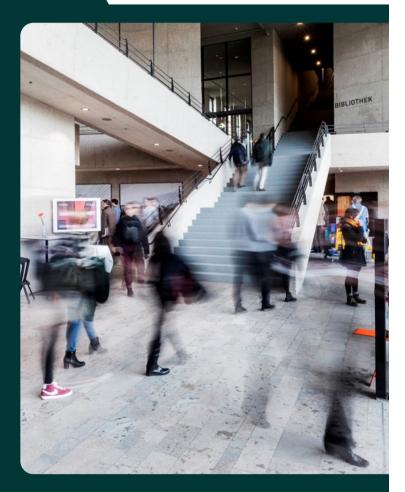
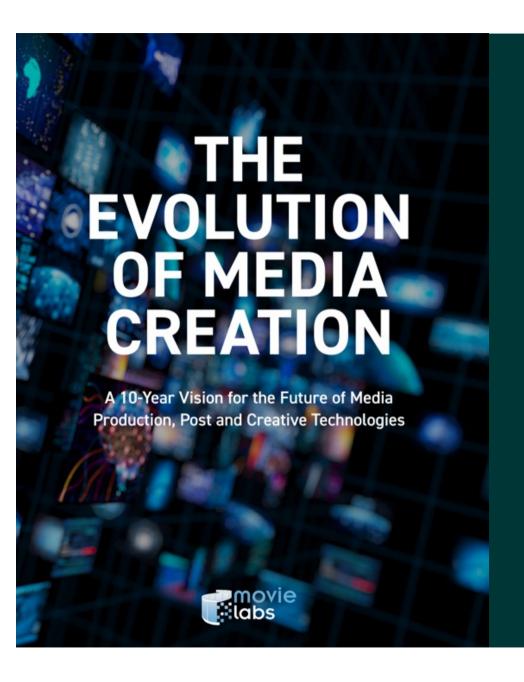
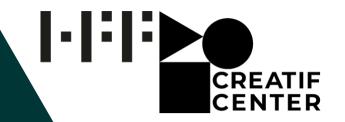


# HOCHSCHULE FÜR FERNSEHEN UND FILM MÜNCHEN

- Approx. 400 students
- 7 study programs
- 27+ professorships
- Approx. 80 employees in teaching and administration
- 120 films per year



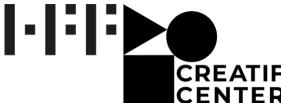




- Implications for research and teaching
- Relevance for Germany as a film location

→ Innovation management at HFF







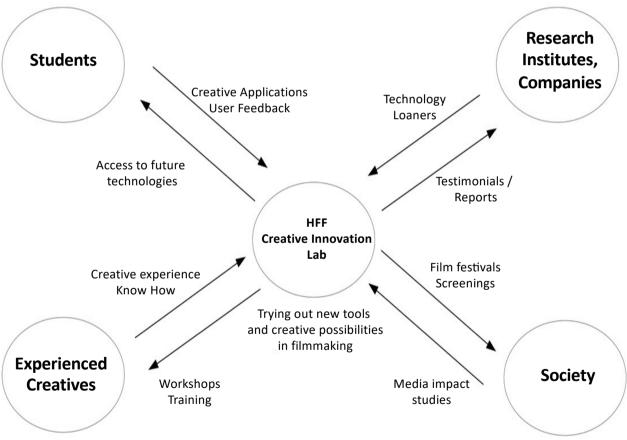


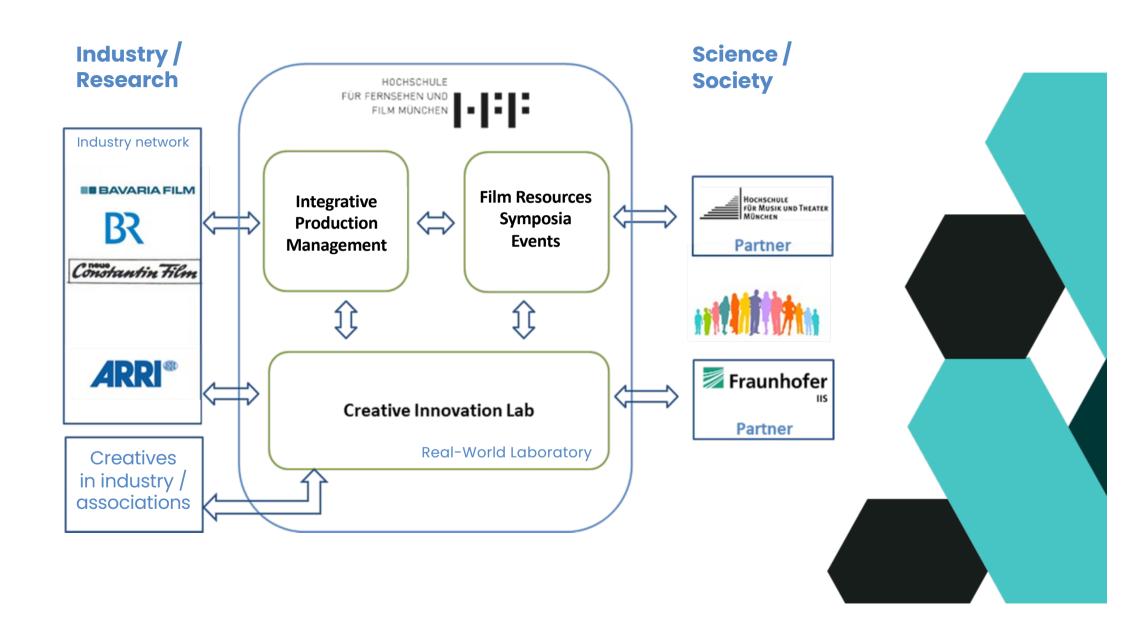


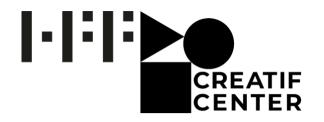
- Part of Innovative Hochschule program
- Funded until 2027
- Focus on transfer
- Funded by the federal and state governments
- Consists of three sub-projects













Hochschule für <u>Musik</u> und <u>Theater</u> München

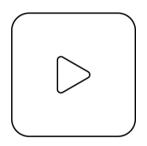


**COOPERATION PARTNERS** 









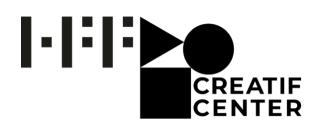
# **HFF | F**HFF'S FILM HERITAGE



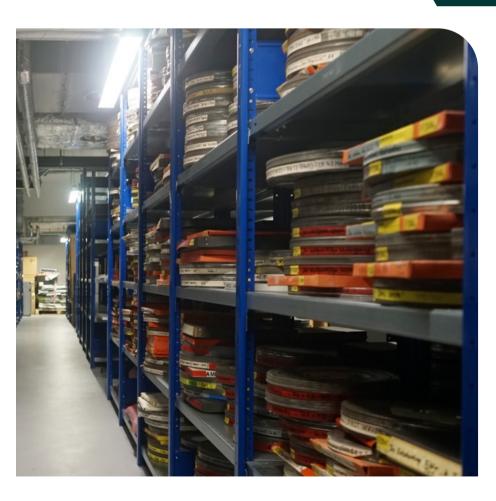




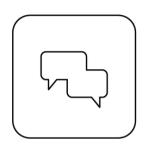




# HFF F



- Digitization of analog films in our inventory
- Development of a future-proof digital film archive
- Implementation of a CPP Standard
- Development of a media center of archived films



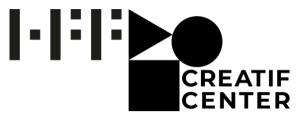
# IPM INTEGRATIVES PRODUKTIONSMANAGEMENT



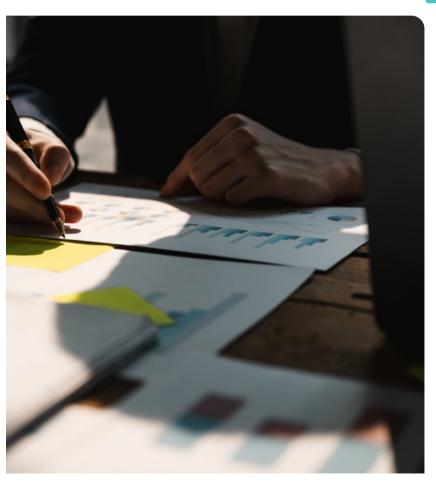




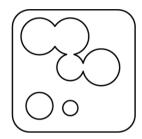




# **IPM**



- Adaption of workflows to new production conditions
- Virtual and cloud production
- Development of software and collab tools for film production



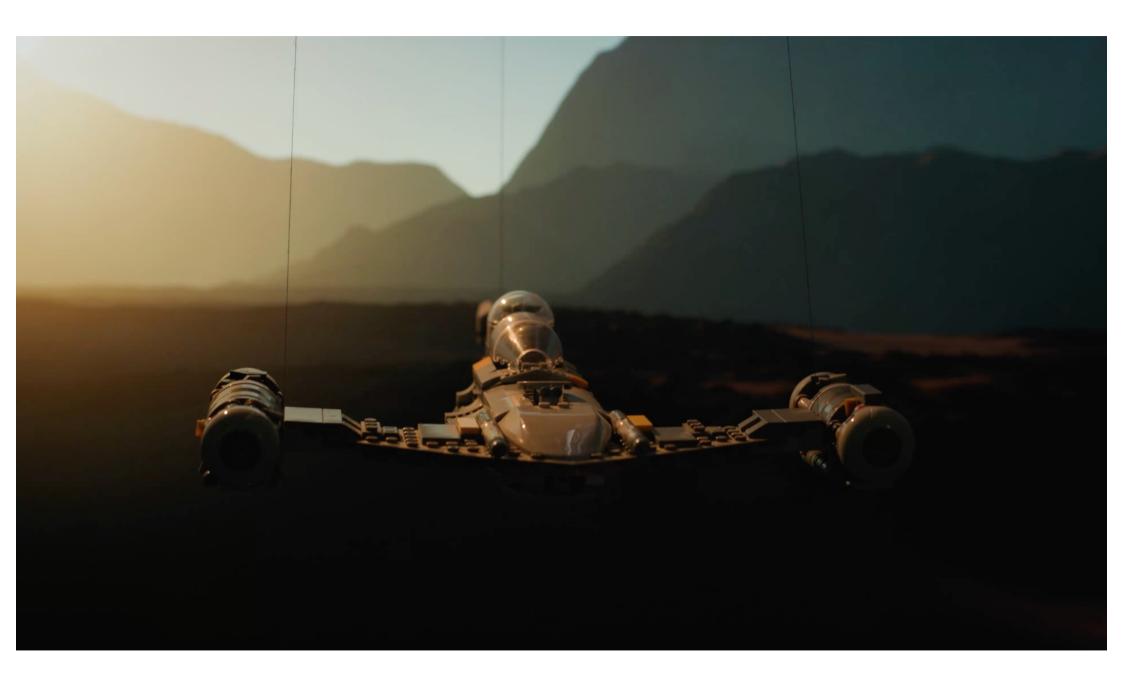
# **CIL**CREATIVE INNOVATION LAB













#### **CREATIVE INNOVATION LAB**



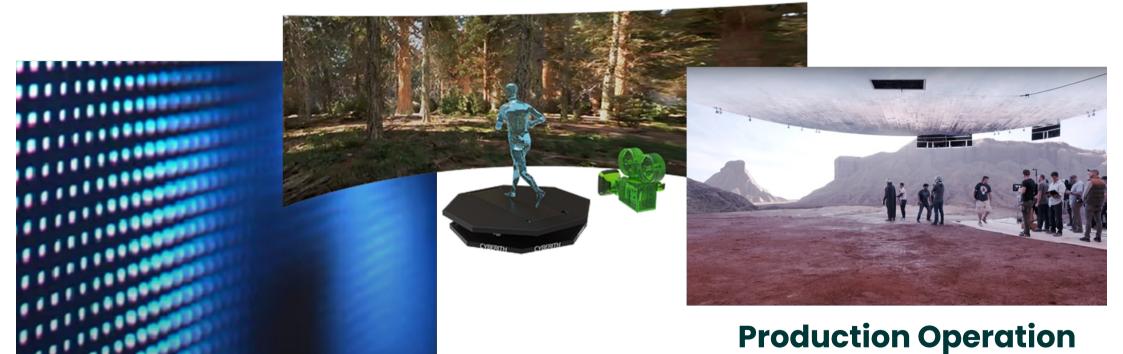
#### Laboratory for innovations in film technology

- Virtual Production (ICVFX)
- Al in production and post-production
- Volumetric recording and playback systems
- Transfer to film industry, teaching and research



### Research at CIL

#### **Scenic Research**



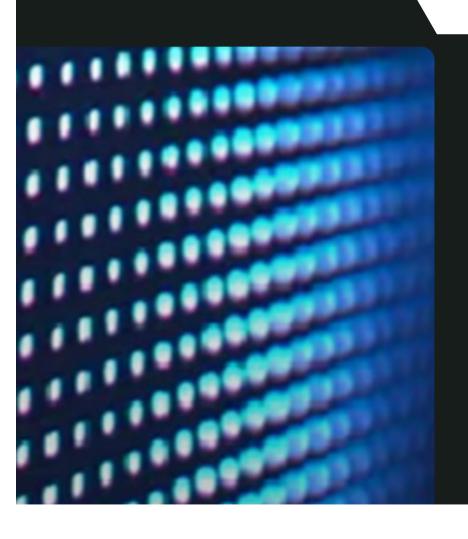
#### **Technical Research**

Ouellen

https://www.cyberith.com/vidmill-video-production-treadmill/? https://www.starwarsnewsnet.com/2020/02/new-behind-the-scenes-video-of-the-mandalorians-virtual-

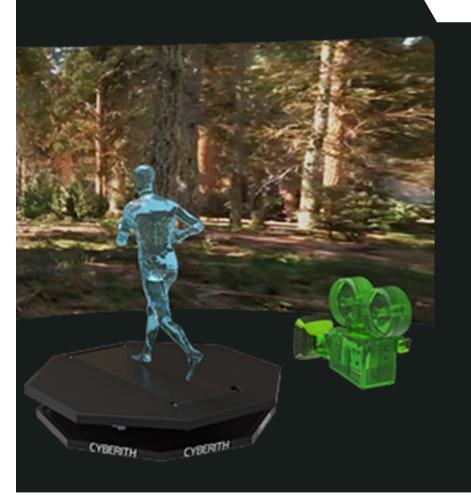


#### **TECHNICAL RESEARCH**



- Testing the limits of what is technically possible
- Technical knowledge base especially for HFF productions
- Guidelines, also for technically demanding setups (such as HFR)

#### SZENIC RESEARCH



#### Exploring new creative possibilities

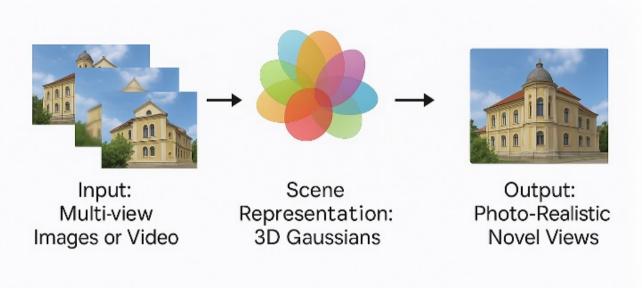
- Synchronization of movements with the LED background
- Transitions between the real and virtual world
- Photorealistic 3D-Reconstruction for Avatars and Environments
- → Creatively "pushing the boundaries"





#### 3D-Reconstruction

#### **Gaussian Splatting**



Originally proposed in 2023 by Kerbl et al. — "3D Gaussian Splatting for Real-Time Radiance Field Rendering"

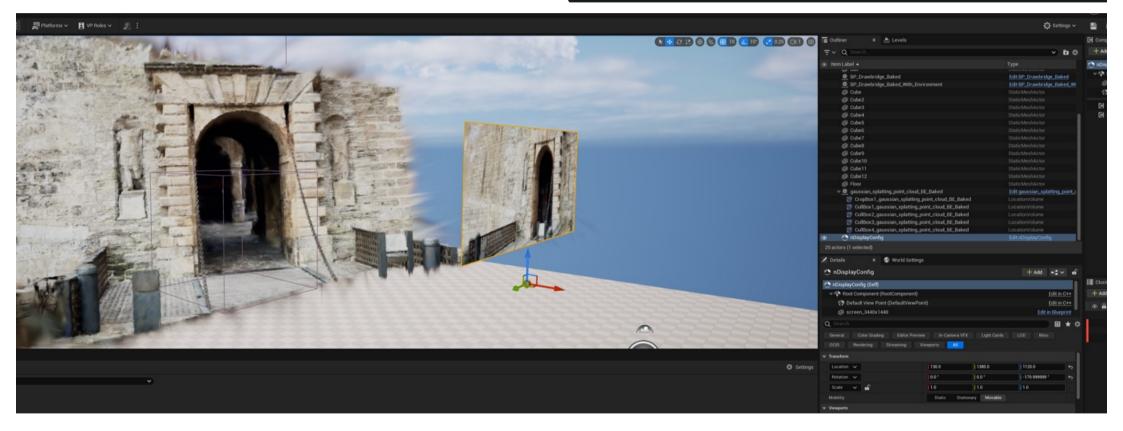






#### **3D-Reconstruction**

Timothy Gray – Fraunhofer IIS































































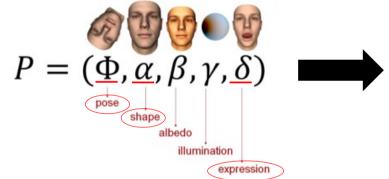


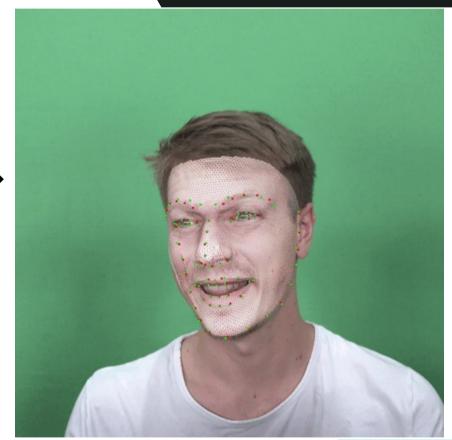












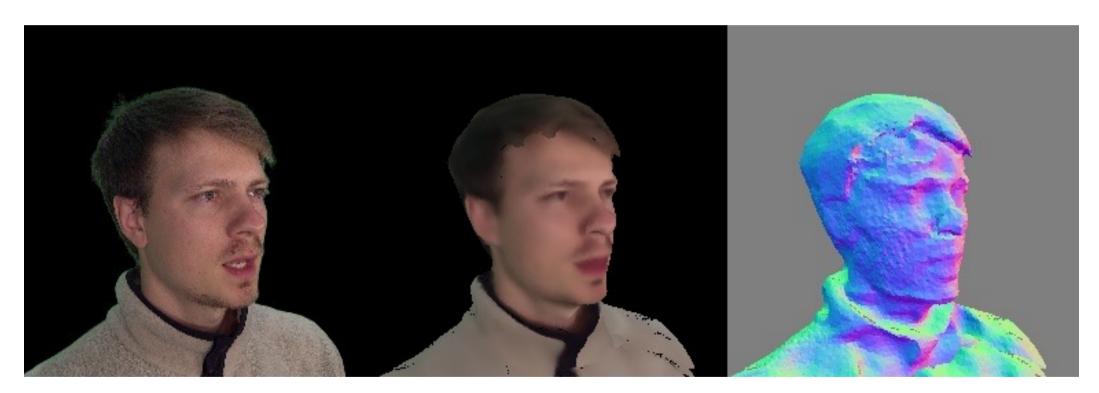










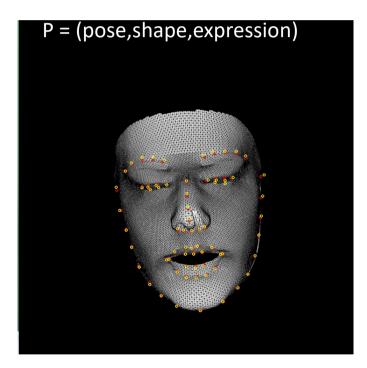








Nikolai Belevantsev – Fraunhofer IIS









**Original Capture** 





#### **Gaussian Reconstruction**

































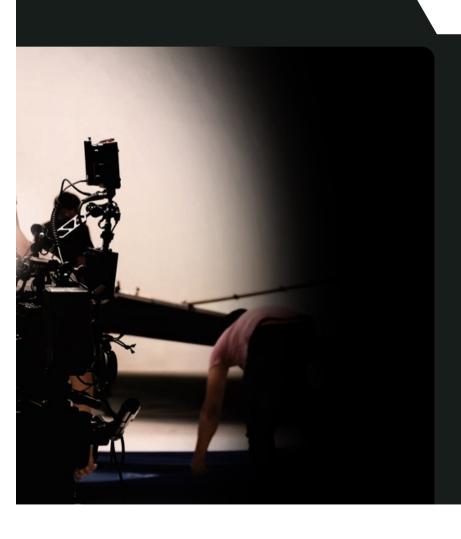


#### VIRTUAL PRODUCTION



- In Camera Visual Effects
- Real Time Rendering
- Color Management
- Digital Twins
- 3D World Generation (e.g. NeRF, Gaussian Splats)

#### VIRTUAL PRODUCTION



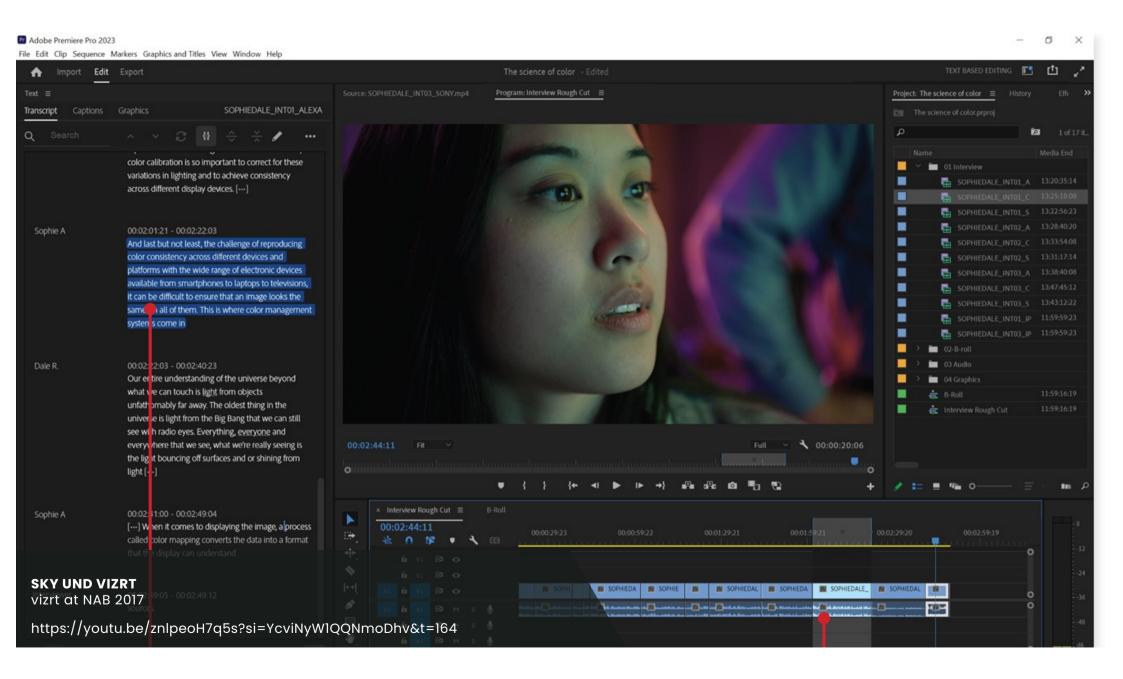
- In Camera Visual Effects
- Real Time Rendering
- Color Management
- Digital Twins
- 3D World Generation (e.g. NeRF)



#### KÜNSTLICHE INTELLIGENZ



- Im kreativen Prozess
- In der Postproduktion
- Ethische und rechtliche Implikationen



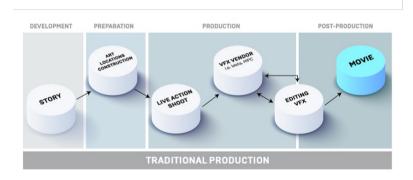
#### **VOLUMETRISCHES VIDEO**

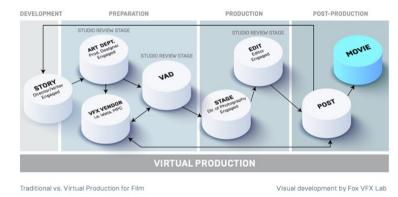


- Neue Medienformen
- Volumetrische
   Aufnahmeverfahren
- VolumetrischeWiedergabeverfahren
- Nutzerakzeptanz



## "FINAL PIXEL" WORKFLOWS





IDEA OR INTERACTIVE EXPERIENCES ANCILLARY ASSETS PRODUCTION FINAL DELIVERY VIRTUAL ART DEPARTMENT ASSET VIRTUAL POST-PRODUCTION VISUALIZATION UNREAL TECHVIS **ENGINE EDITORIAL** PRINCIPAL **PHOTOGRAPHY** GREEN Innovative 📑 LED WALL

Hochschule

Quellen

https://amt-lab.org/blog/2020/10/virtual-production-an-introduction-to-its-use-in-the-entertainment-industry https://dev.epicgames.com/community/learning/tutorials/xrJz/unreal-engine-techvis

#### **TRANSFER**



- Start-up advice
- Incubator
- Real-world laboratory