

CREATING A LIVE REAL-TIME PERFORMANCE-CAPTURED DIGITAL HUMAN

Contact:

Tameem Antoniadis

Ninja Theory Ltd.
tam@ninjatheory.com
www.ninjatheory.com
United Kingdom



Epic Games teamed up with Ninja Theory, Cubic Motion, and 3Lateral to create the world's first believable human driven live by an actress within an Unreal Engine game world. The project was developed in seven weeks thanks to breakthrough advances in Unreal Engine character technology, real-time facial solving, digital face scanning and rigging, and beautiful art. In this demonstration, body, face, and voice are all captured live in real time and recorded to create a real-time scene.

Tameem Antoniadis
Ninja Theory Ltd.

Kim Libreri
Epic Games, Inc.

Steve Caulkin
Cubic Motion Ltd

Vladmir Mastilovic
3Lateral Studio