

Pan Shot

French virtual production studio Plateau Virtuel improves workflows with SMODE and DELTACAST solutions



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A Parisian virtual production studio called Plateau Virtuel has recently upgraded to extended reality (XR) with the real-time compositing/media-server platform SMODE.

The studio shoots against LED screens using a camera equipped with a tracking system that communicates with Unreal Engine where the content is rendered.

Smode Tech CEO Francis Maes, explains: “With augmented reality, you can integrate content in the foreground of your scenery and make it interact with the actors’ movements. And when filming beyond the LED walls, SMODE xR handles the set extension to create endless landscapes.”

The content from Unreal (3x 4K in DisplayPort) is mixed in the SMODE xR compositing tool together with the four SDI inputs from the multicam, with DELTACAST’s FLEX solution ensuring synchronisation and an end-to-end latency of just three frames. “Our FLEX solution has been specifically designed to address these high-density requirements with multiple formats while requiring only one free PCIe slot,” says Gerald Olivier, head of product marketing at DELTACAST. “FLEX can even support up to 32 I/O on a single PCIe.”

The combined DELTACAST’s FLEX/SMODE xR solution is an additional server on top over the existing Unreal/nDisplay set-up, adding a layer of augmented reality and real-time final compositing.

Bruno Corsini, co-founder of Plateau Virtuel, comments: “The way nDisplay operates with SMODE xR, via the FLEX solution, facilitates the workflow for any production that depends upon responsiveness and adaptivity. Thanks to this solution and the team, we could upgrade our virtual production facility with augmented reality, set extension and advanced real-time post processing. This definitely takes Plateau Virtuel’s offering to the next level.”

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