

Inspiration

VR

- 2019 [AYAHUASCA](#)
- 2019 [Afterlife: Combining Branching Narratives With Live Actors In VR](#)
- 2017 [Alice - The Virtual Reality Play](#)

RealTime PreViz

- 2018 [Siren \(Unreal\) Siren with Actress](#)
- 2018 [Reflections \(Unreal\)](#)
- 2018 [ForestScene \(Unity\)](#)
- 2018 [Andy Serkis Face to Face \(Unreal\)](#)
- 2019 [Ted Talk about Digital Humans with real time character](#)

Dance

- 2014 [Peking Opera](#)
- 2017 [Exisdance \(Unity\)](#)
- 20xx [Huge collection of dance performances](#)

Scenography / Dance

- 2014 [HAKANAI by Adrien M / Claire B](#)
- 2018 [Dökk \(OpenFrameWorks\)](#)
- 2019 [Das Totale Tanztheater - 100 Jahre Bauhaus - Palais Populaire](#)

Projection Mapping & Dance

- 2014 [OMOTE](#)
- 2017 [INORI \(Prayer\) Making-of](#)

Scenography / Theatre & Opera

- 2002 [Jude von Malta by Art+Com](#)
- 2010 [IAM4Mime](#)
- 2016 [Manipulation | Pepper's Ghost](#)
- 2017 [The Tempest | Royal Shakespeare Company](#)

Tradeshaw examples

- 2017 [Dynamic Projection Mapping](#)

Technology

- [Why CG sucks / or not \(Essay\)](#)

AI

- [Realtime Face Reenactment](#)
- [Image Synthesis through semantic manipulation](#)
- [Interactive AI rendered 3d World](#)
- [Reconstructing Images](#)
- [Tranform Video from Winter to Summer / Day to night](#)
- [Reflections on deep fakes](#)
- [creative AI in the arts](#)

FilmSets

- [Realtime Compositing](#)

Film VFX

- [The Social Network VFX Breakdown](#)
- [Rachel in Blade Runner 2049](#)
- [VFX Oscar Winners from 1929-2018](#)
- [The Lion King 2019 - Making Of - How it was filmed in a realistic way](#)

Robotics

- [Uncanny Valley/Unheimliches Tal by Stefan Kaegi with robot-avatar as double of the author Thomas Melle](#)
- [Why Artists Love the Eerie Sensation of Characters That Look Almost Human](#)

Old Style

Scenography

- [Opera Scene change](#)

Film / Animation

- [Loving Vincent Making of / Rotoscope](#)
- [Loving Vincent Rotoscope Painting in Time Lapse](#)

Companies

- [LuxMachina](#)
- [Stiller Studios](#)
- [Meow Wolf](#)

Volumetric

* [Intel Studio](#)

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