

VIRTUAL VIRTUAL PRODUCTION

~~FORMERLY QUESTCAM~~





A VR SIMULATION OF A VIRTUAL PRODUCTION SET

My Project is a VR simulation of a film set (and virtual production sets), with the primary intention to be a teaching tool to provide a big set experience in a virtual environment. Through hands on practice with the Cameras and Lighting students will be able to gain practical “hands-on” experience on big feature film sets.



FULLY VIRTUAL CAMERA

I am building a custom camera actor that combines the strengths of a CineCam actor and a 2dcapturecomponent camera. This camera will have virtual IO and touch based camera settings for aperture, iso, lens swinging, focus pulling, ND filters, etc

Current Progress: Prototype fully functional



MULTIPLE HIGH-QUALITY SETS

The project will offer several sets (levels/maps) for the students to practice on. Including backlots, natural locations, studios, and fantasy/sci-fi sets.

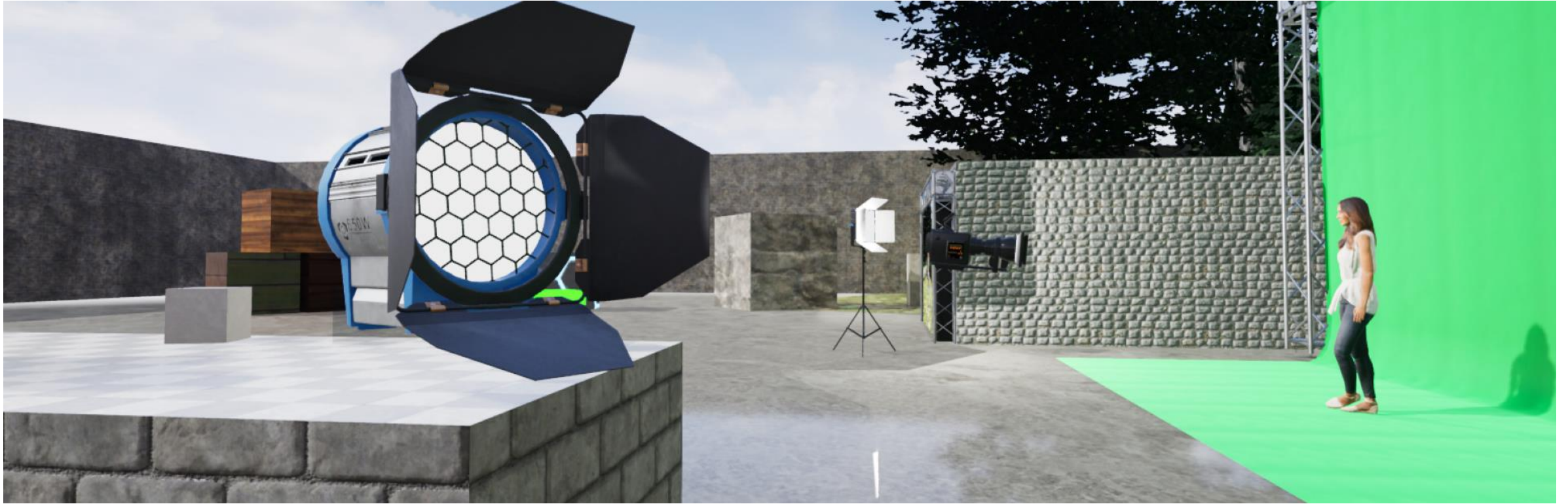
Additional sets and props will be provided as DLC content



SIMULATED VIRTUAL SETS

In addition to standard sets, there will also be simulated virtual sets that allow students to learn the fundamental concepts behind virtual production.

The Pro version of the app intends to provide a toolset so that students and creatives can bring in their own FBX or unreal engine levels as a virtual set.



SIMULATED PROFESSIONAL LIGHTING

Sets will have professional lighting that can be picked up and adjusted in VR, Lighting is intended to be calibrated to offer a close approximation to real world lighting equipment.

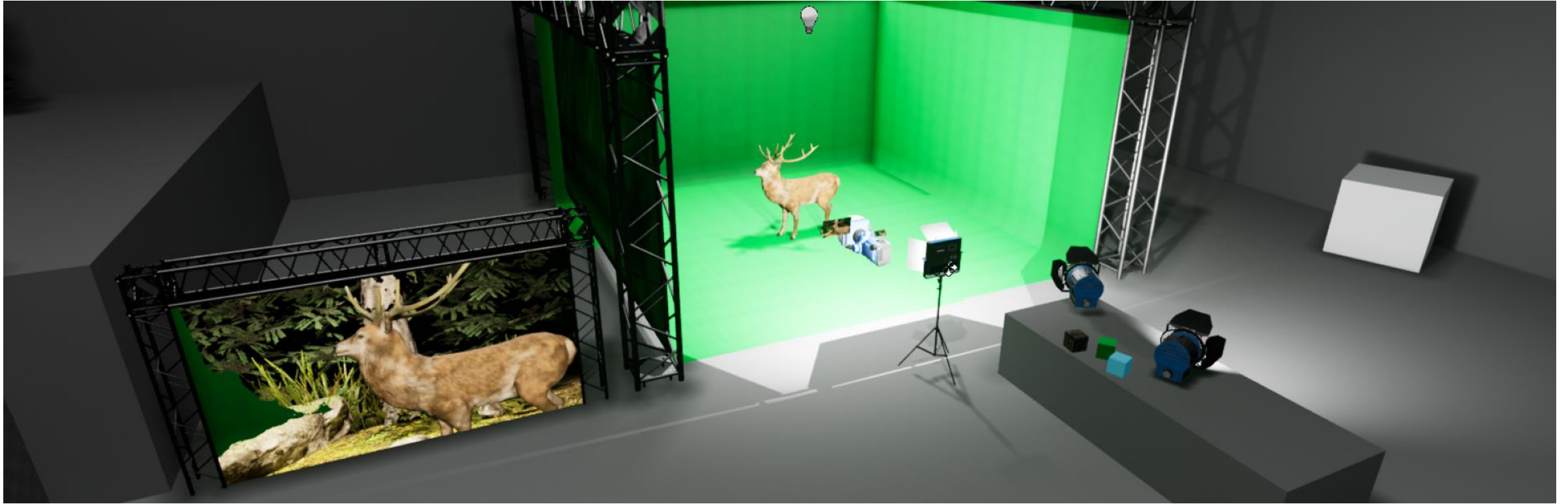
Lighting options will be limited on mobile version



OUTBOUND IO TRANSFER PROTOCOLS (STREAM)

Outbound virtual IO will allow students to record their practice sessions and even shoot their own content.

Currently NDI, examining other options including WDM and SPOUT



LIGHTING AND CAMERA TUTORIALS AND TIPS

DLC will include custom “classes” in which an experienced and qualified cinematography lecturer will guide the student through a predefined class on cinematography and lighting.

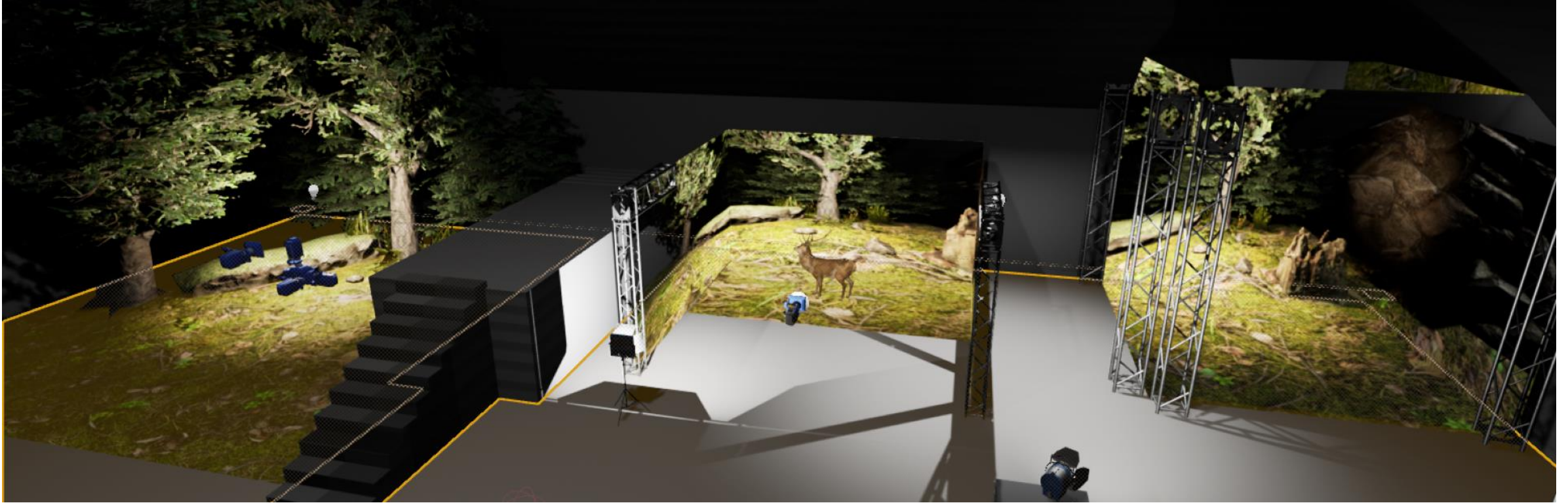


PUPPETABLE CHARACTERS

The PCVR version intends to offer rigged and possessable high quality characters that can be puppeted in VR.

Current Status: in development, IK improvements needed

The pro version will allow the import of custom FBX animations (and possibly livelink)



LED VOLUME SIMULATION

Virtual Production levels will also include large LED volume simulation sets, with tracked cameras and accurate pixel pitch (currently in project but refinement needed)



INTEGRATED CAMERA CONTROLS (+APP)

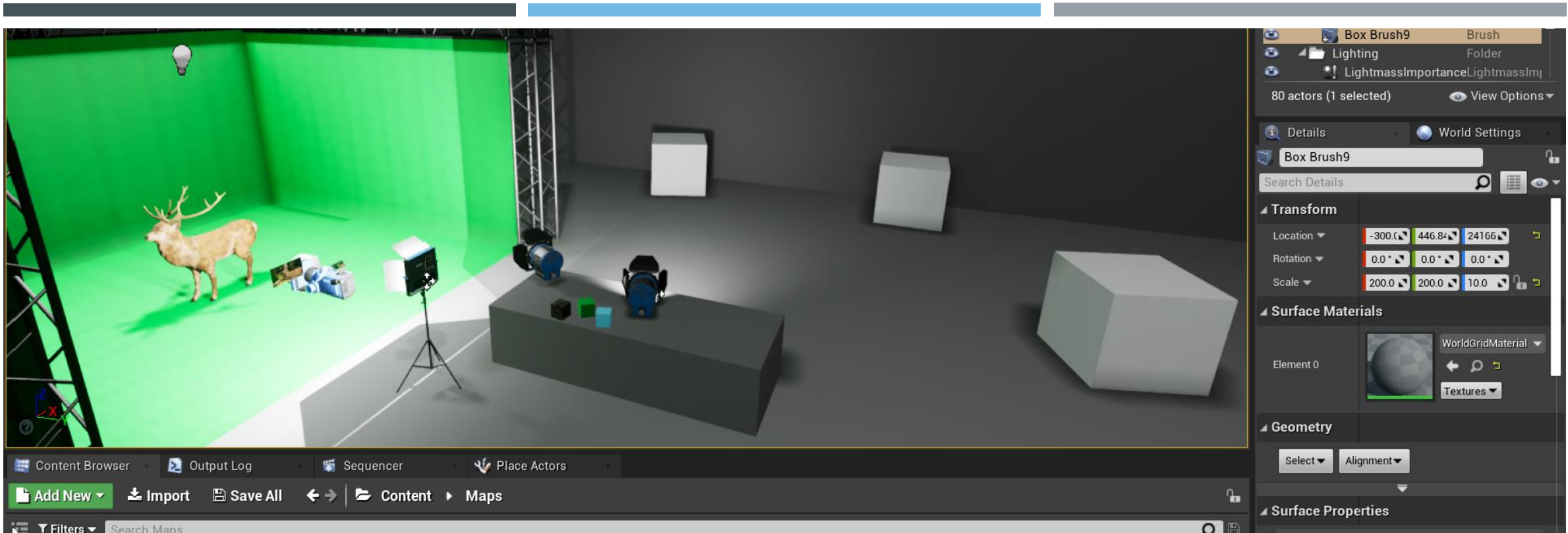
In addition to controls in VR that users can touch to interact with the Pro version will have an accompanying app for external control of the camera.



MULTIPLAYER

The experience will have network replicated multiplayer, with optional roles that change permissions and controls schemes

e.g. Camera Department, Art Department, Actor, Director, Gaffer, Grip, etc



PCVR AND QUEST/MOBILE VR

The first version will be for PCVR with a simplified version released for Quest to operate standalone.

A second PC version will be released as the Pro version and will be designed as an extendable and customisable toolkit.



PHYSICAL TOUCH BASED INTERACTION

All interaction in the VR world will require touch, the touchscreen on the camera will allow you to bring up a menu, to move the camera you pick it up, to dim the lights you turn the knob.



BRANDED CONTENT DLC

Stretch Goals

In addition to custom developed DLC that includes sets, scenes, props, and performances I hope to engage partners to offer scenes from licenced IP as optional DLC. This will hopefully engage the community to “re-shoot” famous scenes and learn more about their favourite films.



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*Pre-Alpha Tech Demo
currently available.*