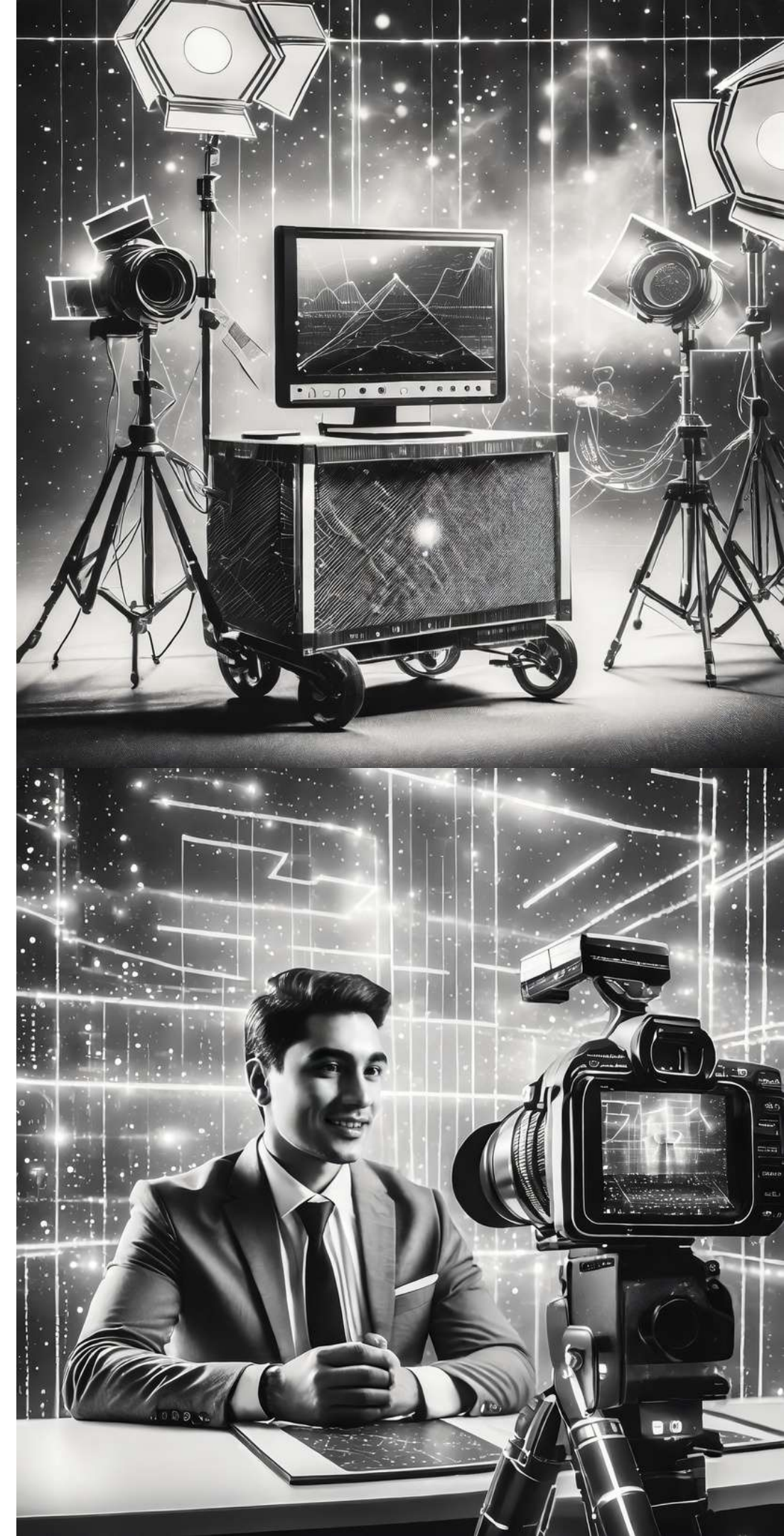# MILE STUDIOS

VIRTUAL PRODUCTION
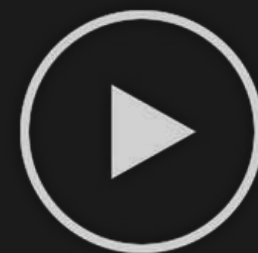
Scope of Filming

Real-Time Synchronized Graphics using Camera Tracking

Augmented Reality in your doorsteps

Our portable technology enables us to film you from any location, including your office. As you speak to the camera, we can seamlessly incorporate graphical elements including live charts, figures, and other relevant elements allowing your character to interact with them. Virtual production elevates your communication by accurately tracking your movements and seamlessly integrating synchronized 3D graphics. Our versatile portable camera tracking system is well-suited for both indoor and outdoor environments. It seamlessly synchronizes with real-time motion graphics, allowing for online streaming and expediting offline workflows.

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How does our augmented reality work?

HTC Vive Mars & Aximmetry

With the help of HTC Vive Mars trackers we calibrate the camera to the geography of your location of any scale and size. Our extensive 3D graphic library allows us to seamlessly integrate interactive 3D graphics in alignment with your script. These graphics are triggered in real time through Aximmetry, which precisely tracks them to match the actions and movements of the subject. This innovative approach enables you to present data on a virtual screen, project holographic elements from your tablets, or composite 3D text into real environments, all in real time. Even with a small green screen, we can transport your subject to any desired backdrop or virtual set. Explore further details on the following page...

Virtual stages and Virtual Environments
360 degree realistic stages

We provide a fast and dependable solution for live events, stage shows, product promotions, or nature awareness videos. Our advanced chroma key technology requires only a small green screen to transport your character to a stage show, generate a realistic crowd, create art design & aesthetic settings. Using our virtual camera, we can navigate a large auditorium, or the virtual set and even mimic drone movements to fly miles away from the subject still capturing a 360 degree environment all using a small green screen. We can seamlessly modify stages/ the outdoor virtual space with large LED screens, trees, or even mountains in the background. With additional camera tracking, your character can interact with and move through these expansive environments creating a realistic feel.

How do we achieve 360 degree by only filming in 2D

Navigate through a world by just shooting on static 2D plane

We begin by shooting your subject against a green screen and utilizing our advanced keyer, Aximmetry. Aximmetry not only removes the green screen but also introduces natural lighting and shadows that matches the environment, ensuring that the subject seamlessly adapts to the camera's movement. This means that as the camera shifts from left to right or soars from the sky to the ground, the subject always maintains the correct orientation with the help of Aximmetry's automatic rotation and scaling to match the perspective.
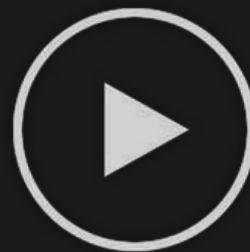
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Plug your character to a realistic world

Camera tracking , Unreal Engine and Live Preview of the Shot

However, when we incorporate our camera tracking technique, we can fully immerse the character in the environment. To illustrate, consider the promotion of a perfume bottle. We can track the host from behind as they step onto the stage. The camera smoothly follows the host's movements, circling around them, and then approaches a prominently placed perfume bottle. From there, the camera seamlessly transitions its focus to a large LED screen behind the bottle, revealing the brand logo. To accomplish this, we harness the capabilities of Unreal Engine, offering a wide array of stage settings, ranging from deserts and beaches to newsrooms and various indoor environments. With help of plugins like 'Nanite' and 'Lumens', Mile Studios can craft intricate shots, integrate different elements, and achieve highly realistic lighting and environment for your production.

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