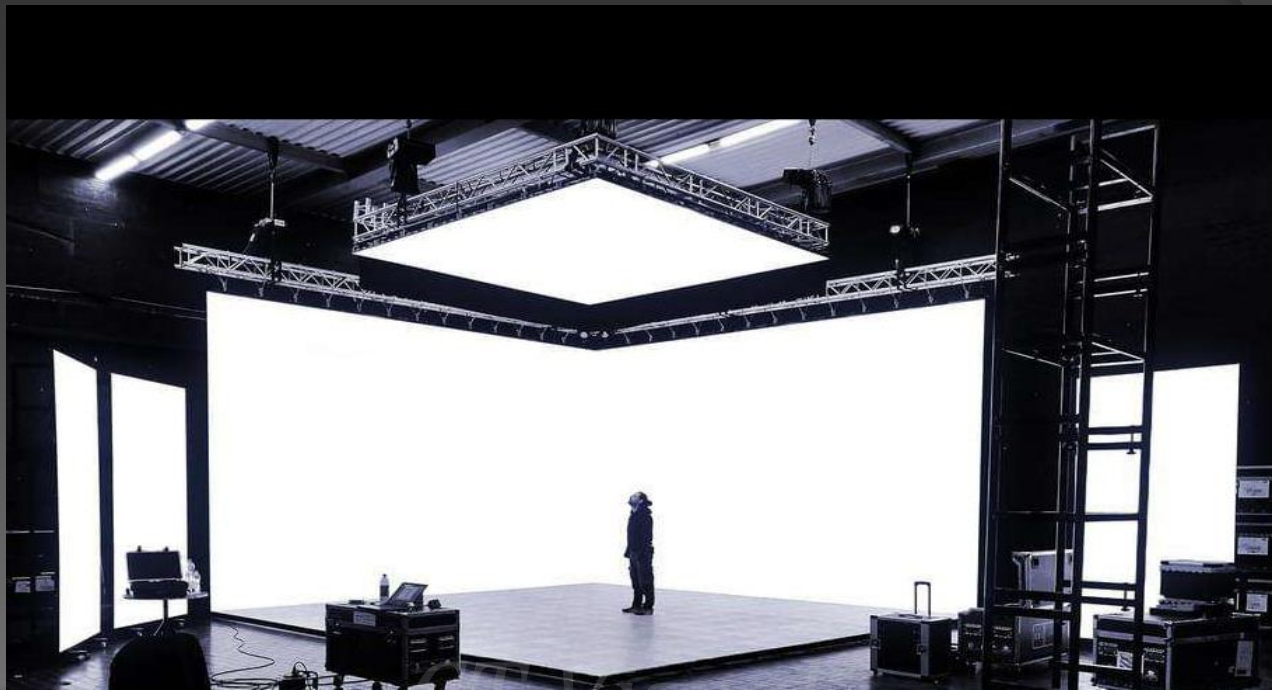


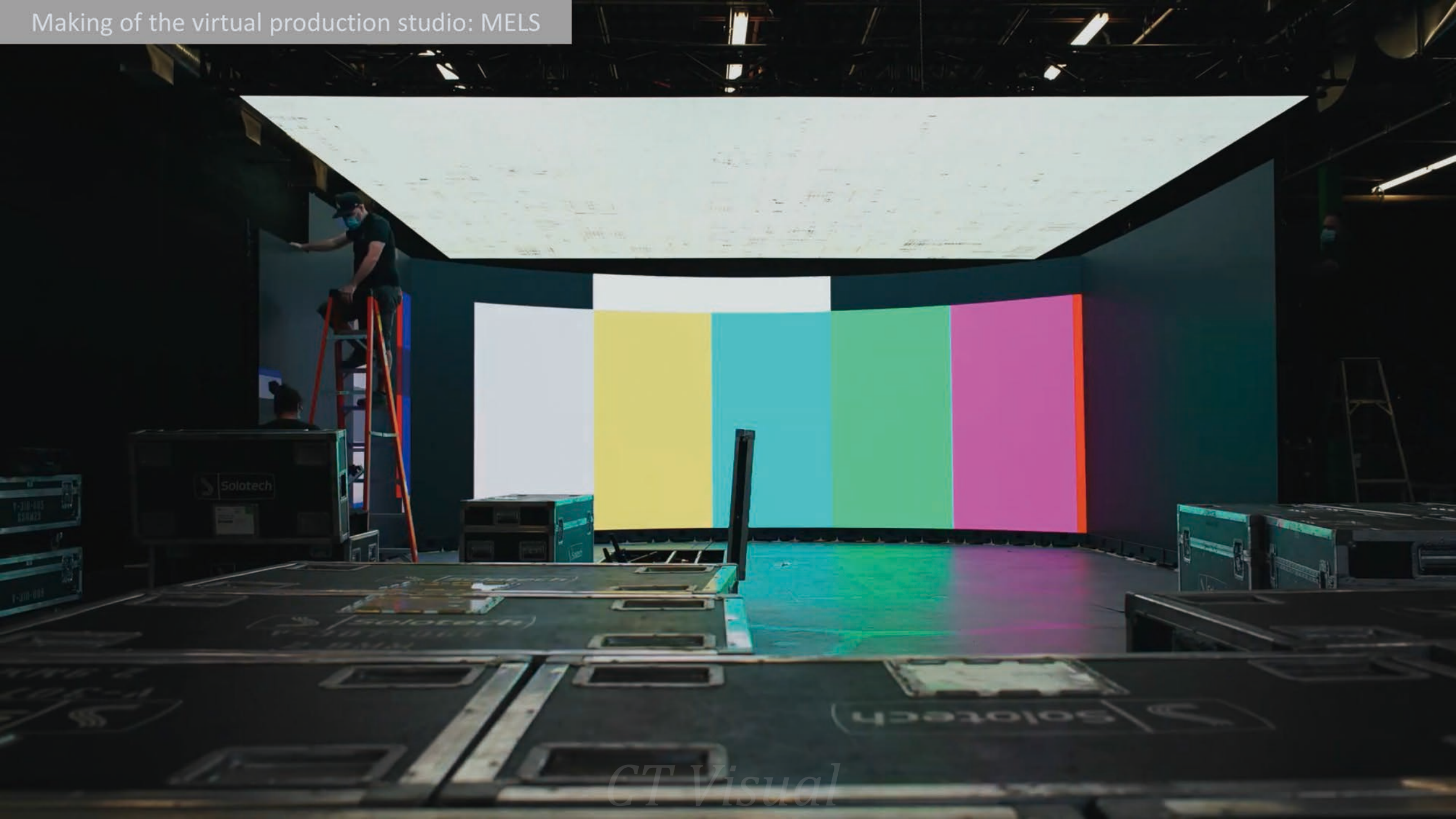


# CT Visual

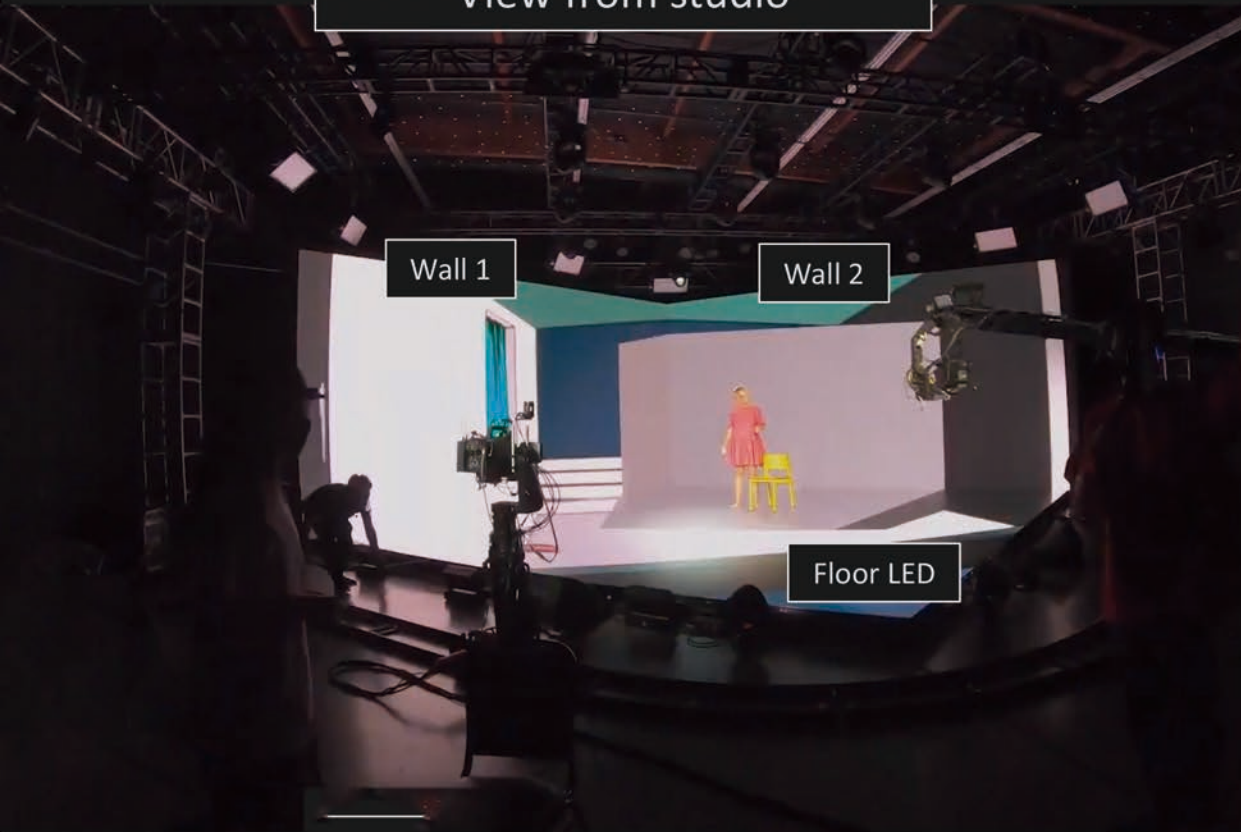
Virtual production / XR Studio – LED Video Wall Solutions



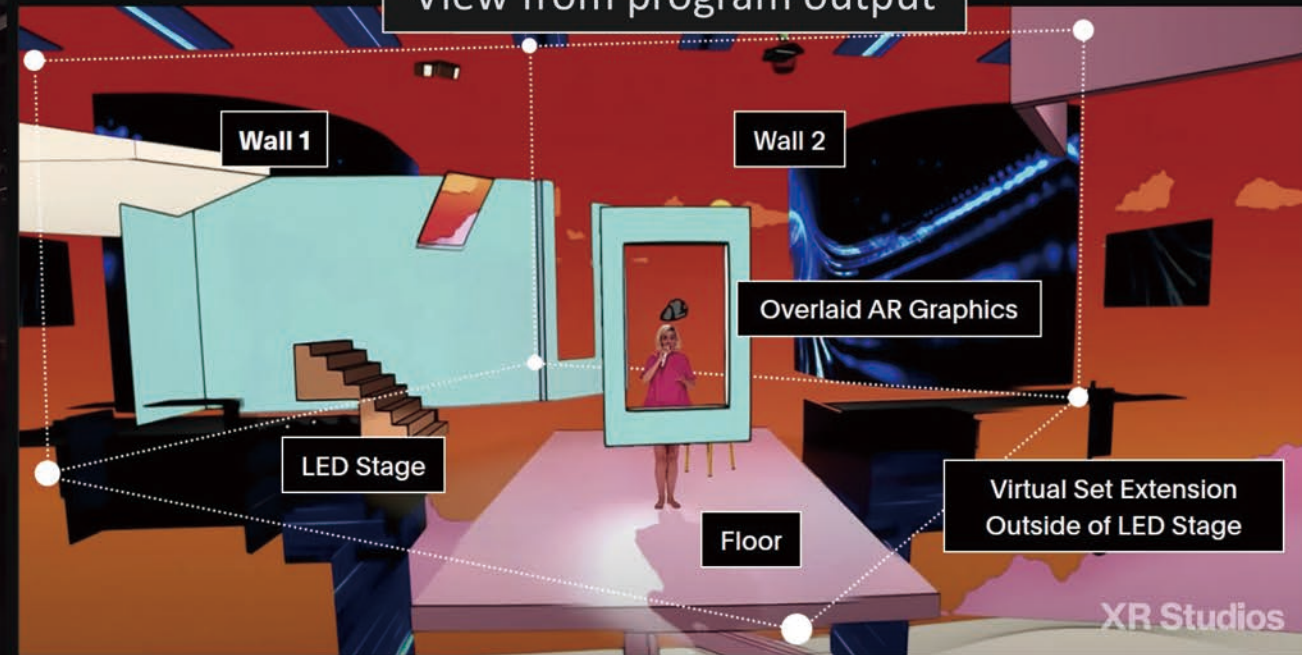
CT Visual



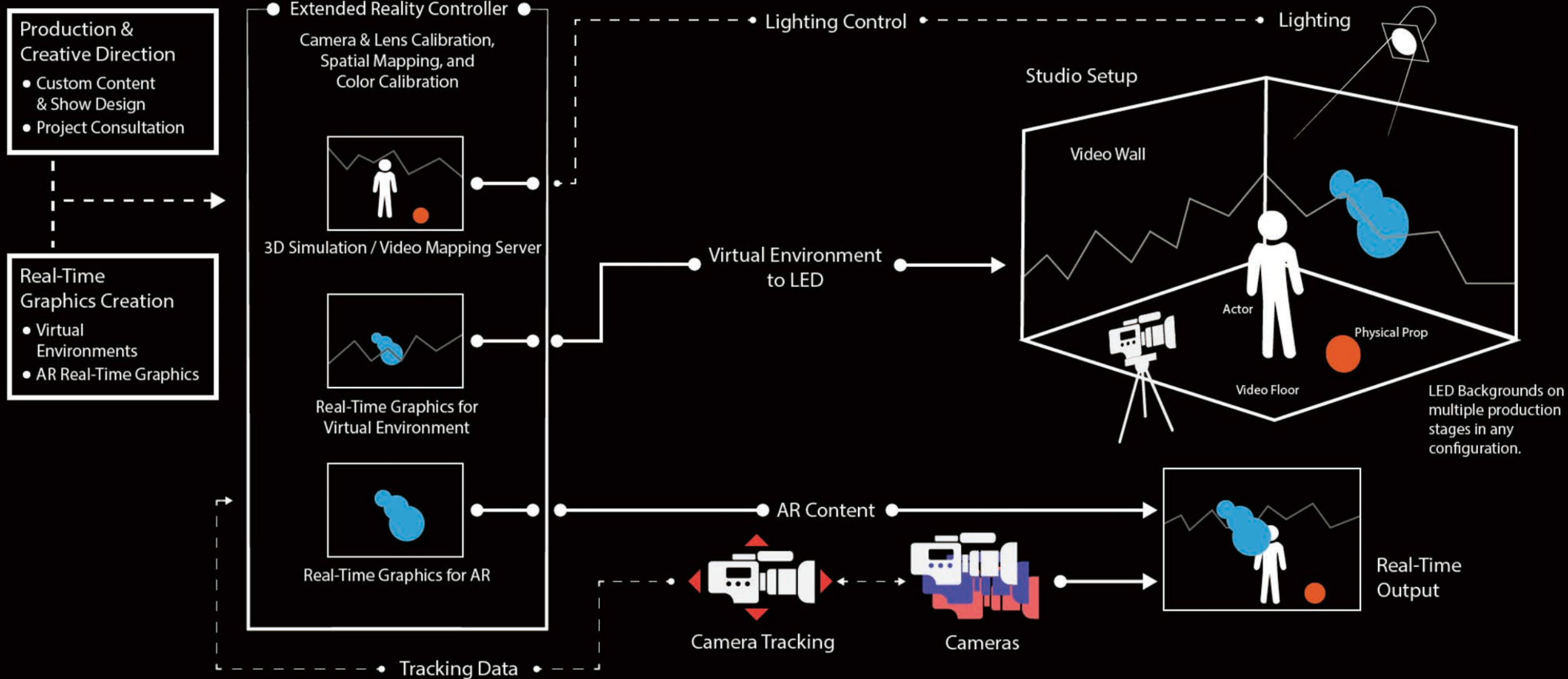
View from studio



View from program output







Virtual production requirements:

1. In-camera LED walls

2. Camera tracking

3. Generative content (xR/VFX)

4. VP workflow

Camera tracking



CT Visual

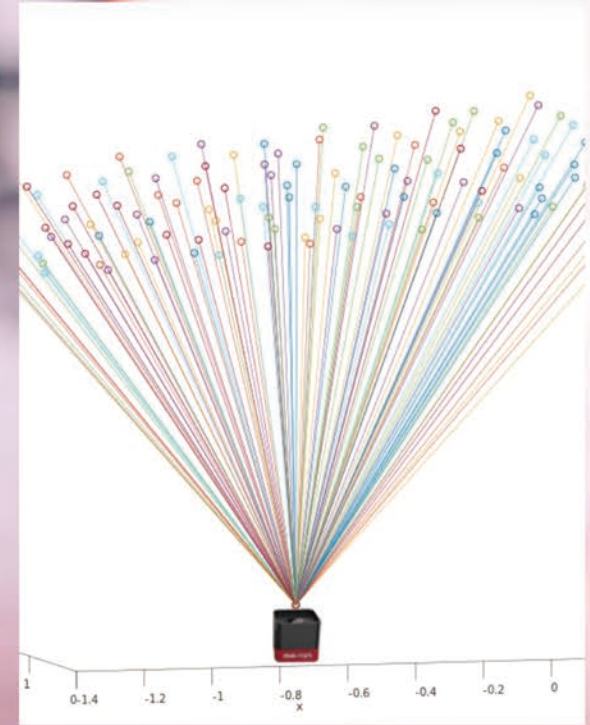
Unreal Engine



# Hardware

*CT Visual*



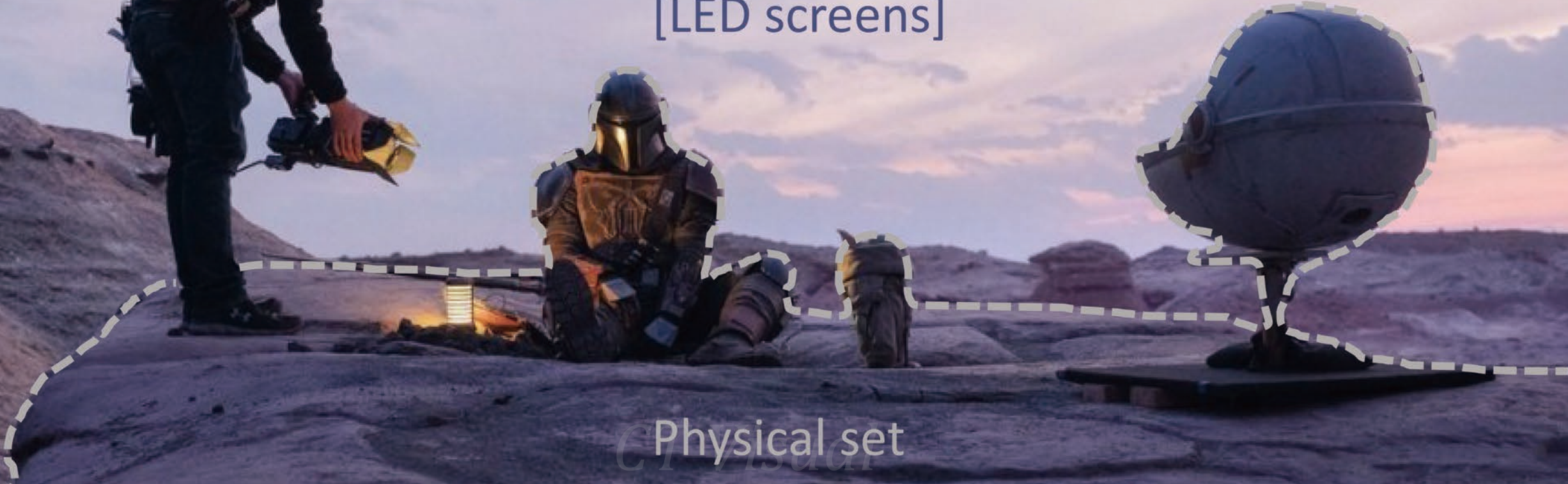


Active camera tracking example:  
The Madalorian filming site

Active camera tracking system



Virtual set  
[LED screens]



Physical set



Camera tracking

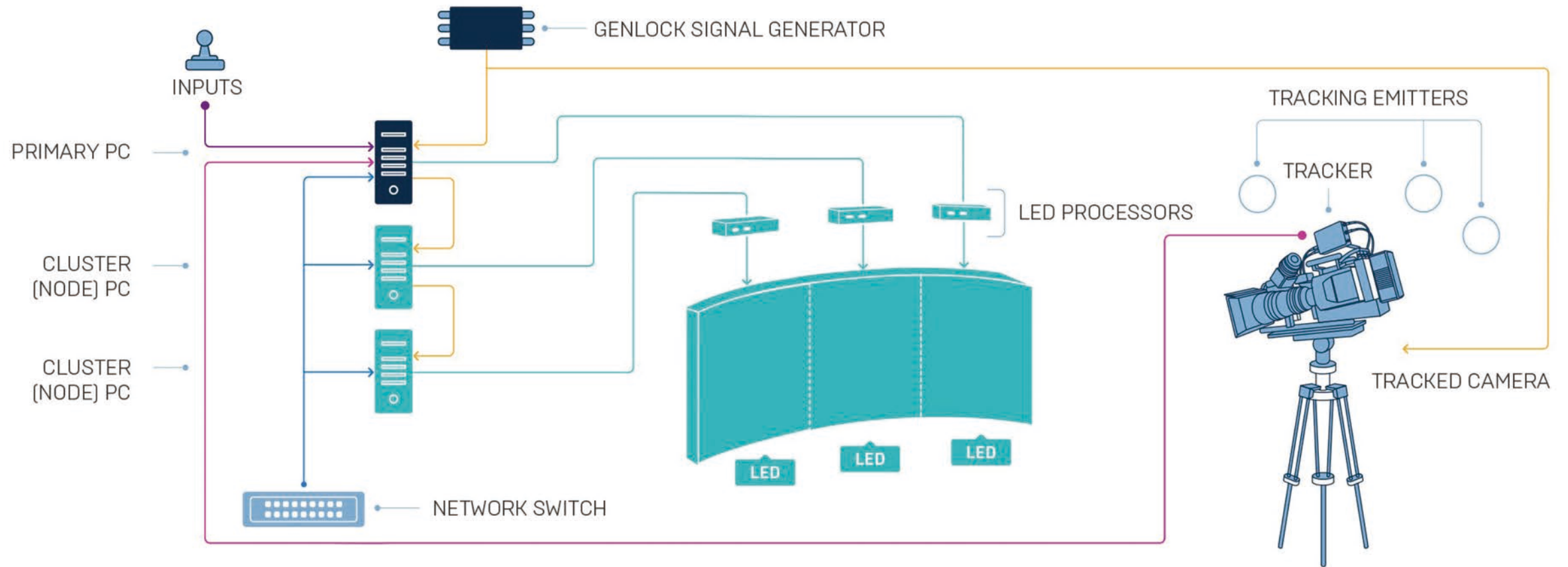
Lighting

Camera & jib

Control & media center



# System diagram of a VP setup



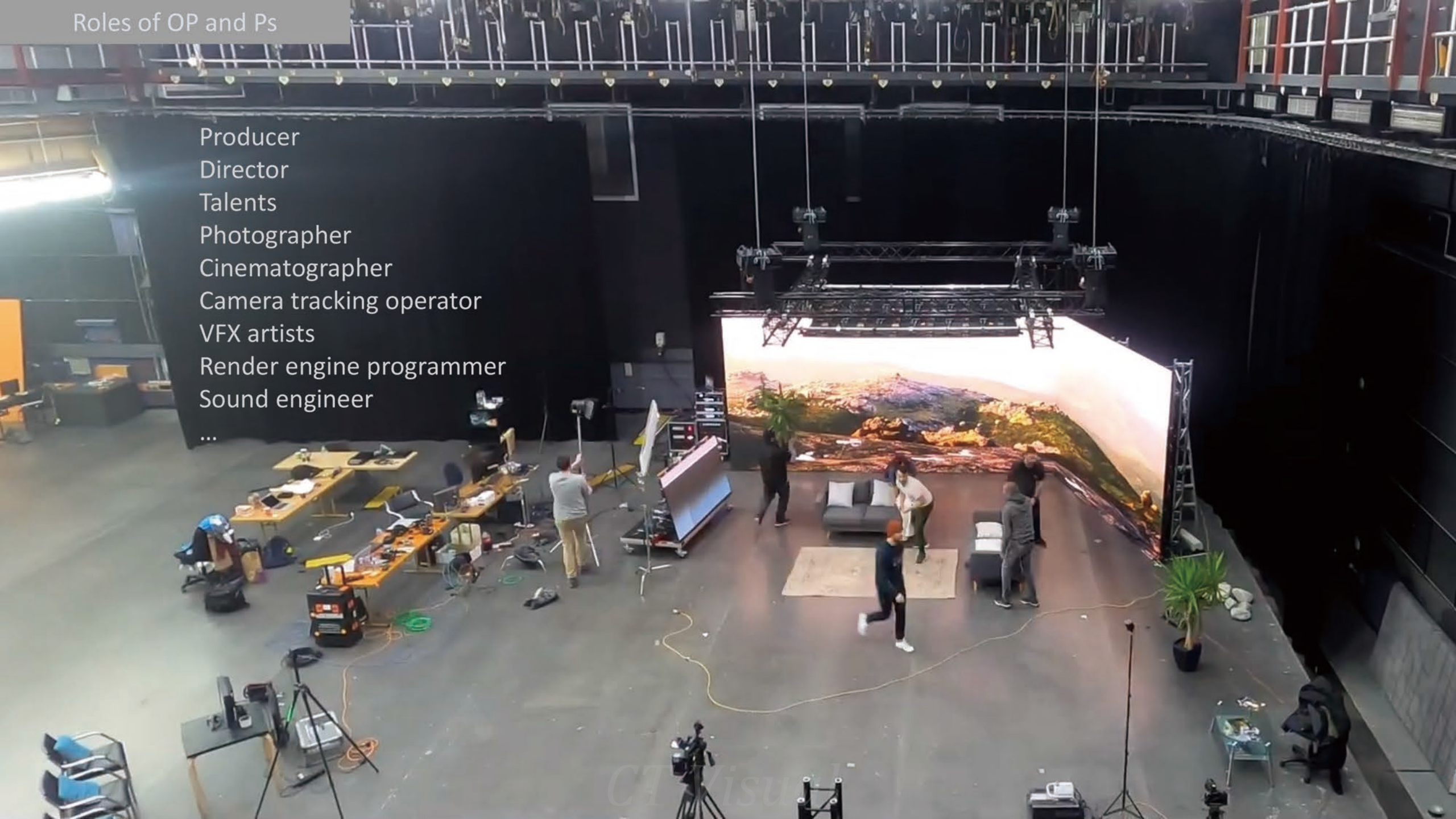


# Crew & Operation

*CT Visual*

## Roles of OP and Ps

Producer  
Director  
Talents  
Photographer  
Cinematographer  
Camera tracking operator  
VFX artists  
Render engine programmer  
Sound engineer  
...

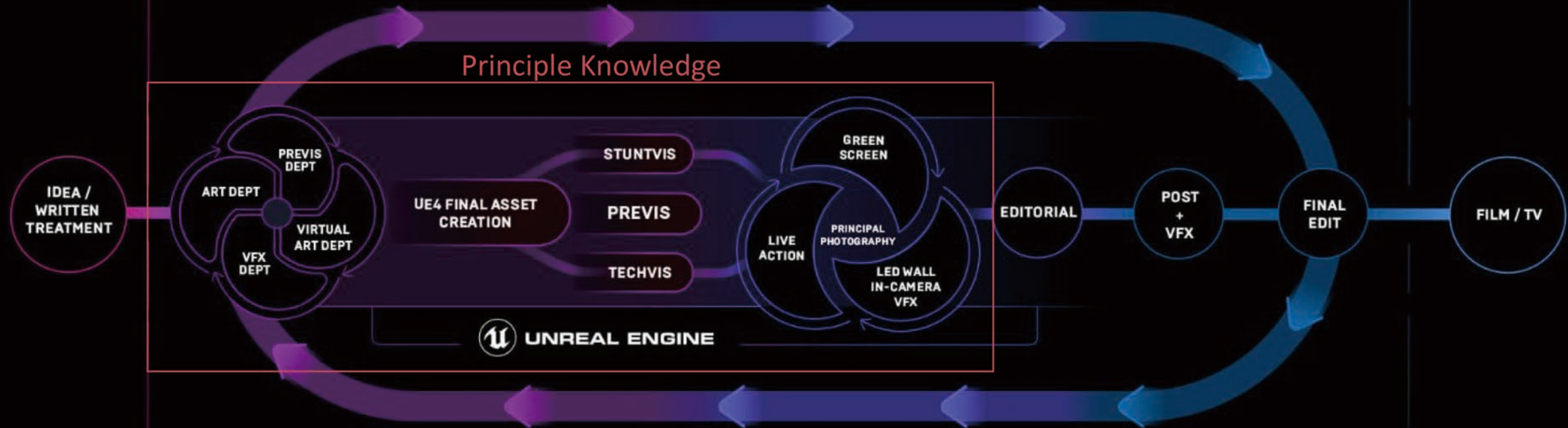




DEVELOPMENT / PRE-PRODUCTION

PRODUCTION

POST-PRODUCTION



# Application Examples

*CT Visual*





ENERGY  
BY  
STACY









