

Explore Task Topic Selection and Sources

My Topic: LED Video Wall Technology in the recently released "Mandalorian" made in collaboration with ILM and Epic.

Explanation: This technology utilizes a 21 foot high, 75 foot diameter volume surrounded by LED panels that can use unreal engine to put the stage into any location the director desires in seconds. This allows the filmmakers to put the actors in the actual location instead of a greenscreen stage and on top of that get real lighting and reflections from the digital world in camera. This new technology is a branch between film makers, video game companies, and tech companys utilizing so much innovation in so many fields such as, video games, VFX, VR, display tech, camera tech, and more.

Sources: 1) ILM - Groundbreaking LED Stage Production

<https://www.ilm.com/hatsrabbits/virtual-production-on-the-mandalorian/>

2) Slashfilm - Mandalorian Stagecraft

<https://www.slashfilm.com/the-mandalorian-stagecraft/>

3) Unreal Engine - In Camera VFX

<https://www.unrealengine.com/en-US/spotlights/unreal-engine-in-camera-vfx-a-behind-the-scenes-look>

Videos: 1) ILM - Virtual Production of Mandalorian

<https://www.youtube.com/watch?v=gUnxzVOs3rk>

2) Unreal Engine - Project Spotlight

<https://www.youtube.com/watch?v=bErPsg5kPzE>