

# Volumetric Filmmakers NYC

## July Meetup

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# Agenda



1. Creating The Aeronaut VR
2. Photogrammetry Deep Dive
3. Creative Potential of 3D Scanning
4. Scalable, Portable, and Affordable Volumetric Capture, for Everyone
5. Accessible Volumetric Distribution
6. Q+A

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# Facebook Page Migration

<http://bit.ly/2zL2FbZ>

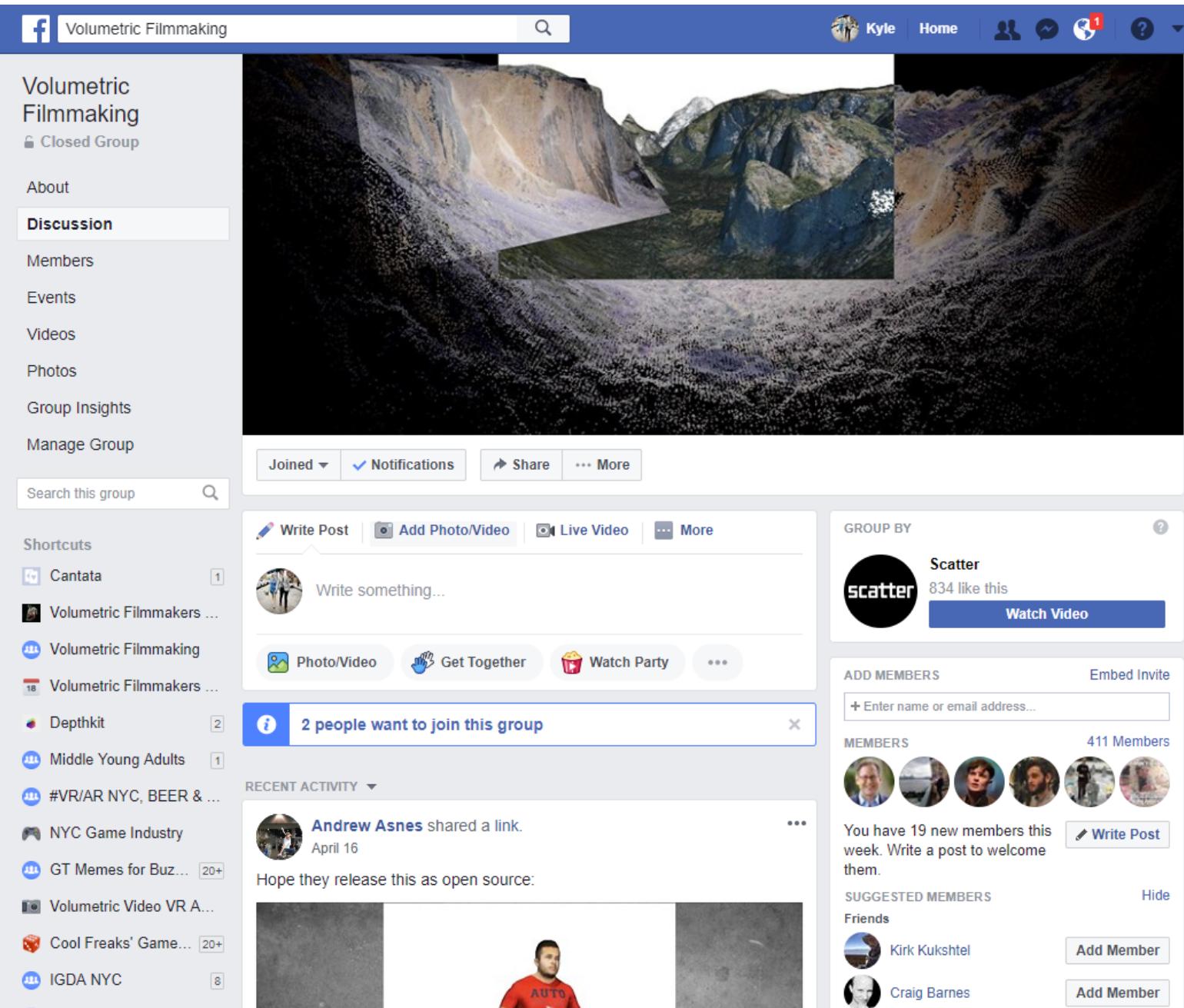


We've migrated away from using Meetup.com to manage VFNYC and are now operating almost exclusively through Facebook.

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# Join our Facebook Group

<http://bit.ly/2zIRkZU>



To continue the conversation post-meetup,  
join our Facebook group "Volumetric  
Filmmaking".

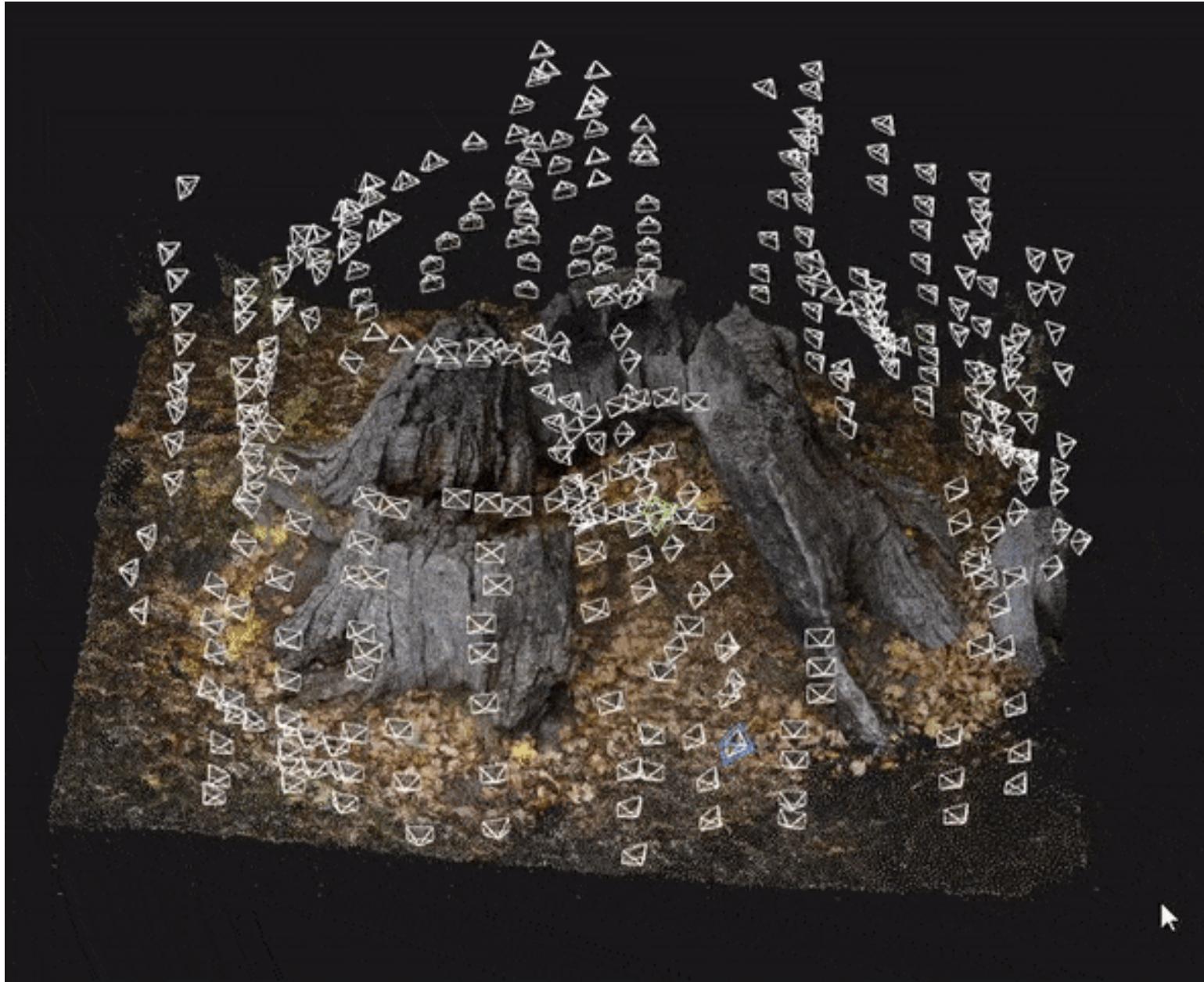
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# SPACESHIP REPORT

*THE LAST FEW MONTHS IN  
VOLUMETRIC FILMMAKING*

# Unity Book of the Dead Assets

<http://bit.ly/2L3U8Gr>

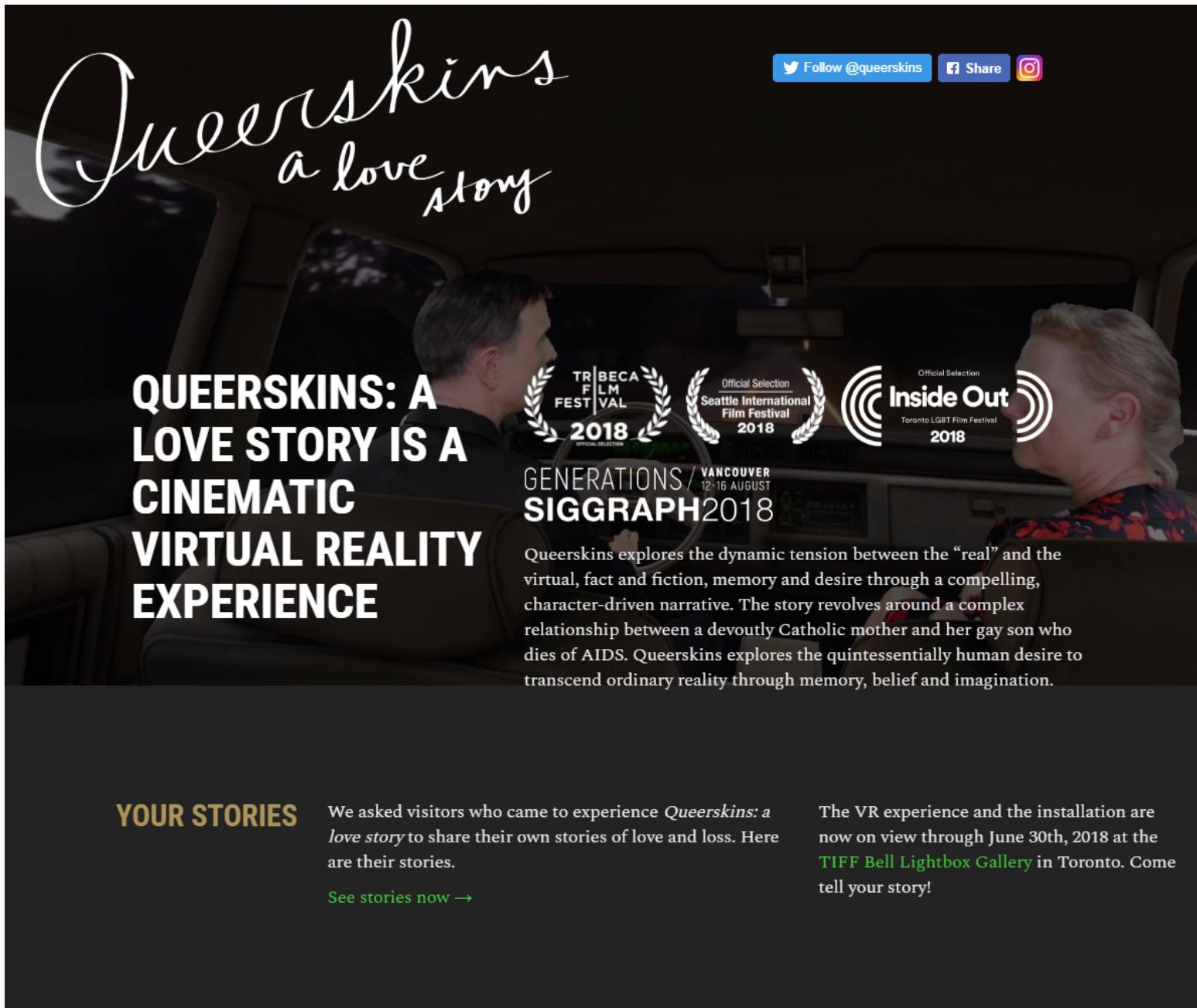


Unity has released a lot of their photogrammetrically captured models/textures from their "Book of the Dead" project for free.

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# Queerskins Updates

<http://bit.ly/2L4mDDG>

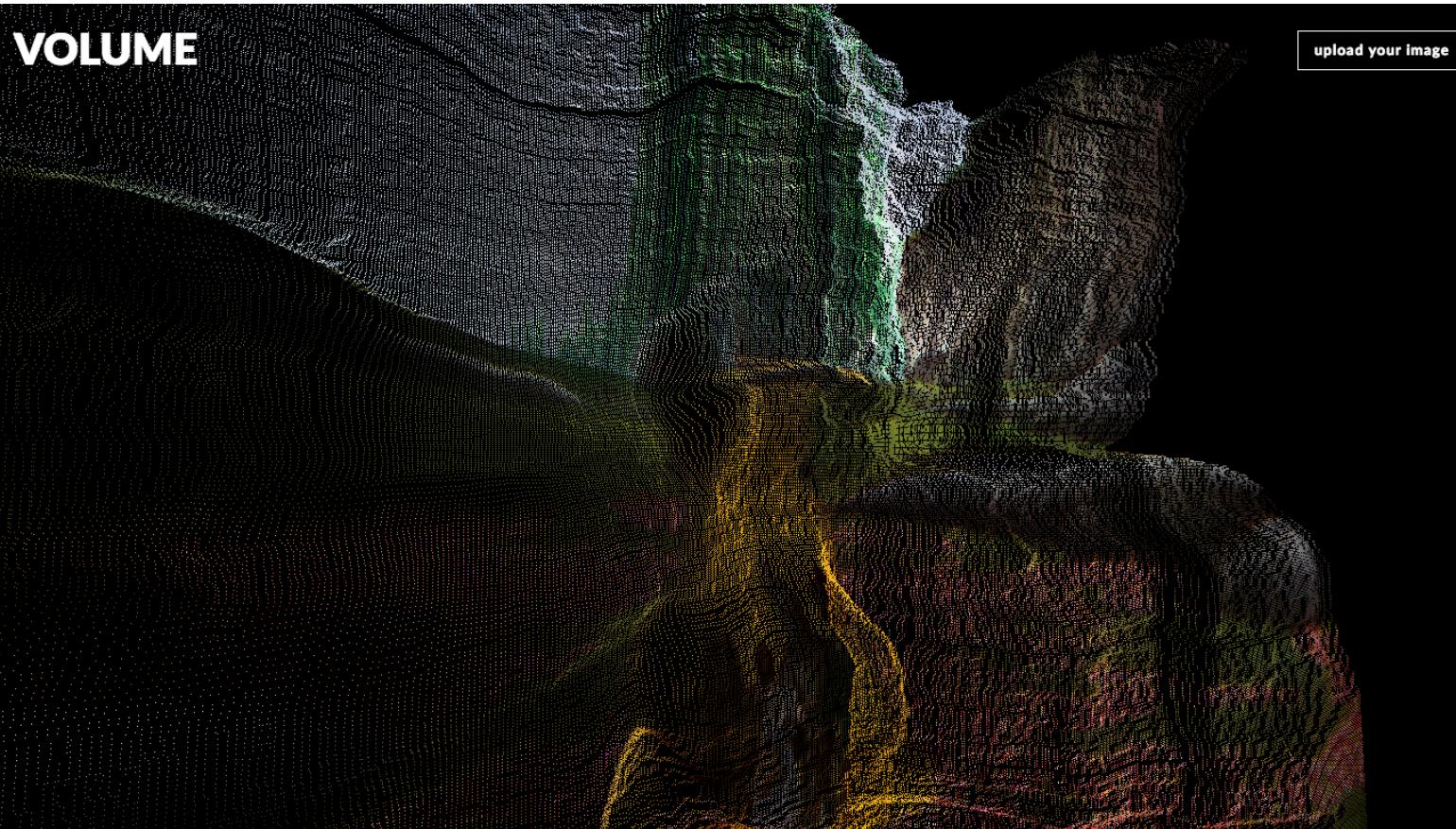


Since presenting at the last meetup, Queerskins has shown at the Inside/Out festival in Toronto and is also going to Siggraph.

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# Volume Updates

<http://bit.ly/2uJxk30>



Volume is also headed to SIGGRAPH! Their paper on "3D Reconstruction of History" was accepted to the Posters program.

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# Magic Leap Livestream

<http://bit.ly/2uCvkKr>



Magic Leap Live | Ep. 001: Designing for Spatial Computing

30,760 views

1,385 likes 138 dislikes SHARE

SUBSCRIBE 38K



Magic Leap  
Published on May 2, 2018

In our first livestream, Alan Noon from our Learning Resources team and Brian Schwab from our Interaction Lab talk us through best practices for designing for spatial computing.

SHOW MORE

Magic Leap has started to do monthly livestreams where they talk about their headset but also do some MR design explorations.

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# Facebook/RED Announce Camera

<http://bit.ly/2zMq9h2>

Facebook partners with RED to develop a high-end, professional VR camera

*We don't yet know what it looks like, or how much it will cost*

By Nick Statt | @nickstatt | May 1, 2018, 6:30pm EDT

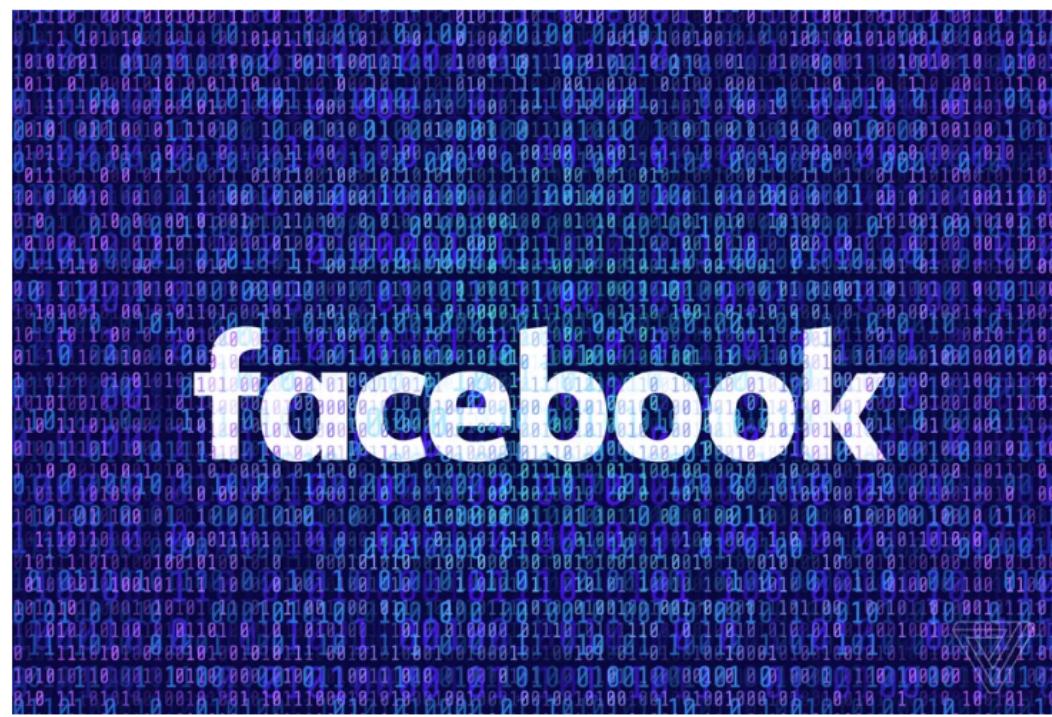
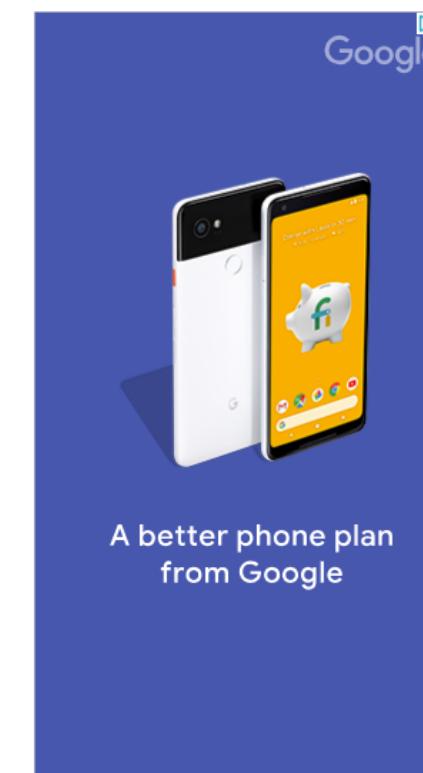


Illustration by James Bareham / The Verge

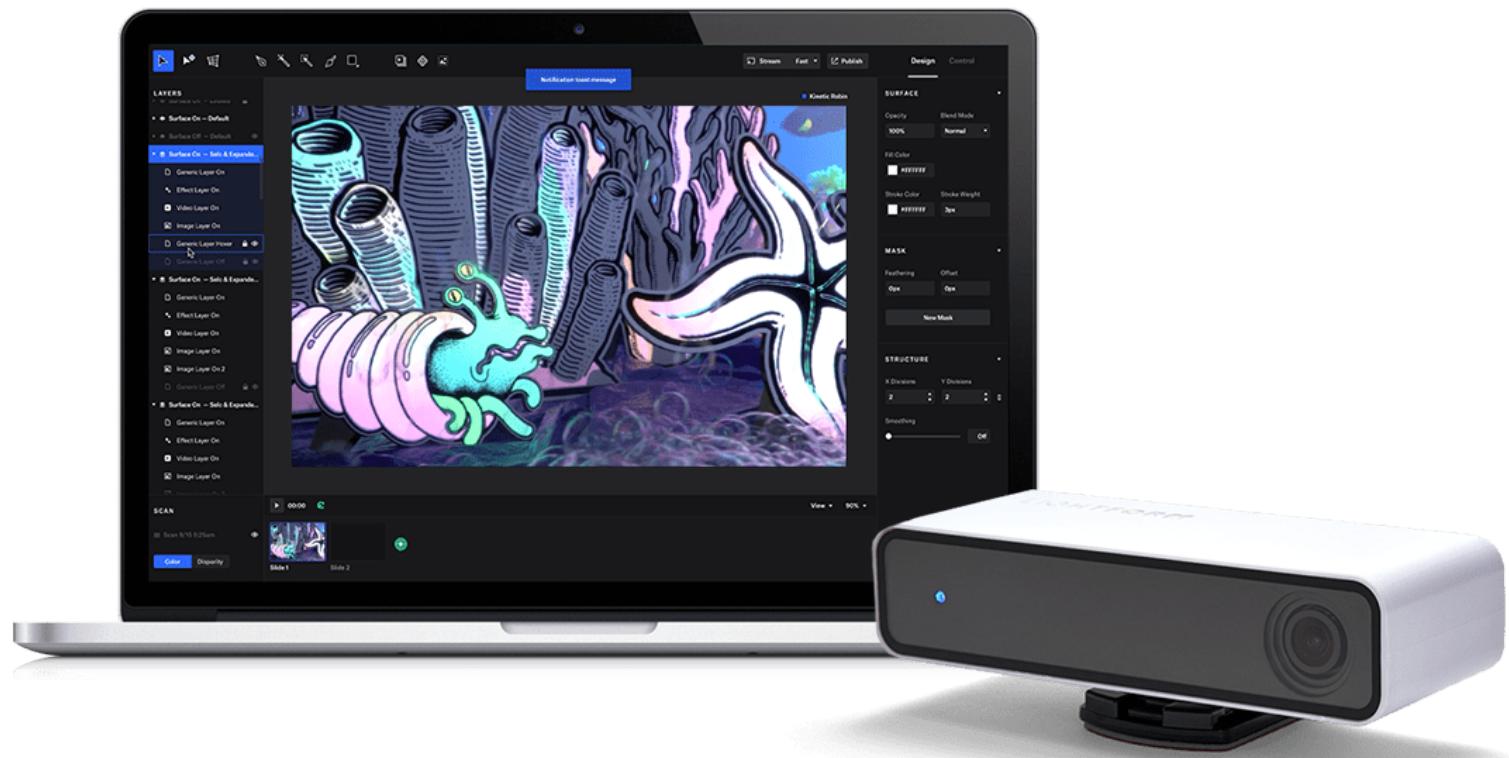


Facebook and RED announced a partnership around the development of a new camera. It's a "VR-camera," but unclear what that exactly means.

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# Lightform Sensor Launch

<http://bit.ly/2NkGoDH>

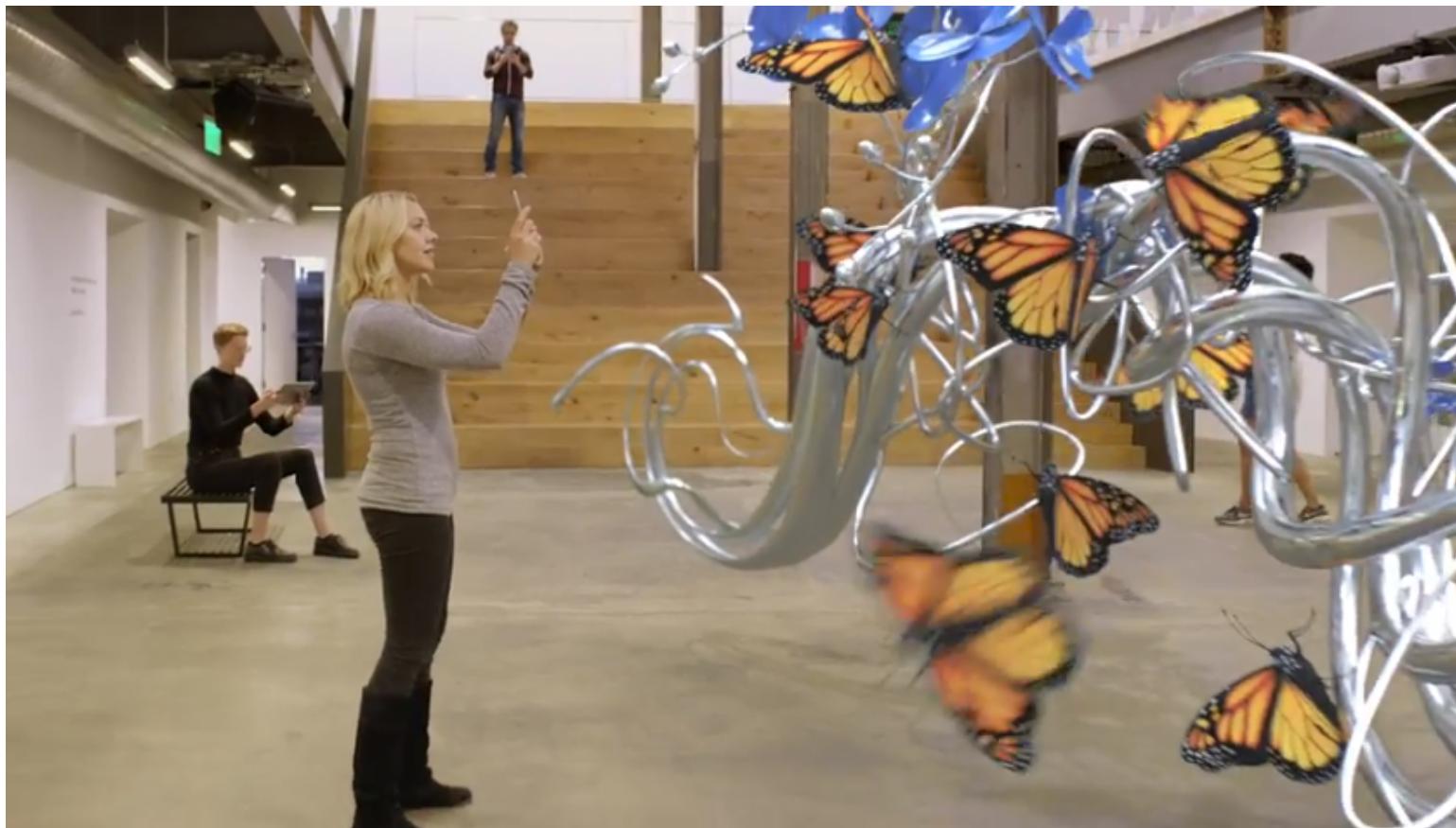


New sensor launched by Lightform looks to be a great sensor for projection mapping.

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# Adobe Launches Project Aero

<https://adobe.ly/2NkGmf3>



Adobe announced and launched in early access a tool to facilitate AR app creation in their existing tool ecosystem.

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# "Soccer on your Tabletop"

<http://bit.ly/2Nm6NB0>



University of Washington: "At the heart of our paper is an approach to estimate the depth map of each player, using a CNN that is trained on 3D player data extracted from soccer video games."

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# Presentations

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