



QUICK REFERENCE VIRTUAL PRODUCTION GLOSSARY

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VIRTUAL PRODUCTION

Virtual Production is a filmmaking technique that allows filmmakers to merge traditional practices with current and ongoing advances in real-time technology.

DATA CAPTURE

Data Capture is a VFX department which exists to capture important details during principle photography.

ASPECT RATIO

The ratio between the width and the height of an image or screen.

AUGMENTED REALITY (AR)

A technology that integrates CG elements into a physical environment.

EYE TRACKING

A component of facial capture in which the eye movements are recorded.

IMMERSION

The sensation of feeling present in a digital environment.

LATENCY

The delay between when a signal is sent and when it is received at its destination. Reducing delay allows for a more responsive experience.

REFRESH RATE

The frequency with which an electronic display is refreshed, usually expressed in hertz (Hz). High refresh rates make displays feel smoother.

WITNESS CAMERAS

Witness cameras are placed on set to provide alternate perspectives on a shoot. This provides a comprehensive understanding of the action within a scene.

IMMERSIVE GLOSSARY

4D MOVIES

A style of movie that introduces tangibility and movement to the audience.

360 VIDEO

Video recordings where every direction is captured simultaneously, utilizing a single omnidirectional camera or an array of cameras.

BINAURAL AUDIO

Capturing audio by using two calibrated microphones to simulate sound coming from a specified location.

CINEMATIC VR

A story-driven Virtual Reality experience.

DATA GLOVE

A glove used to capture hand performances.

DIRECTIONAL AUDIO

Create fields of sound using an array of small speakers to control the direction of audio output.

FIELD OF VIEW (FOV)

What a person or optical camera can see.

HAPTICS

Recreating the sense of touch by applying forces, vibrations, or temperature changes to the user.

HEAD-MOUNTED DISPLAY (HMD)

A device used to display CG content for VR, AR, or MR.

HEAD TRACKING

The method used by a head-mounted display to project the correct image by tracking a user's head movements.

JUDDER

Shaking or stuttering experienced inside of a VR headset.

KINESTHETIC DISSONANCE

The sensory disconnect experienced when touch or motion feedback from a virtual environment is delayed or absent.

MIXED REALITY (MR)

The process of anchoring virtual objects to the real world and allowing users to interact with them.

MOTION PLATFORM

Physical platform that can be programmed to interact with audience and recreate the effect of being in a real world environment.

SIMULATOR SICKNESS

A type of motion sickness typically experienced when people spend extended periods of time in Virtual Reality.

SOCIAL VR

A way people can interact with one another in simulated worlds within Virtual Reality.

STITCHING

Combining segments from multiple performances into one seamless performance.

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