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Fraunhofer Institute for
Integrated Circuits IIS

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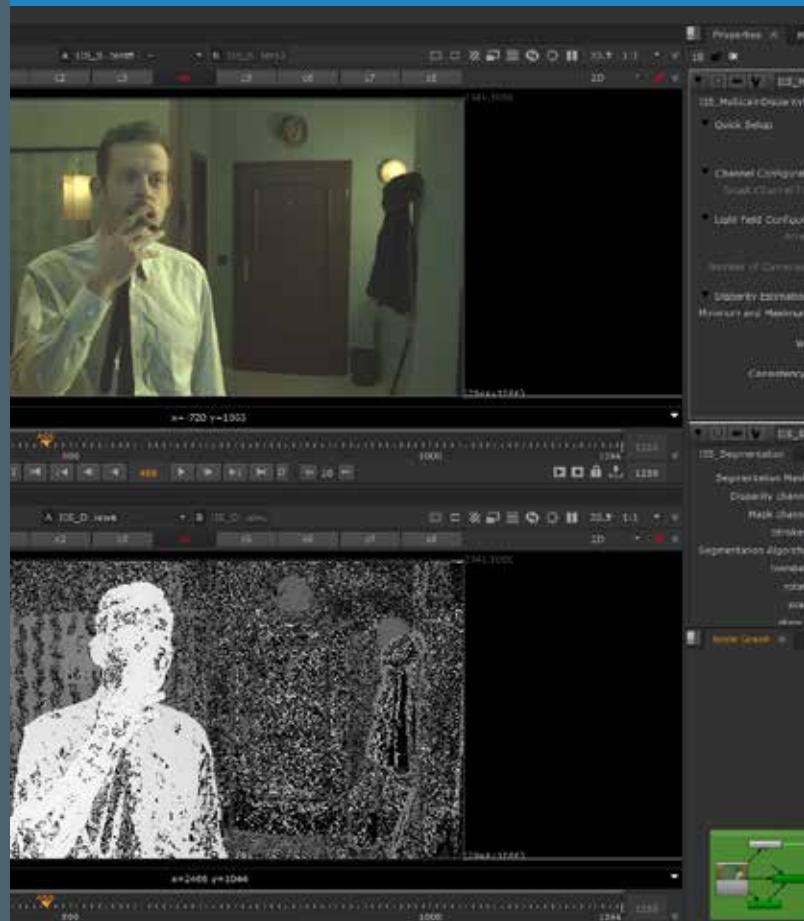
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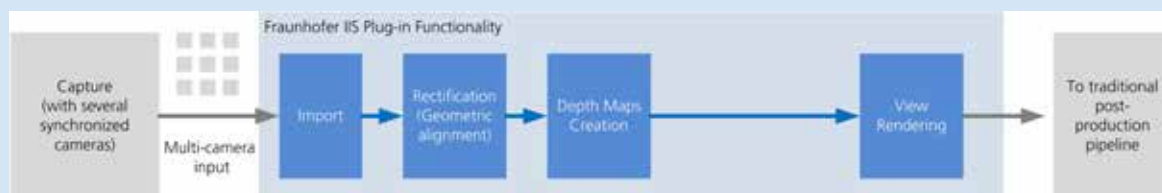
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Plug-in-Suite for

MULTI-CAMERA POST-PRODUCTION





*Workflow with the
Fraunhofer IIS Plug-in*

THINKING LIGHT FIELD!

Acquisition and post-production for multi-camera data

On set more and more cameras and camera arrays are used to generate additional views and data for virtual effects or depth maps information. The material can be processed and the scenes edited as needed during post-production.

The algorithms developed by Fraunhofer IIS offer a wide range of editing features such as selecting position and orientation of the virtual camera, focus point, depth of field and zoom. Main application for these sort of new acquisition and post-production tools for live-action content are virtual backlots.

The Plug-in is available for licencees.

Plug-in suite for The Foundry's Nuke 9.0

Fraunhofer IIS provides a set of post-processing tools to work with multi-camera input in the professional Nuke environment for post-production.

- Rendering images for a virtual camera at different positions, especially important for moving cameras in virtual backlot scenes
- Selection of position, orientation and focus point
- Virtual camera movements
- Creation of depth maps
- Depth-based color grading
- Point-cloud generation for re-lighting of objects within scenes
- Depth-based matting