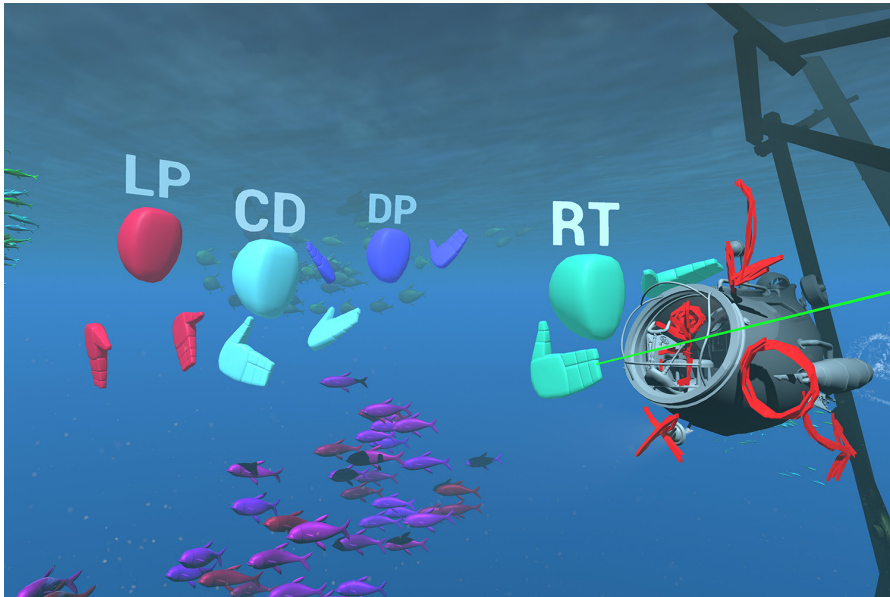


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Penrose Studios



For the first time, Maestro eliminates the old “over-the-shoulder” method of notes delivery from a director, where all the artists are outside VR watching a flat screen with limited context. It provides tools that make reviewing stories as straightforward as traditional reviews, such as synchronized and distributed playback control, laser pointers, voice communication, and replicated VR-drawn strokes. It also creates actionable media, such as networked strokes that can be exported for use in third-party animation tools, allowing for seamless follow-through on notes taken in VR. Now the director and artists are all in the VR story together, even when they do not share a physical location.

This demonstration shows an actual in-VR review with artists both onstage in Los Angeles and in a San Francisco office. The director gives notes and comments while controlling the playback of the movie, while the artists use networked tools, such as VR drawing, to convey ideas on how to improve a shot. Even though the participants are in different locations physically, they feel as if they are all in the same place, on even ground in a way that is not possible in non-VR media.

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