



DIGITAL HUMANS FOR ALL

Photoreal face and body solution. Runs in realtime, scalable and affordable.

Vicon have been working closely with A New Design to help deliver a Digital Human pipeline that can be used by studios of any size looking to leverage technology used on the latest games and films.

The pipeline is designed to work on a small 12 camera Vero system and makes use of Shogun 1.3's new high fidelity finger solver and retargeting workflow. You can now stream your Digital Humans directly into a game engine and record the full performance directly in engine.

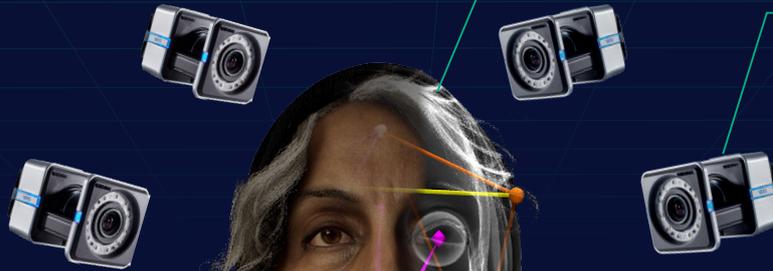
High quality, photoreal face and body rigs are supplied by A New Design and fit seamlessly into the Digital Human pipeline.

Utilizing Apple's Face AR plugin every nuance of the performance is captured and delivered in the game engine at 60fps.



REALTIME FACIAL CAPTURE USING APPLE AR KIT

AFFORDABLE, ENTRY LEVEL CAMERA SYSTEM



HIGH FIDELITY OPTICAL FINGERS



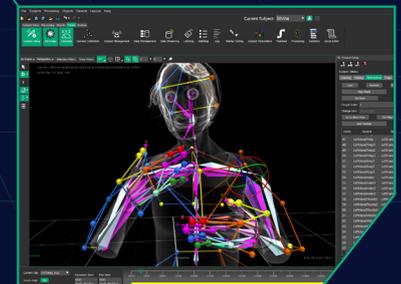
REALTIME CAPTURE WITHIN SHOGUN LIVE



RUNS IN UNREAL ENGINE 4.24



CHARACTER RIGGING SUPPLIED BY A NEW DESIGN
www.anewdesign.studio



FULL RETARGETING PIPELINE USING SHOGUN POST