

BBC Virtual Production Technology

The



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A Virtual Studio allows computer-generated scenery to be used in a TV studio whilst maintaining the freedom to move cameras, adjust lighting, and even pull focus. This lecture will review how this has been done and show examples of programmes that have been made using technology developed by the BBC. Recent developments in extracting 3D information from real scenes for applications such as merging real and virtual content, and automatic control of cameras, will also be discussed.

Telford Lecture Theatre, BAE SYSTEMS, Gt. Baddow
Wednesday 16th November 2005, 6:00 for 6:30pm