

SPECIFICATIONS

POLYMOTION STAGE

BROADCAST

MOBILE STUDIO FOR VOLUMETRIC VIDEO, IMAGES & AVATARS

Camera Capture	30 fps at 2k & 4k 60 fps at 2k
File Formats	MP4, OBJ and playing in Unreal / Unity
Playback	Mobile, AR, VR, MR, Broadcast
Capture Data	Ability to hold unprocessed assets to allow for longer creative timing



SPORTS ANALYSIS



LIVE BROADCAST



FILM & TV WORK



MUSIC VIDEOS



VIRTUAL WORLDS



AR / VR



MARKETING & ADVERTISING



FAN ENGAGEMENT

Polymotion Stage is a unique mobile studio for the creation of volumetric video, images and avatars, that can be deployed to wherever it's needed. Together with our partner Dimension, we are advancing the frontiers of what is possible with volumetric capture and advanced virtual humans.



THE WORLD'S FIRST 3 IN 1 MOBILE SOLUTION

Polymotion Stage is designed to go where the action is. The truck transforms and expands into a secure and private capture space in a matter of hours. Our capture solutions can be deployed quickly to wherever your sports stars, presenters, dancers, actors or production sets are.



THE CAPTURE - TIME IS MONEY

The state-of-the-art Polymotion Stage capture stage is comprised of 106 video cameras, capturing video at either 2k or 4k resolution. The cameras are positioned with 96 around the capture volume facing inwards, and 10 above pointing down. With multi-directional microphones, we can capture spatial audio or reference tracks to be sent to sound design.

If you need static 3D avatars for fashion, marketing or games, then we can easily shoot using our high-resolution cameras already integrated into the stage.

THE OUTPUT - LESS TIME SPENT WITH TALENT

When you shoot in the Polymotion Stage, your project is being managed and created by a specialist team who have worked with some of the biggest companies and names in the world.

You receive both OBJ and MP4 (the MP4 files are incredibly small and flexible), which can therefore be used in a variety of traditional media, including: broadcast, 2D video or augmented and VR applications, without unnecessary strain on your devices.

VOLUMETRIC IMAGES

For an efficient way to produce exciting 2D and 3D renders from the same capture, our circular array of high-resolution cameras provide incredible detail at the press of a button. You can take the raw data and work with your preferred post production team, or we can polish the assets to have them ready to go.



VOLUMETRIC VIDEOS

Volumetric video allows you to pause, rotate, and get closer to the talent. This exciting format provides you with a 3D video of the performance that can be used augmented into live broadcast, immersive and traditional media formats.

For sports broadcasts, this could create new ways to provide analysis and commentary on performance. For live entertainment, this opens up new creative camera angles to delight your audience. The possibilities are endless.

AVATARS

Our multi-purpose Polymotion Stages allow you to quickly capture your talent in static poses. Once captured, their digital models are taken through our avatar pipeline, making them ready to be animated or driven by mocap data.

