

Real-time Auditorium Modeling and Visual Effects for Live Performances

Andrew Chalmers
andrew.chalmers@vuw.ac.nz
Victoria University of
Wellington
Wellington, New Zealand

Faisal Zaman
Victoria University of
Wellington
Wellington, New Zealand

Anna Stangnes
Victoria University of
Wellington
Wellington, New Zealand

Simon Finnie
Victoria University of
Wellington
Wellington, New Zealand

Hong Son Nguyen
Korea University
Seoul, South Korea

JungHyun Han
Korea University
Seoul, South Korea

Taehyun Rhee
taehyun.rhee@vuw.ac.nz
Victoria University of
Wellington
Wellington, New Zealand

CCS CONCEPTS

• Computing methodologies → Mixed / augmented reality.

KEYWORDS

live visual effects, real-time performance, mixed reality, televerse

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ABSTRACT

A live visual effects platform for stage performances faces key challenges, including 1) reconstructing a 3D digital twin [Chen et al. 2022] of a large auditorium, 2) real-time rendering and composition of 3D visual assets into the 3D digital twin while ensuring coherent lighting [Rhee et al. 2017] and blending with the real stage [Young et al. 2022], and 3) enabling mutual interaction between real and virtual objects to provide a synchronized mixed reality performance [Rhee et al. 2022, 2023]. Our demo showcases a novel platform for live visual effects. Our key contributions are:

- (1) Real-time stage capturing and modeling: we demonstrate real-time capturing of the auditorium utilizing panoramic LiDAR sensors, synchronizing the stream with 360° RGB videos, and visualizing live panoramic RGBD videos. To create a 3D digital twin over a larger area, we set up multiple RGBD cameras in different parts of the auditorium.
- (2) Real-time VFX with live RGBD videos: We showcase real-time blending of 3D virtual objects into the live panoramic videos, and demonstrate real-time occlusion and collision

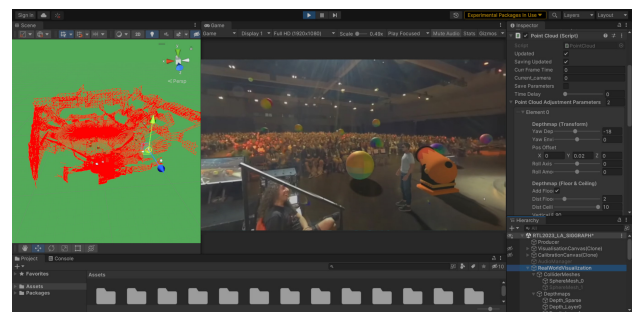


Figure 1: Our interface and mixed reality performance.

handling with the live feed (live 360 RGBD videos). We introduce creative interactive effects through our framework.

- (3) We showcase a mixed reality performance while engaging with the live in-person audience. This includes demonstrating interaction between real performers and virtual assets, and navigation using a 3D virtual actor in the real auditorium, while also allowing the audience to interact and engage with the virtual content with VFX.

We demonstrate real-time stage performances with live visual effects that enable mixed reality interactions between virtual and real elements. This, in turn, facilitates augmented live performances for in-person audiences through mixed reality experiences (Figure 1).

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