

Inspiration

Overview UnityTeam Digital Human Rigging & Shading

A general overview of the tools used and applied by the Unity Team for the creation of their state of the art Digital Human, Gawain.

Maya File

Rig

They used two different rig hierarchies. One for the body the other for the head.

jnt_reference → classical full body game rig. Skin weights up to the torso snappers_headrig → combination of joint hierarchy and blendshapes.

Model

Shading

Unity Files

Attachment Tools

Shading & Rendering

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](#)

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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