



Mixed Reality Capture Studios

HOLOGRAMS FROM REAL LIFE

View moments in time from every angle imaginable. From the professional to the personal.



SPRING 2019





ARTS AND ENTERTAINMENT

EDUCATION AND TRAINING

COMMERCE

PERSONAL MEMORIES



Los Angeles/ Metastage

Professional Soundstages

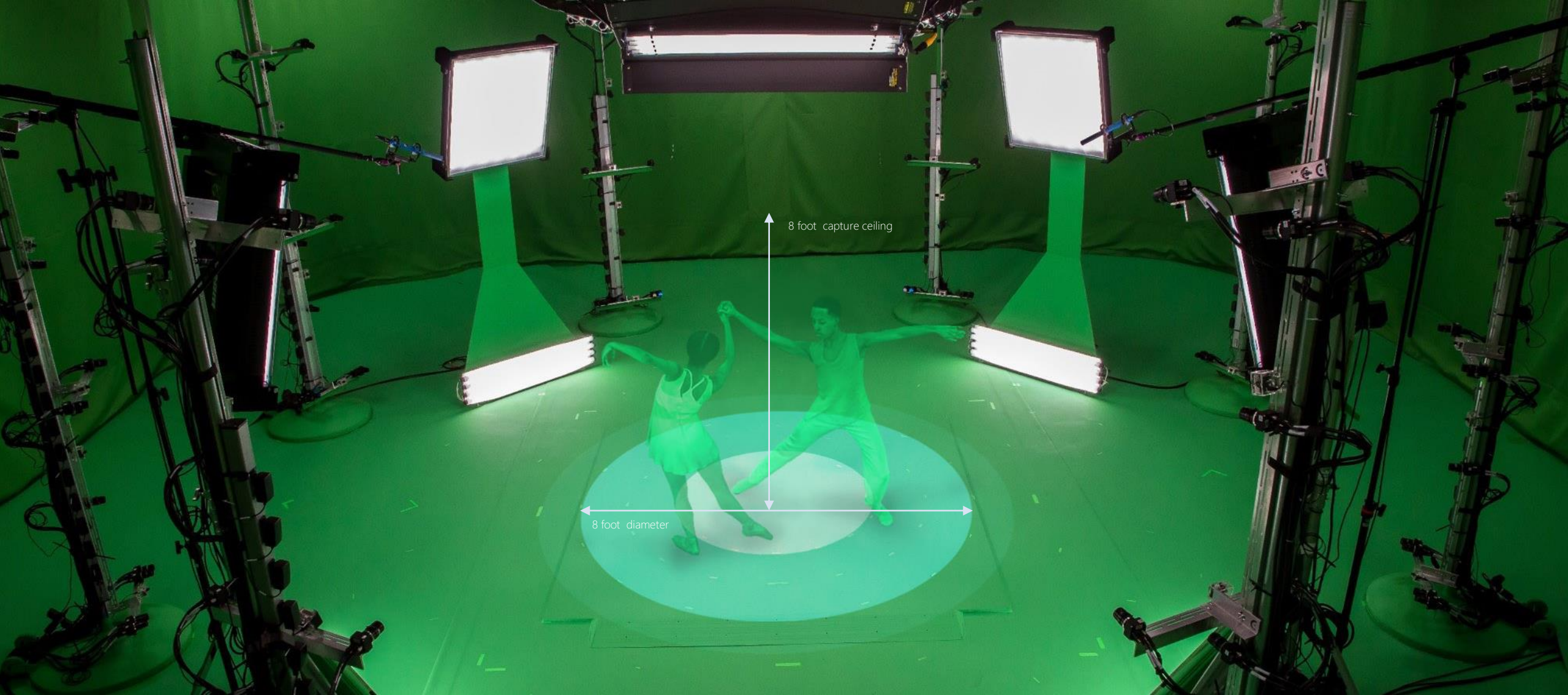
Licensed technology stack

**SAN
FRANCISCO
LOS ANGELES**

LONDON

NEW YORK

2019 TBA



BY THE NUMBERS

Standard configuration is an 8-foot-diameter circle

- Smaller configurations provide higher resolution
- Larger configurations (up to 10 ft) possible for some scenarios

Capture more than 1 person at a time

Customizable lighting

Suspension rigging capable

106 synchronized cameras

- 53 IR + 53 RGB cameras
- 4MP sensors
- 30 fps standard
- Timecode

8 High-quality directional mics

WHAT WE DO

Our multi-stage process uses multiple data sets to generate a high quality refined point cloud that produces an exceptional mesh and texture that is compressible to HD video like file sizes.

For more, see our [2015 SIGGRAPH VIDEO](#)



CAMERA RESULTS

PREPROCESSED IMAGES

POINT CLOUD

SMOOTH MESH

TEMPORAL MESH

MP4 FILE

Shoot

- 53 RGB
- 53 IR

- Background masks

- Millions of points

- 100s of thousands of triangles
- Decimated to desired result
- Detail preservation (i.e. face)

- Mesh tracking creates keyframes
- OBJ mesh
- PNG texture

- H264 Compression
- Streamable





PLATFORM SUPPORT



Native



Post-processing

EDITING

Edit mesh and texture sequences with standard DCC tools like Maya, Photoshop, and Nuke.
Re-encode edited content back to a single material MP4 with our proprietary tool.

AUDIO

We provide basic audio capture and a scratch mix for review. Your audio engineer will be able to sweeten and enhance the source files to create your perfect mix.

RELIGHT

It's possible to use Maya, Arnold, V-Ray, etc. to render complex lighting information like sub-surface scattering post-capture, and then bake back out to our compressed MP4 format. There are limitations, so be sure to chat with us prior to capture.



Post-processing

GAZE RETARGETING

Shader-based mesh deformation can automatically change the angle of a presenter's head to be more in line with a viewer's location without needing to rig and animate.

ROTOSCOPING

We have a Maya workflow and tool for adding simple animated objects post-capture. Props like golf clubs, glasses, swords, and other elements are hard for us to capture well, but they are good candidates for adding in post.





billboard
MUSIC AWARDS

ARTS AND ENTERTAINMENT

**GREAT
PERFORMERS
— IN —
AUGMENTED
REALITY**



**LAKEITH
STANFIELD'S
BALANCING
ACT**

**SEE A LIFE-SIZE
HOLOGRAM OF THE
ACTOR TEETERING ON
AN IRON BEAM, HIGH
ABOVE THE CITY, IN
AUGMENTED REALITY.
DEC. 5, 2018**



DIGITAL CRAFT GRAND PRIX

WINNER





START  ARTS AND ENTERTAINMENT





ELEVATOR ACCESS

BEGINNINGS

EXIT

CAUTION
WET FLOOR



Smithsonian
Institution

EDUCATION AND TRAINING



EDUCATION AND TRAINING

Anaphylaxis

Home navigation icons: Home, Previous, Play, Next

- Stage 1
- Stage 2
- Stage 3

Speaker icon and ECG icon

ECG waveform and heart rate: 100 ❤️

9 R | 142/84 BP | 100.4 °F T





经典版型

CLASSIC LOOK



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