



D6.2 Report on appropriate toolkit for interacting in Virtual Production scenario



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Abstract	This deliverable is part of the work package 6 "Semantic Animation Production" which is dedicated to real-time control systems for authoring animated content using Smart Assets, automatically synthesizing new scenes from existing ones and integrating Smart Assets into Virtual Production scenarios with editable cameras and lights. The deliverable sets the basis to explore the use of Smart Assets in Virtual Production scenarios starting with an overview and evaluations of potential systems. The result of the evaluation is suggesting a toolset which will serve as basis for the developments in D6.4 "Virtual Production prototype toolkit". This prototype will ideally access results from the deliverables D6.3 "Working framework to handle relationship contexts between scene and people", D6.5 "Animation graph traversal optimisation" and will be applied in work package 8 "Experimental Production, Evaluation and Innovation Assessment".
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1 EXECUTIVE SUMMARY

This deliverable is part of the work package 6 “Semantic Animation Production” which is dedicated to real-time control systems for authoring animated content using Smart Assets, automatically synthesizing new scenes from existing ones and integrating Smart Assets into Virtual Production scenarios with editable cameras and lights.

The deliverable sets the basis to explore the use of Smart Assets in Virtual Production scenarios and provides an overview and evaluation of potential systems for further usage in SAUCE. Criteria for such Virtual Production systems are defined. For the evaluation PiStage¹, Simulcam², Zoic Studio ZEUS³, RTFX [10], ILMxLab⁴, Ncam Reality⁵ and Exposure⁶ are considered. The result of the evaluation is suggesting a toolset (VPET) which will serve as basis for the developments in D6.4 “Virtual Production prototype toolkit”. This prototype will ideally access results from the deliverables D6.3 “Working framework to handle relationship contexts between scene and people”, D6.5 “Animation graph traversal optimisation” and will be applied in work package 8 “Experimental Production, Evaluation and Innovation Assessment”.