

Key References:

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General source of information about the process of virtual production and the technology behind the The Human Race project. This included the motion capture, real-time rendering and compositing, hardware and visual effects used for the short movie.

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Eric is the creative developer for the Human Race project at The Mill, New York. He was able to point me in the right direction in terms of what libraries / software were used for the tracking and AR for the project, and also give a better understanding of the various technologies used in making the film, such as the custom UE4 plugins used for video transmission. We communicated via Google Hangouts over a period of almost 2 months.

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This is the short movie that is the main inspiration for the research topic. It premiered at the Game Developers Conference 2017 (Shown in slide 2 of the presentation).

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