

VISIONS is an innovative professional virtual reality software devised to help authors build prototypes of 3D content and storyboards. It is aimed at those working in film, television, animation, publicity, theatre and events. Above all, it is intended to be easily used by people with modest design and computer skills. Its cutting-edge design allows anyone to use it with just few minutes worth of training.



Final Release
Q1 2002

VISIONS is designed to facilitate the creative process by allowing authors to conceptualise stories using images as well as words, adding dialogue, music and effects as needed. VISIONS users are provided with virtual characters (who can easily be adapted or dressed to look like the actors in the narrative), a collection of props and a library of background images (sets and landscapes).

The project uses recent advances in virtual reality to construct worlds and scenarios without any particular computer skills. The characters are "living" avatars that can move, show emotion and handle objects. Users can "light" the set in many ways to plan cinematography, and set up "shots" which have all the usual camera controls and moves. With the addition of dialogue, music and effects, the result is a full simulation of the final production.

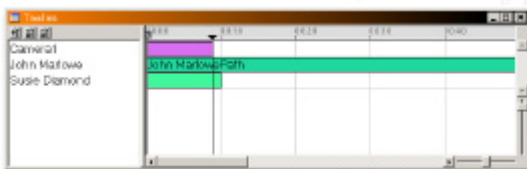
VISIONS will provide users with a very intuitive 3D interactive authoring system allowing for :

Creation - The creation, casting, dressing, direction and management of virtual actors, sets, dialogues, soundtracks, cameras, backgrounds, chosen and adapted from a model library (the 3D Living Model Collection) reflecting the specificity and diversity of everyday objects (cars, furniture, buildings, etc.) which will be provided with the final product.



Publishing and Communication - VISIONS enables users to output their work under different formats thus allowing cross-publishing: as a CD-ROM or DVD-ROM animation film for fund raising and marketing phase, as paper comments, scripts, storyboards and sketches for the production team as a 3D interactive story for publishing on the WEB.

Scenario Authoring - The intuitive authoring of scenarios that define the behaviour of characters, cameras, lights and objects over the time.



Extensibility - VISIONS is modular, thus enabling users to add specific plug-ins for particular needs such as special effects. It will be available modestly priced platforms, equipped with a low cost (<200 Euros) 3D graphic board.

Production Management - The management of the production parameters such as documentation, costs, availability, access rights, etc. through built-in features or interoperability facilities.

Compatibility - The seamless import of existing data such as text, pictures, sound and MIDI files, 3D objects, etc. to be integrated in the virtual story. The interoperability with external devices and software through SMPTE/MMC/MTC synchronization.



Get the latest information on the VISIONS software at www.visions4d.com



VISIONS

Virtual Studio for Digital Storytelling

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