

VICON

SHOGUN

a new design



# DIGITAL HUMANS FOR ALL

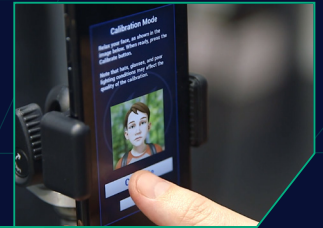
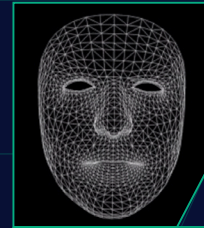
**Photoreal face and body solution. Runs in realtime, scalable and affordable.**

Vicon have been working closely with A New Design to help deliver a Digital Human pipeline that can be used by studios of any size looking to leverage technology used on the latest games and films.

The pipeline is designed to work on a small 12 camera Vero system and makes use of Shogun 1.3's new high fidelity finger solver and retargeting workflow. You can now stream your Digital Humans directly into a game engine and record the full performance directly in engine.

High quality, photoreal face and body rigs are supplied by A New Design and fit seamlessly into the Digital Human pipeline.

Utilizing Apple's Face AR plugin every nuance of the performance is captured and delivered in the game engine at 60fps.



**REALTIME FACIAL CAPTURE USING APPLE AR KIT**

**AFFORDABLE, ENTRY LEVEL CAMERA SYSTEM**



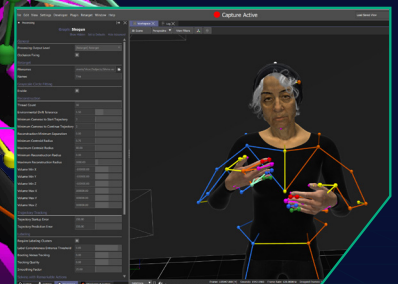
**HIGH FIDELITY OPTICAL FINGERS**



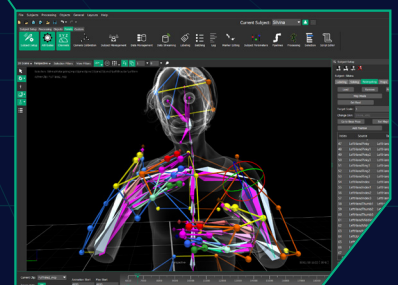
**RUNS IN UNREAL ENGINE 4.24**



**CHARACTER RIGGING SUPPLIED BY A NEW DESIGN**  
[www.anewdesign.studio](http://www.anewdesign.studio)



**REALTIME CAPTURE WITHIN SHOGUN LIVE**



**FULL RETARGETING PIPELINE USING SHOGUN POST**

VICON

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