Inspiration

VR

- 2019 AYAHUASCA
- 2019 Afterlife: Combining Branching Narratives With Live Actors In VR
- 2017 Alice - The Virtual Reality Play

Overview UnityTeam Digital Human Creation

Maya File

Rig

Model

Shading

Unity Files

Attachment Tools

Shading & Rendering

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

Tradeshow 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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