiovisual Production						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study Subject group related to practical vocational preparation		
Mode of study	part-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		2.0		
Learning profile	practical		Assessment form		credit		
Conducting unit	Division of Audiovisual Production -> Institute of Culture Studies -> Faculty of Languages -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Grzegorz Fortuna-Skowron				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	12.0	0.0	0.0	0.0	12
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	12		1.0		37.0	50
Subject objectives	The purpose of the course is for the student to gain knowledge of the practical use of previsualization. The student is able to create basic forms of pre-visualization. He understands its importance in the process of audiovisual production						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[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 community groups involved in audiovisual production using the pre-visualization process.		[SK2] presentation/project/paper/report		
	[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		
	[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 development of an audiovisual project in pre-visualization.		[SW1] oral statement/conversation/discussion		
	[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		
Subject contents	What is pre-visualization; forms of pre-visualization; computer animatic; benefits of using pre-visualization; technical possibilities of pre-visualization; concept art and storyboard; impact of pre-visualization on the evaluation of footage; pre-visualization in the pre-production process, pre-visualization technique; pre-visualization tools.						
Prerequisites and co-requisites							

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, Storyboards: Motion in Art, Third Edition, 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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