

# VOLUMATION

## MULTI-CAMERA ANIMATED PHOTOGRAMMETRY

This product is an automated tool that saves time, money, and resources used to capture real humans or objects in full motion and color, optimizing the mesh output for maximum quality in both size and look. This imaging technology will allow for the advancement of compositing, integration, and realism within any DCC.



<https://sketchfab.com/models/4c57f8a6bfd4718845ef0265975133d>

Opportunities in Entertainment include motion capture, video games, movies, television and other disciplines that require high accuracy information regarding physical realism. Using quality images and additional features for scanning this solution will create more immersive experiences.

- 📦 PORTABLE
- 👤 ADAPTABLE
- 📄 SMALL FILES
- 💰 LOW COST

# 30

Minute Setup

# 13

Webcams for 180°

# 3.6

Mb per second



### CAPTURE

Using ANY camera in ANY setting to capture the true essence and movement of assets, people, and environments in real-time with 3D volumetric animation.



### PROCESS

A proprietary one-click automated process combines all images into a 3D mesh including post-production cleanup, lighting, and texture work which is optimized for the smallest file size.



### DELIVERY

Assets can be used for a multitude of applications. The small file size, system overhead, and flexibility offer an unparalleled solution available to view on ANY device or game engine.

### INTERESTING FACTS

- 💡 The uncanny valley, which causes users to feel repulsed by humanoid objects that are not quite real is minimized with live capture
- 💡 Measurements that have millimeter accuracy can be taken from captured objects
- 💡 Objects can be captured from multiple angles and relit to create cohesive scenes

### COLLABORATORS



INNOVATOR

occipital

## UPCOMING FEATURES

- Immediate Model Generation
- Dual Camera Solution
- SAAS and On-site solutions
- Smaller Optimized files
- Graphical User Interface
- Tailored User Experience
- Streamlined camera setup



UNDERMINER  
STUDIOS