VIRTUAL PRODUCTION - PROCESS FLOW

DEPARTMENTS · HANDOFFS · PHASES OF PRODUCTION

Script Department
SCRIPT

Story Department
STORYBOARDS

Art Department
- Character Design
- Concept Art
- Set Design

Real-Time Set & Props — **USD**
Real-Time Characters

Production

	LAYOUT	LIGHTING	ANIMATION	CAMERA
SCOUT	Set Walkthrough	Skybox Lights	Block Animation	Block Cameras

Ref to Anim — **USD**

Animation Department

Key Poses

| **LIGHT** | Adjust As Necessary | DP Lights Set | | |

Animation — Stepped Animation — **ALEMBIC**

| **REHEARSE** | Adjust As Necessary | Adjust As Necessary | Stepped Anim or Game Engine Anim | Refine Cameras |

Auto-Splined Animation — **ALEMBIC**

Splined Anim (If Necessary)

| **SHOOT** | Adjust As Necessary | Adjust As Necessary | Adjust As Necessary (Waldo?) | Record Cameras |

Takes to VFX — **USD**

"Offline" Dailies
(Realtime Exports w/ Splined Anim)

"Online" Dailies
(Non-Realtime Renders w/ Stepped Anim)

VFX Dept.
- Scene Assembly

Editorial

| | Comment As Necessary For VFX | Comment As Necessary For VFX | Determine Length | Select Take |

Edit to VFX — **EDL**

- Iterated Progress
- Iterated Animation

Works In Progress — **MXF**

Screenings
(w/ Stepped Anim)

- Final Animation — **USD**

PRODUCTION FINAL

| | | | When Animation Finaled | Confirm Camera |

Final Camera — **USD**

The Line of Pain...

- Lighting & Comp

Editorial

Works In Progress — **MXF**

| | Comment As Necessary For VFX | Comment As Necessary For VFX | Trim Shots | Final Shots |

- Finals

Finals — **MXF** / **EXR**

Screenings
(w/ Splined Anim when good enough)