

NEW ROLES

IN VIRTUAL PRODUCTION

VIRTUAL PRODUCTION SUPERVISOR

People in this role can expect to act as a bridge between different sections of the crew.

This requires strong people skills and excellent understanding of the tech involved.

This is an ideal role for producers, or those with a background in VFX.

LED ENGINEER

LED panels are a key piece of the rig in a VP environment so it is essential to have an LED

Engineer on-set to ensure they work correctly and consistently.

Relevant skills include experience in motion capture and camera tracking systems, plus knowledge of Unreal Engine and other real-time tools.

MOTION CAPTURE SUPERVISOR

Leadership role with focus on motion capture in the real-time environment.

Working knowledge of motion capture and the ability to work with camera tracking systems is essential.

ENGINE OPERATOR

Real-time game engines, such as Unreal Engine are becoming an essential part of the virtual production pipeline.

The Engine Operator is responsible for operating the real-time engine being used in the production.

VOLUME OPERATOR

Volume operator oversees content piped into of large LED panels that display media content.

This can be stills and 2D footage or real-time 3D graphics generated by a game engine.

Volume Operator usually needs experience in creating real-time graphics on gaming engines such as Unreal Engine or Unity.

VFX SUPERVISOR

In VP, a VFX Supervisor is responsible for all the visual effects on a real-time production. This role works across the creative side but also has a solid understanding of the technical aspects involved, especially newer innovations like real-time technology.

VIRTUAL CAMERA OPERATOR

This person operates a virtual camera using an external device such as a tablet.

A good understanding of cinematography and the ability to keep up to date with the latest technology are essential.

This is an excellent role for people with experience in creating computer-generated animations using game engines.