# Web Remote App

CREATING A VIRTUAL PRODUCTION TOOL IN FORM
OF AN WEB APPLICATION

### WHAT IS VIRTUAL PRODUCTION?

### Virtual Production

- Cost
- Creativity
- Efficiency
- Safety

# {Usual Production Pipeline IMG}

# **{Virtual Production Pipeline IMG}**

# PREVISUALIZATION

{IMG}

### Tools for Previs (VP)

#### Hardware

- VR-Glasses
- -AR-Glasses
- LED-Wall
- Sreens(Renderer/PCs)

#### Software

- -Realtime Engines (Unreal Engine/ Unity)
- -VR-Scouting Tools
- -AR-Scouting Tools
- -Applications (Touch OSC)

### WHY A WEB-APPLICATION

{IMG OF SET}

### Web Remote vs Touch OSC

```
Touch OSC(as an example)
Pro
```

- fast so set up
- many components
- Creation-Kit (no coding needed)
- simple layout

#### Cons

- layout(style) limited
- limited to components
- => limited to functions => possiblities limited

conclusion => Bad for specific and special Use-Cases

### Web Remote vs Touch OSC

#### Web Remote

#### Pro

- almost infinit possible components and functions
- perfect for specific and special use cases
- accesable from almost everywhere(devices)
- use of Websocket (possibility of more then one clien)
- catching of errors
- space for upgrading

#### Cons

- takes time to set up

# REALTIME ENGINE

# UNREAL VS UNITY







#### Pro

- more familiar C#
- bigger community
- used for Previs like Lion King

#### Contra

- no Multi-User Function
- No Advancement for virtuellen Produktionen
- not many VP Tools
- no Web Remote API



#### Pro

- Model Child for VP
- Multi-User available
- advancement in VP
- has VP Tools
- Quixel integrated

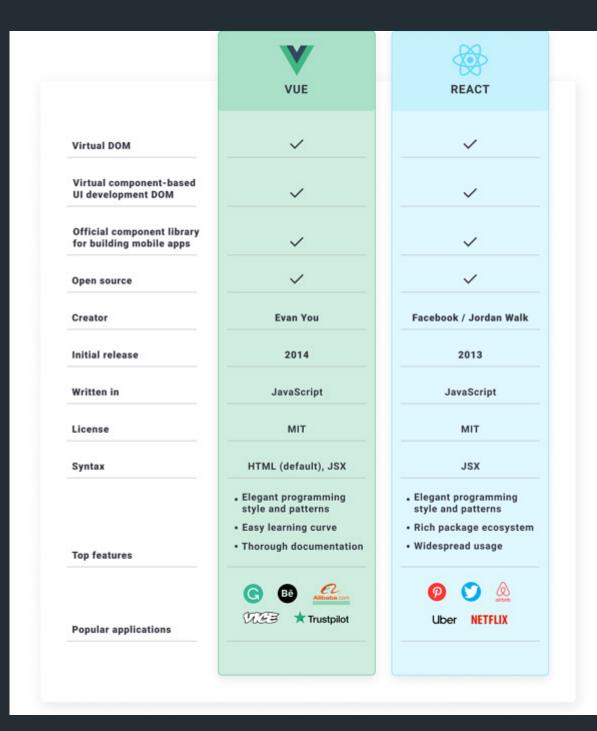
#### Contra

- bot familiar with C++
- smaller Community

# {DIAGRAM SHOW UE WORLD AND EDITOR WOLRD}

# Multi User-Diagram

### React vs Vue



### React

- Harder to learn then Vue
- More developer for react on the market (bigger community)
- Most used JavaScript Technology
- Widespread usage
- Rich package ecosystem
- Elegant programming style and patterns

### Vue

- Easier to learn then React
- Elegant programming style and patterns
- Good documentation

# DIAGRAMS

# **{USE CASE DIAGRAM}**

# **{COMPONENT DIAGRAM}**

# **{SEQUENCE DIAGRAM}**

### WEBSOCKETS VS LONG POLLING

### LONG POLLING

- Long polling is a lot more intensive on the server.
- Risk of losing messages

### WEBSOCKET

- reduces the expensive data loads
- Risk of losing messages

### SHOWING THE APP

**Best Case** 

**Worst Case** 

# CONCLUSION

# OUTLOOK