



TECH RETREAT 2022

FINAL SAMPLE

## Virtual Production Sound Challenges

Eric Rigney, Rigney Global Entertainment



## Final Sample – Virtual Production Sound Challenges

### 3D Acoustical Camera

Adam O'Donovan, VisiSonics

- LIVE FEED, from HDMI output



## Final Sample – Virtual Production Sound Challenges

- Reflection & Noise Demonstration
- Final Sample & Final Pixel
- Mitigation
- Production Sound
- Post Sound
- Future Technologies

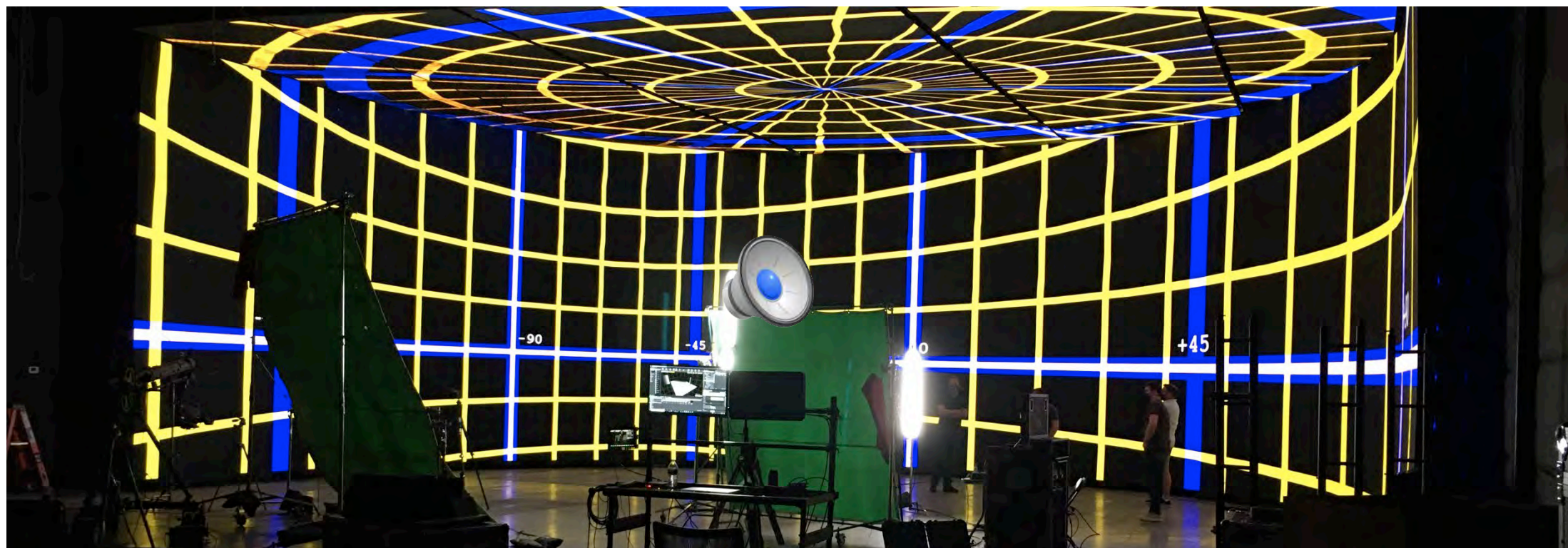


## Final Sample & Final Pixel

The acoustical equivalent of virtual production's 'final pixel' is 'final sample,' striving to capture and deliver spoken on-set performances directly to audiences, with minimal post processing or ADR . . . zero ADR (ZADR).



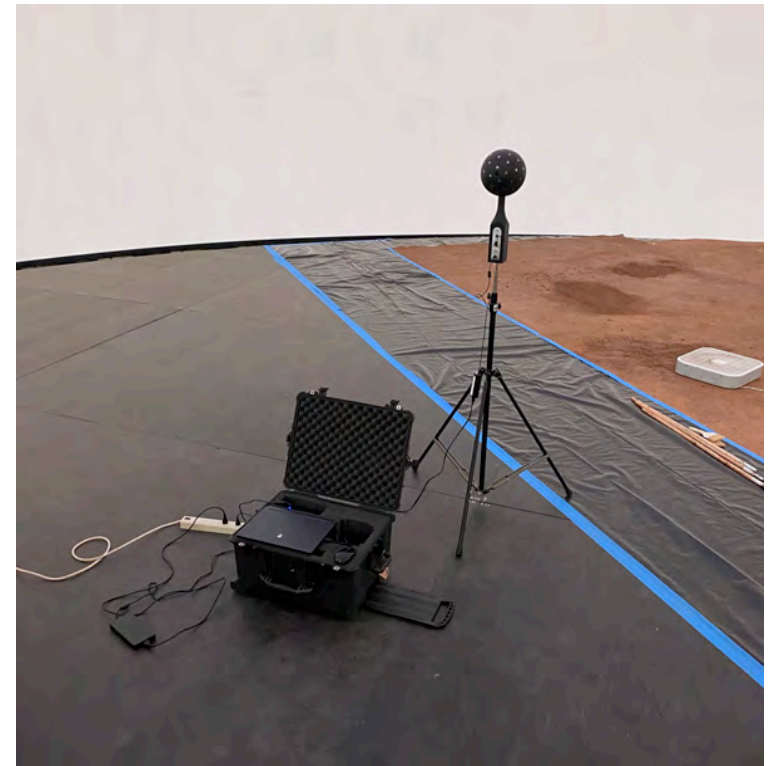
## Sound Stages?



## Sound Stages?

### Balloon Pop

Mercator View, 2-2.2kHz, 75db, 1000fps

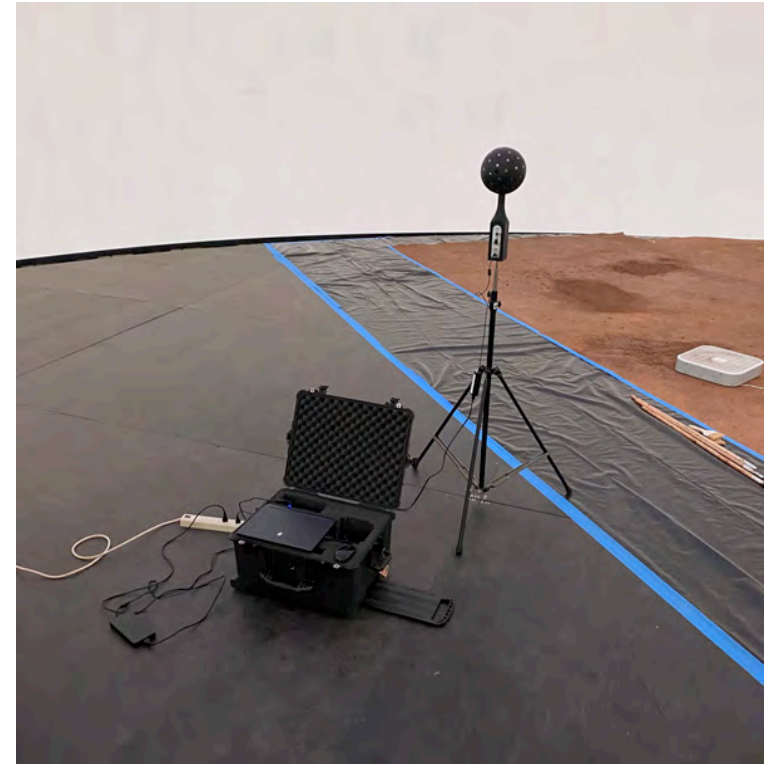




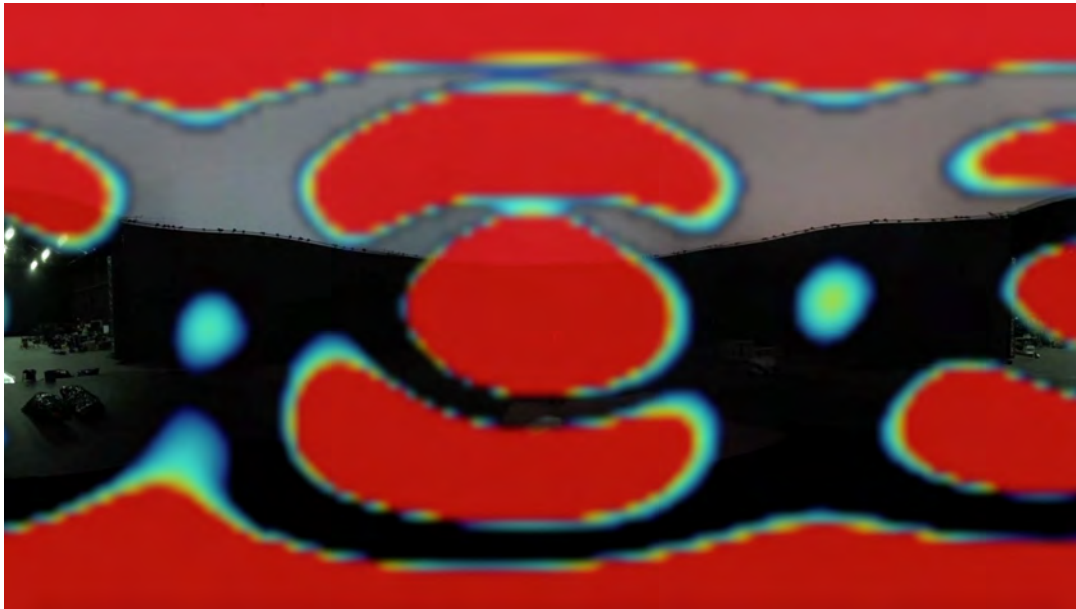
## Sound Stages?

### Noise

Global View, 2-2.2kHz, 25-35db, Real-Time



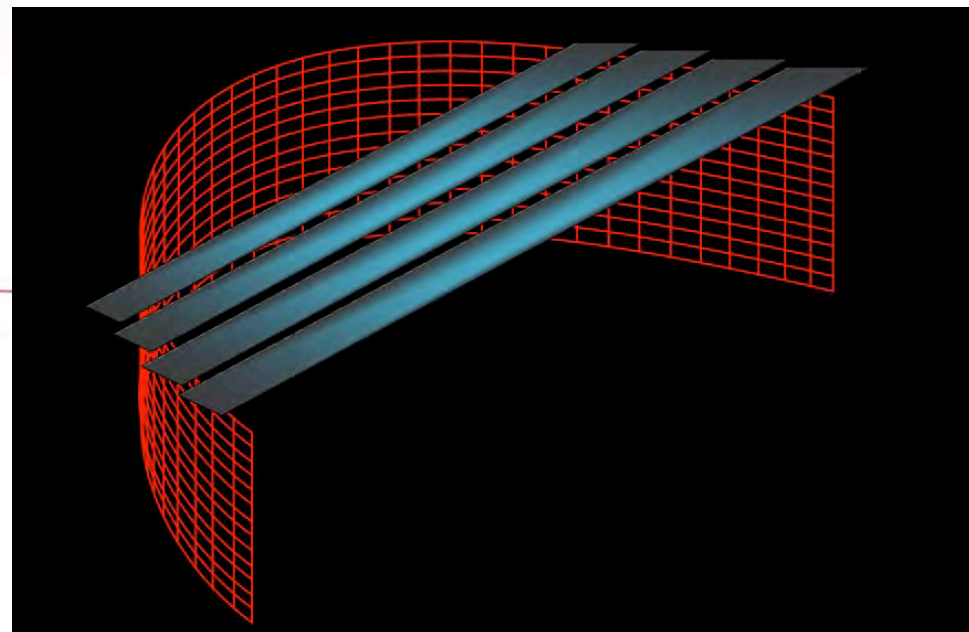
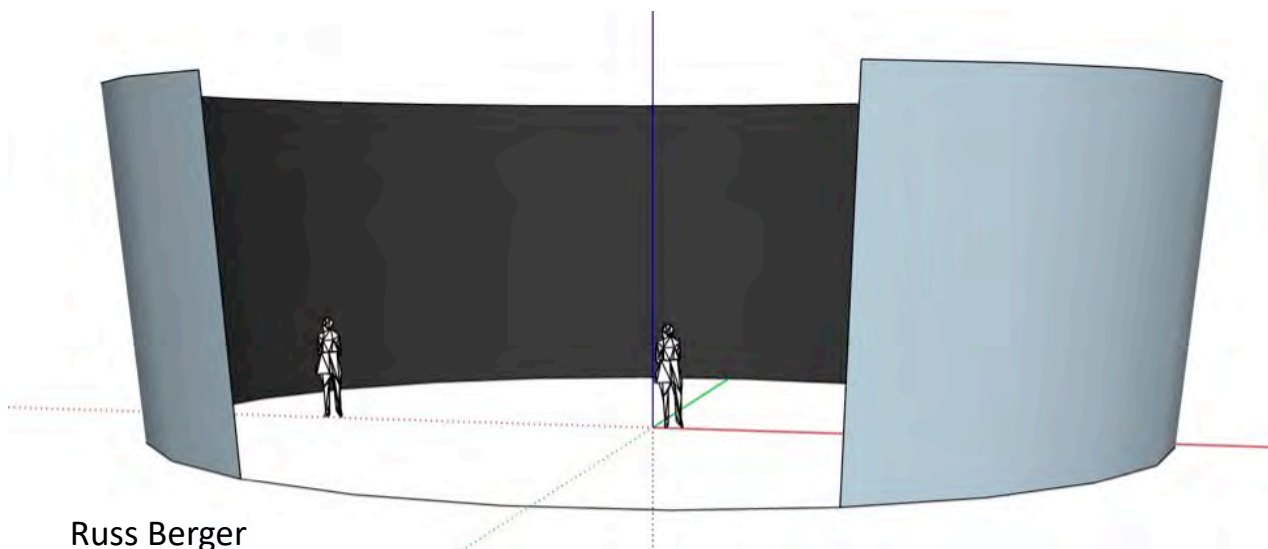
## Mitigation



- No Silver Bullets
- Stage & Panel Construction
- Holistic Collaboration
  - Pre-vis
  - Production
  - Post



## Stage Construction



## Panel Construction



- Reduce Noise Generation (fan)
- Increase Sound Absorption
- Support Pitch Angles
  - Compound Curves
  - Conical Frustum



## Virtual Production is PreVis / Tech Vis

- Simulated (Prototype) Production is key to VP success
- Holistic Iterative Collaboration across creative disciplines
  - Include Sound early in the process

## Pre-Visualization Collaboration with Sound

- Set Design & Construction
- Costume Design & Construction
  - Mitigation Tools



## Set Design & Construction



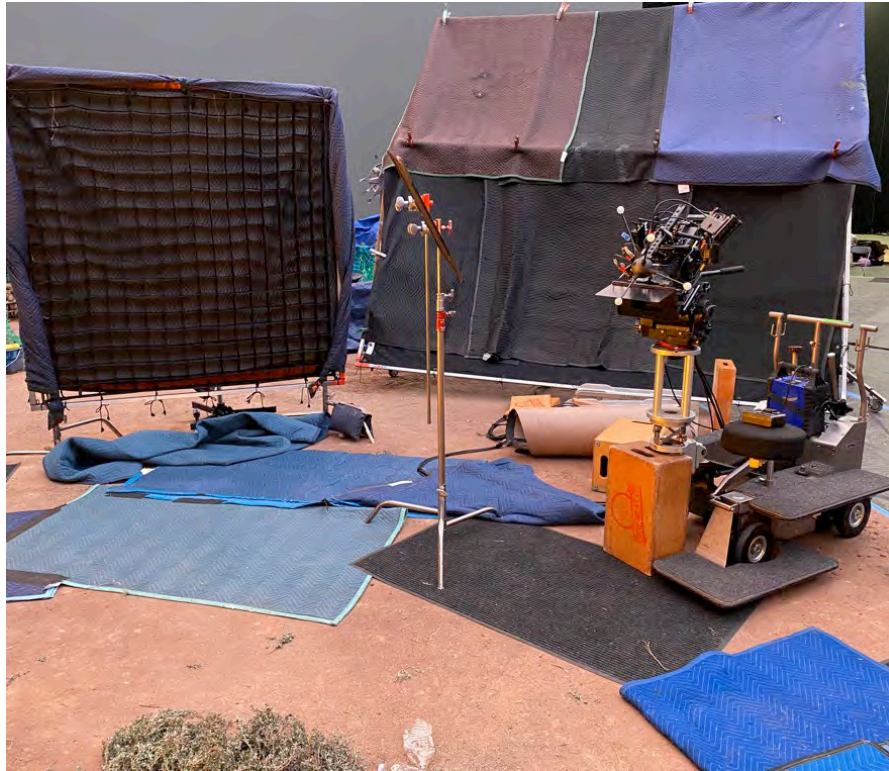


## Costume Design & Construction





## Mitigation Tools



## Mitigation Tools





## Production Sound Mixer

- Costume Collaboration
  - Highest Resolution

## Chris Robleto-Harvey

- Costume Collaboration
  - Highest Resolution

## Post Supervising Sound Editor

- ADR Drawbacks
- Noise Removal
- De-reverberation



## Kami Asgar

- ADR Drawbacks
- Noise Removal
- De-reverberation

## FUTURE



- **Predictive Tech-Vis**
  - Gaming Engines, Real Space, VRWorks
- **AI Recording Technology**
  - Array Microphones
  - AI



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## Thank You

- HPA
- ETC
- Panelists
- Acoustical Experts



The logo for HDA, featuring the letters 'H', 'D', and 'A' in a bold, white, sans-serif font. The 'H' and 'A' are white, while the 'D' is a dark blue color. The background is a dark blue gradient with a pattern of small, glowing dots in shades of blue and orange, creating a digital or network-like effect.

# HDA

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