

2. Real Soccer Grass:

To bridge the digital with the tangible, the studio floor will be laid with real soccer grass. This element is crucial for several reasons:

- **Authenticity:** The texture, the hue, and even the subtle scent of real grass will provide a tactile and olfactory dimension to the shoot. It ensures that our characters interact with a real surface, with the grass responding naturally to their movements.
- **Sound:** The rustling sound of grass underfoot, the ball's thud, and the subtle ambiance it creates are irreplaceable.



3. Strategic Props:

We'll be introducing selective real-world props to further blend the boundaries between the digital and real. These might include:

- **Goalposts:** Positioned aptly to give depth to our frame and a point of reference for our character's movements.
- **Benches:** Mimicking the sidelines, complete with water bottles, towels, and tactical boards.
- **Corner Flags:** Positioned at the screen's edges, fluttering subtly, they'll provide dynamic intersections between the tangible studio and the digital backdrop.

4. Digital Audience:

The audience, though digital, will be one of the most vital aspects. Using advanced CGI:

- **Dynamic Movements:** The audience will not be a static image. They'll react to game scenarios - cheering, gasping, or celebrating. This dynamism will make the environment immersive.
- **Sound Integration:** Through surround sound, we will replicate the roar of the crowd, the chants, and the collective sighs, syncing them flawlessly with the visual representation on the LED screen.



Crowd Stadium - Mocap Pack

MoCap Online - Animations - May 1, 2020

Not Yet Rated 4 of 4 questions answered

Stadium Crowd Animations - Fans at sporting events, watching and interacting with the game, and each other.

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Supported Platforms



Supported Engine Versions

4.10 - 4.27, 5.0 - 5.2

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