



NEXT GENERATION VIRTUAL PRODUCTION STAGE FOR ICVFX

PROGRAM

June 27 – July 1, 2022

Personal Lectures

Live Shooting

Indepth Q&A

June 30, 2022

Welcome Reception

(with some German beer)

See you at

Henson Recording Studios

1416 N La Brea Ave

Hollywood, CA 90028

Register

www.halostage.studio/events

Dear Friends,

We started HALOSTAGE as a LED Virtual Production Stage asking two questions.

Who operates the best stage?
Who maintains the best process?

There is no doubt, that LED volumes offer benefits on budget and new visual looks. On our way finding answers, we got hit with a lot of new findings.

The first answer we found is that the crew is key. Even brand new technology can not play its cards well, if the crew does not only know its capabilities but also boundaries and limitations.

The second finding is that, at the moment, there no such thing as the process.

And third, there is a problem with the industry. And it has to do with the LED itself. There is no real innovation in the industry since LED pitches got down to 2 mm. Problem is, productions seek an individual look. So, they need an individual LED volume.

Keeping all questions in mind (and there are five new questions for one answer we find), we started HALOSTAGE Mk I offering a flexible shape for each and every production. That was built in May 2021.

Later that year, an Executive Producer encouraged us to provide a mobile studio as he could not move his crew and cast to Berlin (it's the budget, stupid). So, in September we started HALOSTAGE Mk II, the first full-fledged LED stage that is fully mobile and of any size.

Our first major production for Disney proves the success of this approach. But its DP suggested, to get rid of the facette effect in curves. And so, we developed HALOSTAGE Mk III, the first curved boards in feature film. So, we will be introducing Mk III now.

Within the last months, we learned, that many more innovations and improvements can be made.

So, when we meet at The Henson Soundstage, you will not only experience new technology. You will meet people, who want to improve technology, process and crews as fast as possible.

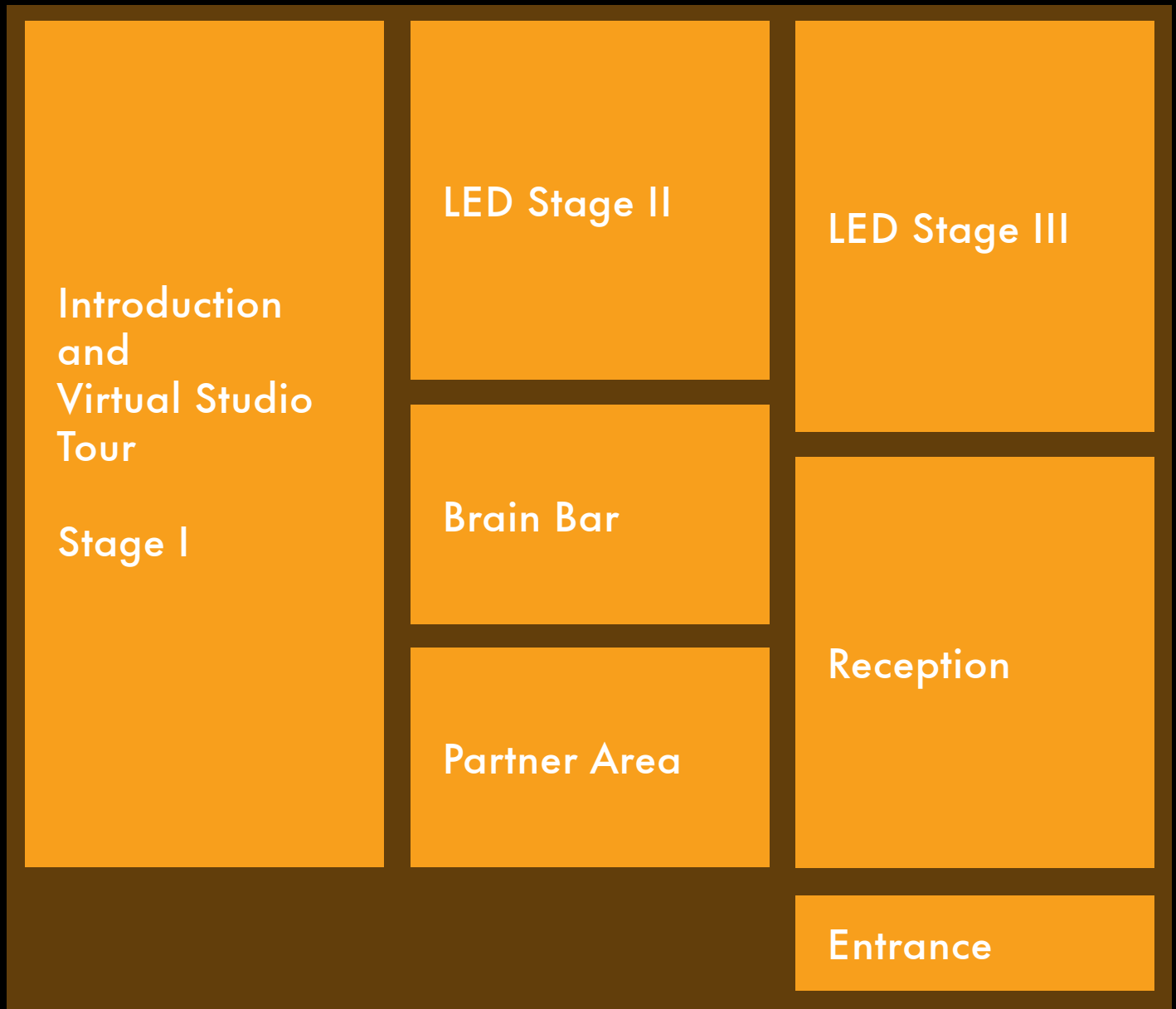
We will get closer to answering the questions about what the ideal LED stage and process will be.

Meet our crew and feel most welcome



Erik Wolff
CEO | HALOSTAGE

THE STUDIO MAP AT HENSON



For the sessions we build three stages.

Stage I illustrates the engineering and processes behind a LED Virtual Production stage.

Stage II is showing latest technology as all LED volumes for feature film are built.

Stage III is showing the next generation LED volume. It also comprises all elements of a full fledged LED Virtual Production stage such as the brain bar, the Render systems running Pixera and Unreal, tracking, a physical set with props, light, grip and cameras for test shootings by DP.

AGENDA

June 27th, 2022 – July 1st, 2022

Monday, 27

10:00 a.m. – 12:30 p.m.

Virtual Production with Happy Mushroom
Show and Tell

2:00 p.m. – 4:30 p.m.

Virtual production (for IMAX theatres only)
Guided Tour

Tuesday, 28

10:00 a.m. – 1:00 p.m.

Shooting AJA – A real-time story about
an ongoing production
Show and Tell

2:00 p.m. – 4:30 p.m.

Live Shooting for DP
Live Workshop

Wednesday, 29

10:00 a.m. – 1:00 p.m.

Thinking (and discussing) about future
technologies
Workshop

2:00 p.m. – 5:00 p.m.

Blending assets from Game and Show with
DIGIC
Show and Tell

Thursday, 30

10:00 a.m. – 12:30 p.m.

Live Shooting for DP
Workshop

2:00 p.m. – 4:00 p.m.

Virtual production for producers
with The Third Floor
Discussion (open format)

6:00 p.m. – the End

Get Together and Welcome Reception

Friday, 1

10:00 a.m. – 12:30 p.m.

Shooting AJA - A real time story about
an ongoing production
Show and Tell



Monday, 27



10:00 a.m. – 12:30 p.m.

Virtual Production with Happy Mushroom

Show and Tell

Content Partner. Happy Mushroom

Hosts. Felix Jorge, CEO, Happy Mushroom
Erik Wolff, CEO, HALOSTAGE

Part I: Discover the entire setup behind a LED volume and see everything in action – and try it hands-on. We're going to introduce you to all relevant technologies, discuss the virtual production process, and discuss ways to enhance production. Hosted by Frank Govaere and Erik Wolff.

Part II: We'll show digital sets, combine them with practical props and encourage anyone to try working with them on stage. Happy Mushroom will introduce on how they work to create digital sets. Hosted by Felix Jorge.

Part III. Meet the Team. Discuss with Felix Jorge and the HALOSTAGE team about In-Camera VFX.

2:00 p.m. – 4:30 p.m.

Virtual production (for IMAX theatres only)

Guided Tour

Hosts. Marc Gilbar, Producer, Imagine Entertainment
Erik Wolff, HALOSTAGE

Part I. Exclusively for IMAX, we'll tour the virtual production stage setup and discuss the technology, color, and capabilities in detail. We'll also talk about the virtual production process from pre- to postproduction and invite you to a hands-on test shoot on a unique set with our all-new bendable LED panels.

Part II. Meet the team behind virtual production, providing all the technologies and processes.

Tuesday, 28



10:00 a.m. – 1:00 p.m.

Shooting AJA – A real-time story about an ongoing production

Show and Tell

Content Partner. LAVAlabs

Hosts. Timo Stampa, LAVAlabs
Rawindra Vegesna, Executive Producer, VMS
Frank Govaere, HALOSTAGE

Part I. Discover the entire setup behind a LED volume and see everything in action – and try it hands-on. We're going to introduce you to all relevant technologies, discuss the virtual production process, and discuss ways to enhance production. Hosted by Frank Govaere and Erik Wolff.

Part II. We'll show a digital set from a most recent production from India, shot in Babelsberg. LAVAlabs will introduce how they created this digital set and how they shot it. Hosted by Scherin Rajakumaran and Timo Stampa.

Part III. Meet the Producer and the production team. Discuss the use of In-Camera VFX with Executive Producer and Director Rawindra Vegesna and the HALOSTAGE team.

2:00 p.m. – 4:30 p.m.

Live Shooting for DP

Live Workshop

Hosts. Lauritz Raisch and Adrian Weber, HALOSTAGE
ARRI, Sony and RED

Part I. Discover the entire setup behind a LED volume and see everything in action. We're going to introduce you to all relevant technologies, discuss the virtual production process, and discuss ways to enhance production. Hosted by Frank Govaere and Erik Wolff.

Part II. Exclusively for the members of the ASC, we offer a virtual production setup including different cameras from ARRI, Sony, and Red. We want to discuss visual opportunities and the advantages of shooting with LED, but more importantly, we want to make you aware of the limitations. We'll show you how to deal with scanlines, moiré, and other issues. The setup will be available to everyone attending.

Wednesday, 29

10:00 a.m. – 1:00 p.m.

Thinking (and discussing) about future technologies

Workshop

Content Partner. DIGIC

Hosts. Adrian Weber, HALOSTAGE
Lauritz Raisch, HALOSTAGE

Part I. Discover the entire setup behind a LED volume and see everything in action – and try it hands-on. We're going to introduce you to all relevant technologies, discuss the virtual production process, and discuss ways to enhance production. Hosted by Frank Govaere and Erik Wolff.

Part II. Innovating visual limitations of the backdrop is key. We will discuss refresh rates, frame delay, color management, RGB-W-W light, rain and water using LED, and more requirements from upcoming productions.

Part III. We will nominate the potential next innovation to work on releasing Mk IV in 2023.

2:00 p.m. – 5:00 p.m.

Blending assets from Game and Show with DIGIC

Show and Tell

Hosts. Zoltan Batho, Producer, DIGIC
Frank Govaere, HALOSTAGE

Part I. Discover the entire setup behind a LED volume and see everything in action – and try it hands-on. We're going to introduce you to all relevant technologies, discuss the virtual production process, and discuss ways to enhance production. Hosted by Frank Govaere and Erik Wolff.

Part II. How might digital assets for a film production look when inspiration is taken from a successful game? We'll show a digital set, combine it with practical props and encourage anyone to try working with them on stage. DIGIC will demonstrate how they create digital sets. Hosted by Zoltan Batho.

Part III. Meet the Team. Discuss with Zoltan Batho and the HALOSTAGE team about In-Camera VFX.



Thursday, 30

10:00 a.m. – 12:30 p.m.

Live Shooting for DP

Workshop



Content Partner. The Third Floor

Hosts. Adrian Weber and Lauritz Raisch, HALOSTAGE

Part I. Discover the entire setup behind a LED volume and see everything in action. We're going to introduce you to all relevant technologies, discuss the virtual production process and talk about ways to enhance production. Hosted by Frank Govaere and Erik Wolff.

Part II. Especially for the members of the ASC, we offer a virtual production setup including different cameras from ARRI, Sony, and Red. We want to discuss visual opportunities and the advantages of shooting with LED, but more importantly, we want to make you aware of the limitations. We'll show you how to deal with scanlines, moiré, and other issues. The setup will be available to everyone attending. Hosted by Lauritz Raisch and Adrian Weber, HALOSTAGE.

2:00 p.m. – 4:00 p.m.

Virtual production for producers

Discussion (open format)

Hosts. Erik Wolff, CEO, HALOSTAGE
Chris Edwards, CEO, The Third Floor

Part I. Permanently installed LED volumes demand high CAPEX and limit productions in their choice of set and creativity. To eliminate the initial investment and financial risk, we will show how to set up an entire studio just for a limited time during production. A temporary volume is more flexible, can be shaped to fit any production and set, and is in the long run more profitable and safer. To enable even more flexibility, we'll introduce you to our newest curved LED, which can be tailored to any specific need. Hosted by Frank Govaere and Adrian Weber, HALOSTAGE.

Part II. The Virtual Production process moves Post Production efforts towards the early Pre Production phase. This not only implies a change in the entire process but also impacts the cash flow. But as VP offers new visual opportunities, it also allows cost cutting as digital assets can be reused. A discussion, that we moderate between all the participants. Chris Edwards will introduce into Virtual Production.

6:00 p.m. – the End

Get Together and Welcome Reception

Part I. For all admirers of virtual production, we invite to our release party of HALOSTAGE Mk III, the only curved boards stage worldwide. Also, there will be a secret tour of Charlie Chaplin's studio and Henson will show, how puppeteers work.

Part II. Please join us for a cocktail or two. Or more. Or a beer. Or two. Or more.

Friday, 1

HALOSTAGE



10:00 a.m. – 12:30 p.m.

Shooting AJA – A real time story about an ongoing production

Show and Tell

Content Partner. LAVAlabs

Hosts. Timo Stampa, LAVAlabs
Frank Govaere, HALOSTAGE

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Part II: We'll show a digital set from a most recent production from India, shot in Babelsberg. LAVAlabs will introduce on how they created this digital set and how they shot it. Hosted by Scherin Rajakumaran and Timo Stampa.

ABOUT OUR PARTNERS



ICT AG is a Germany based integrator for studios and venues is specialized in taylor made LED and kinetics.



The **Entertainment Technology Center (ETC)** is a neutral meeting ground that brings together senior executives from the entertainment, consumer electronics, technology and services industries and academic faculty and researchers to address topics related to the creation, distribution and consumptions of entertainment content.



Hochschule der Medien is a public university which teaches media specialists. About 30 accredited Bachelor's and Master's degree programmes mirror this diversity. At the moment, about 5500 students are enrolled at the university.



Film University Babelsberg (FUB) is a school representing a wealth of different stories and artistic forms, genres and formats, specialization and exchange.



Happy Mushroom is a revolutionary studio that prides itself in being the world's leading Virtual Art Department (VAD) Studio.



The Third Floor (TTF) is the world's leading visualization studio. They use the virtual world to imagine, plan and problem solve for stories in film, television, games, VR and themed attractions.



LAVA labs moving images is a multi-discipline animation and creative studio based in Duesseldorf, Germany.

HALOSTAGE



DIGIC is a 20-year-old animation studio based in Hungary that has made its reputation with its high-end 3D animation for feature films, commercials, within the video game industry.



UNREAL ENGINE

Unreal of EPIC is the world's most open and advanced real-time 3D creation tool.



Sony Pro is offering a wide range of cinematographic solutions such as the Venice 2.



ARRI is a leading supplier for camera systems and lighting. The Alexa Mini LF is part of Virtual Production.



Illumination Dynamics (ID) is a rental and services provider of automated and conventional lighting and mobile power generation equipment for the motion picture, television, special events, and sports broadcast markets.



PIXERA is a multi award winning 64-bit system for real-time mediaprocessing, compositing and management, based on the core theme of usability.



Optitrack – Industry leading precision motion capture and 3D tracking systems for video game design, animation, virtual reality, robotics, and movement sciences.



Silverdraft focuses on the use of unique supercomputing architecture to address the significant computational and processing needs of high-end rendering.

ABOUT HALOSTAGE

HALOSTAGE is a LED Virtual Production Stage dedicated to In-Camera VFX.

It is our mission to provide innovations to the productions every 6-12 months.

HALOSTAGE Mk I started with offering a flexible shape of the very LED volume. Every production can choose from various layouts or define its own unique shape.

HALOSTAGE Mk II makes the LED volume and all systems mobile. So, every production may have a LED stage wherever. It takes HALOSTAGE just a couple of days to set the stage up.

HALOSTAGE Mk III solves the problem of straight cabinets causing facettes in curves. As of now, all shapes have real curves.

During the venue, we will discuss, what Mk IV will be. Expect an even more advanced solution as of early 2023.

THE VENUE

You are most welcome to join at The Henson Soundstage. Within The Jim Henson Company Lot, all technologies will be set up.

Health.

Covid is still there. However, we have agreed, that wearing masks is not required. In order to protect others, please only visit, if you are either fully vaccinated or tested negative.

Photos.

You may take pictures (we love to have some great ones) and share them (just the best of them). Please note, that others will do as well. So please be aware that you agree them to be shared or posted if you attend.

Directions.

All guests being dropped off are asked to head to the main entrance at

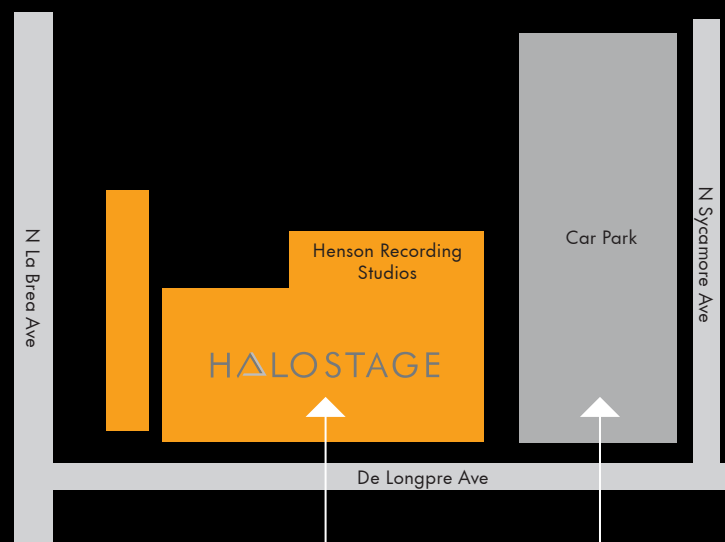
1416 N La Brea Avenue
Los Angeles CA 90028

For all who have their own car please head for the back lot entrance.

7036 De Longpre Avenue
Los Angeles, CA 90028

The car park is accessible at no cost. Please ask for HALOSTAGE.

More information about Henson check www.hensonsoundstage.com



HOW TO REGISTER

The admission is free. However, we kindly ask for your registration to get a better idea, who will be coming.

Please keep in mind, this is not a regular conference. It is more like an open forum, a lot of discussion, Q&A, working together.

You may also invite others. We appreciate having ambitious, powerful, interested, stunning, demanding, inspiring, thoughtful, funny, technical, smart, serious and all kinds of people here who are convinced, that ICFVFX is one but growingly important way of making fine film.

Register

www.halostage.studio/events

For questions please contact

Florian.Schlecht@halostage.studio

