

PRODUCTION PIPELINE FUNDAMENTALS FOR FILM AND GAMES



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As a film post production developer, I really enjoyed this book. I felt it explained the basic concepts of each section of the pipeline well, and it at least explained the film side of things correctly.

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2017 GTC San Jose

S7289 - 3D Human Motion Capture from 2D Video Using Cloud-Based CNNs This talk provides a brief overview of how to apply GPU-based deep learning techniques to extract 3D human motion capture from standard 2D RGB video. We describe in detail the stages of our CUDA-based pipeline from training to cloud-based deployment. Our training system is a novel mix of real world data collected with Kinect

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