Three Keys to Creating the World of "Ready Player One" Visual Effects & Virtual Production

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In this deep dive into Steven Spielberg's "Ready Player One" teams from Industrial Light & Magic and Digital Domain will showcase the break through virtual production techniques and technology deployed for the film and the visual effects involved in bringing the film's dystopian vision of life in 2045 to the screen. In addition, the teams will delve into the immense artistic and technical challenges of designing, building and animating every aspect of the expansive virtual universe known as the OASIS.