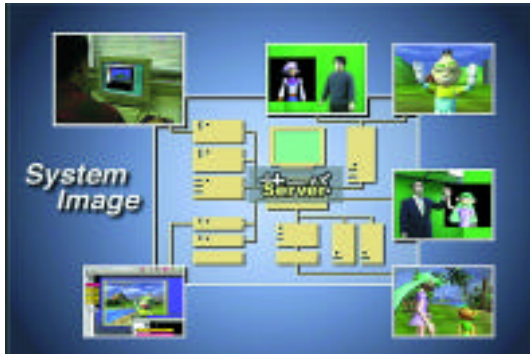


Networked Theater: A Movie Production System Based on a Networked Environment

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In this proposal for a new movie production system that utilizes a virtual environment, a computer network, and the Internet, anyone can be a performer, a producer (director), or an audience member. A motion capture system is connected to a client computer to estimate the performer's movements in real time, and the estimated data

controls a CG character in the virtual environment. At another client computer, a producer creates a movie based on the motion information of the character and the virtual environment, and the movie is distributed through the network to unspecified audiences.



System configuration



Motion capture system



Voice Recognition



Story control panel

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