

Contact:

Veselin Efremov

Unity Technologies
efremov@gmail.com
Sweden



The real-time-rendered short film “Adam” uses an extensive array of Unity 5 features, including physically based shading and new cinematic image effects, to achieve high visual quality and a cinematic look in real time. It takes advantage of massive performance optimizations in the game engine, which allow the film to render at 30 fps in 1440p on mainstream gaming hardware (Nvidia GTX980).

The fast iteration and low resource requirements of real-time filmmaking lead to considerably reduced production time and costs for film projects with high visual quality, compared to traditional offline CG filmmaking. These trends give real-time game engines the potential to democratize the filmmaking process and remodel the entire CG industry.

Veselin Efremov
Zdravko Pavlov
Unity Technologies SF