Beyond Reality

– The Convergence of AI, Filmmaking and Cinematic Gaming

The Sphere Las Vegas – outer LED screen the world’s largest

Convergence

- Cinema
- Gaming
- Virtual Reality

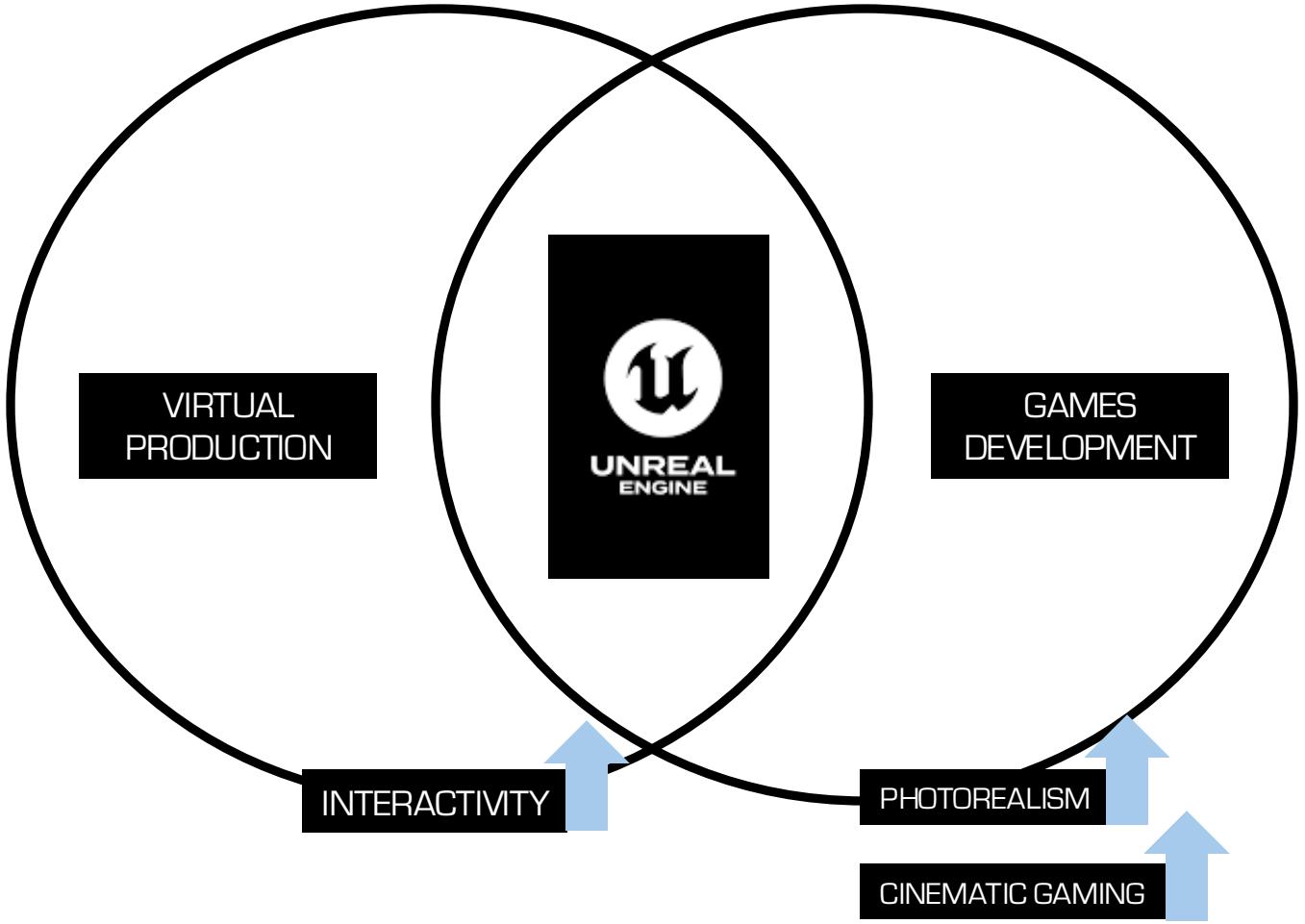
CONVERGENCE

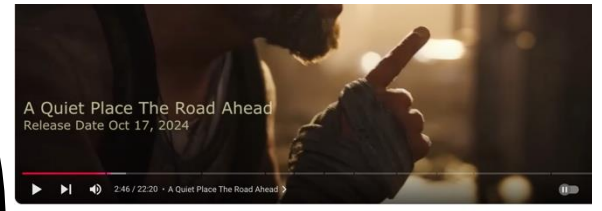
Into the Volume: A Behind-the-Scenes Look into the Virtual Production of 1899

302K views • 1 year ago

Netflix Production Technology Resources

Follow as the filmmakers behind the complex mystery series discus first-of-its-kind virtual production techniques. Including ...





Top Realistic Ultra Graphics Horror Games In Unreal Engine 5 Coming In 2024 & 2025 [4K UHD 60FPS]

Top Realistic Ultra Graphics Horror Games In Unreal Engine 5 Coming In 2024 & 2025

GAMES DEVELOPMENT

META QUEST

APPLE VISION PRO

META ORION

INTERACTIVITY

FILMMAKING

VR

AR

VP

AI

AI ASSETS IN UNREAL ENGINE MARKETPLACE

RUNWAYML

MIDJOURNEY

Bridge

between the
Physical World
& the
Virtual World

Metaverse

40%
Per Yr

- Co-created with users
- Real time
- Access technologies:
  - Augmented Reality
  - Virtual Reality
  - Mixed Reality

META ORION VR & AR GLASSES

Photorealistic Virtual Worlds:

- Advancements in real-time rendering within Unreal Engine, combined with the high-resolution displays of VR headsets, will lead to increasingly realistic and breathtaking virtual environments.
- Seamless Integration of Real and Virtual: Improvements in AR technology on devices like the Meta Quest will allow for the convincing integration of real-world actors and objects into virtual environments, further enhancing realism.

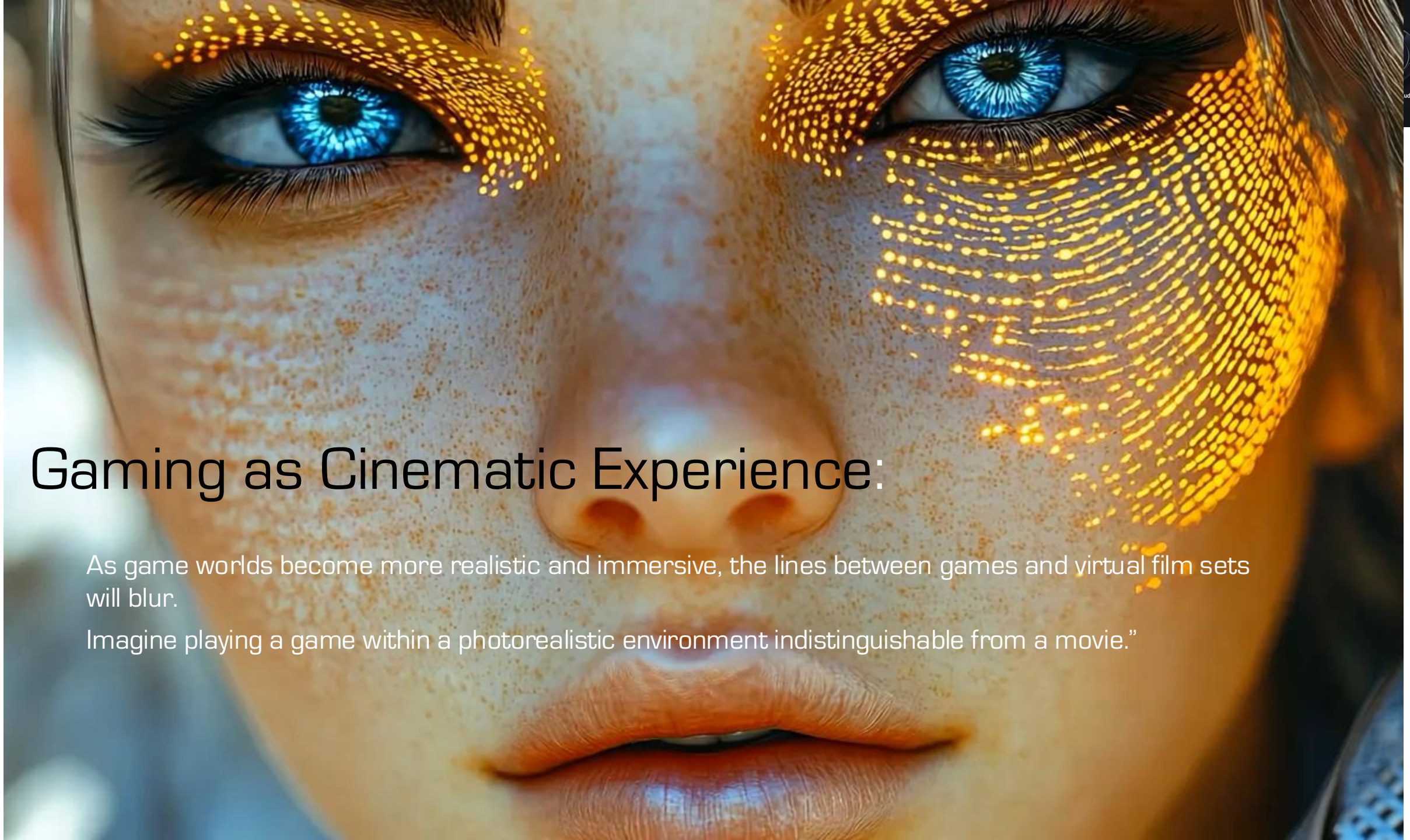
New Career Paths & Skillsets:

Hybrid Professionals:

- The convergence of these technologies will create a demand for professionals skilled in both filmmaking and game development, who can navigate the intersection of real-time rendering, virtual production, and interactive storytelling.

VR Specialists:

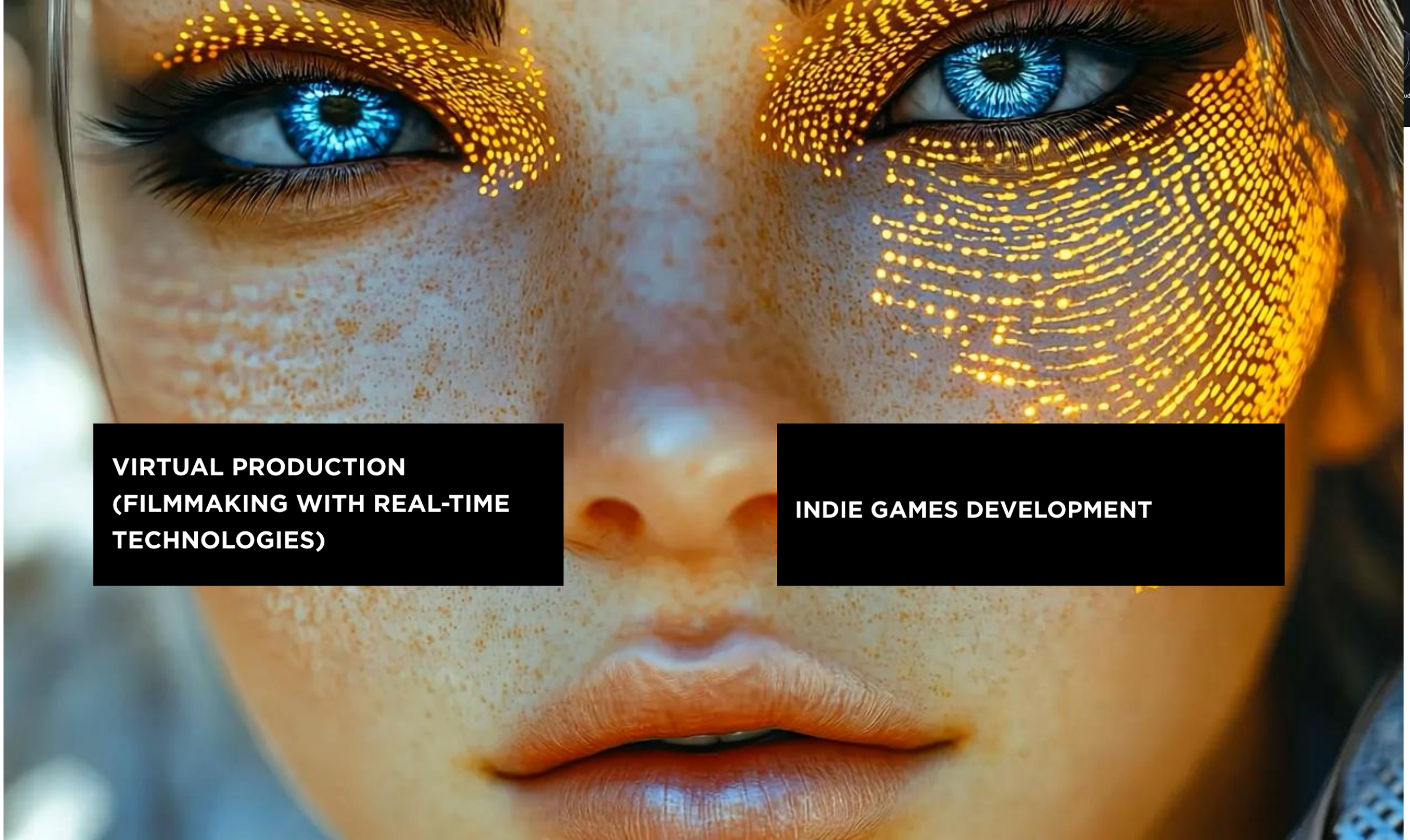
- Expertise in VR filmmaking, including directing, cinematography, and world-building within virtual environments, will become highly sought after.



Gaming as Cinematic Experience:

As game worlds become more realistic and immersive, the lines between games and virtual film sets will blur.

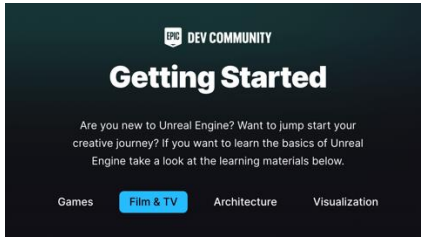
Imagine playing a game within a photorealistic environment indistinguishable from a movie.”


VIRTUAL PRODUCTION
(FILMMAKING WITH REAL-TIME
TECHNOLOGIES)
INDIE GAMES DEVELOPMENT

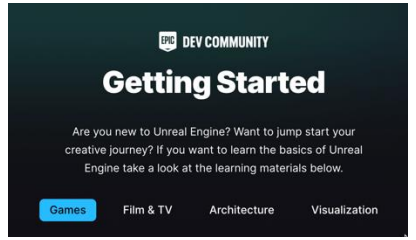
Dream combination

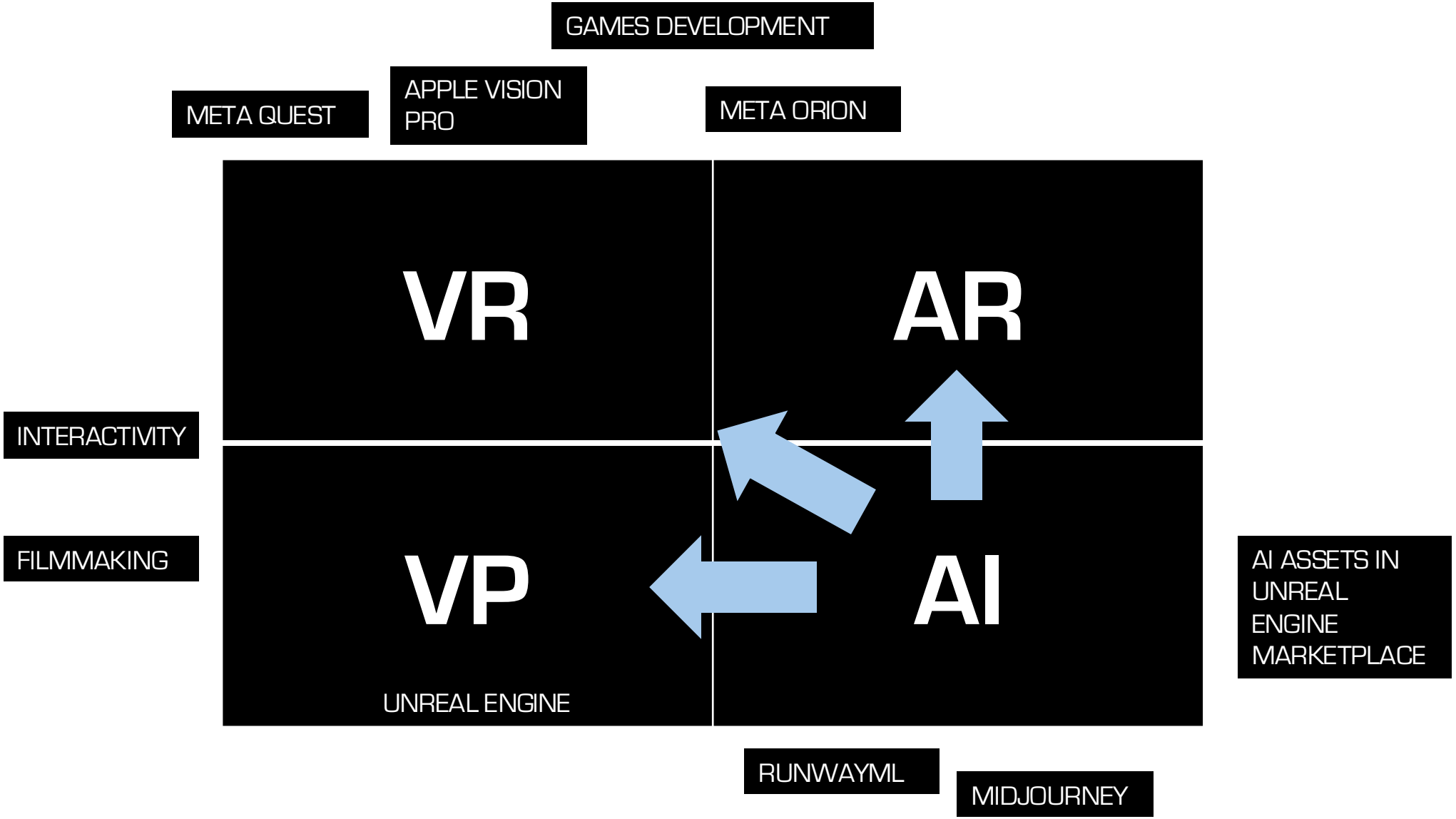
AHA MOMENT !

VIRTUAL PRODUCTION (FILMMAKING WITH REAL-TIME TECHNOLOGIES)



INDIE GAMES DEVELOPMENT




GAMES DEVELOPMENT
META QUEST
APPLE VISION PRO
META ORION
VR
AR
INTERACTIVITY
FILMMAKING
VP
AI
AI ASSETS IN UNREAL ENGINE MARKETPLACE
UNREAL ENGINE
RUNWAYML
MIDJOURNEY

Film credits

On Earth no one believes you’re real

ody Allen Does Star Wars Movie !
OODY ALLEN
Watch Later
Share
STAR WARS
OES STAR WARS
VIE !
YouTube

The Vampire and the Gimp – Tarantino remake of Twilight

AI
Filmmaker Studio