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PROJECT

***Ins and Outs with Jay Glazer***

CLIENT

**Fox Sports Creative Services**

08/31/21

## Ins and Outs AR/XR Set Extension

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The Ins and Outs AR/XR set extension adds a whole new level of depth to the preexisting practical set by transforming the LED G Wall, into a high tech and slick player information delivery system. The LED wall will now give the illusion of a tunnel that extends hundreds of feet behind Jay Glazer as he goes into his delivery.

# Ins and Outs AR/VR Set Extension

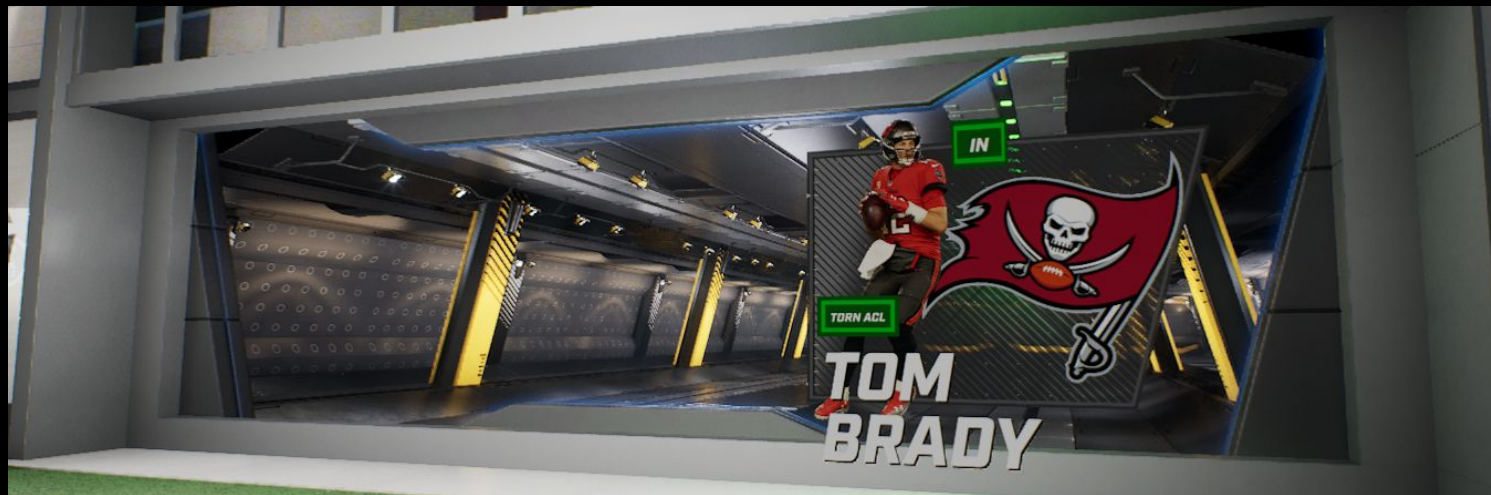
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## Tunnel Propulsion rail system



## Ins and Outs AR/XR Set Extension

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The tunnel is a content delivery system that propels information containing packages forward from the depths of the tunnel, the information is contained in what is called the **Tableau**. The Tableau is comprised of a player name, photo, team logo, and most importantly the status of the players eligibility to play. In, Out, Doubtful, or a custom status will boldly display at the top of the tableau. This new AR/XR Tableau System breaks through the flat LED wall into the foreground alongside Jay, giving the camera operator the ability to compose a much more dynamic and interesting frame.

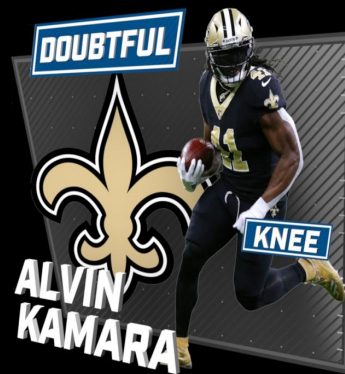
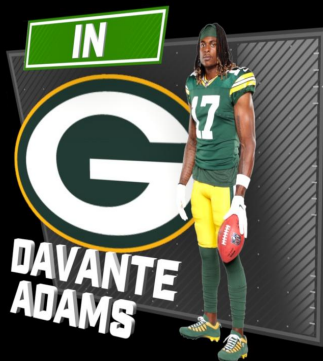
## Ins and Outs AR/XR Tunnel Opening Transition

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# Ins and Outs AR/XR - Player Tableau Layout

(Layouts originate from C4D)



## Ins and Outs AR/XR - Player Tableau Layout

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(Left and Right side templates)



The Tableau design was intended to complement the current design package while also delivering a new design aesthetic. The Back panel creates an interesting framing device the coincides with the opening tunnel angels.

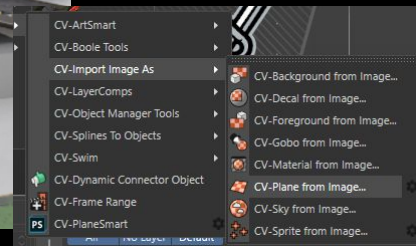
## Ins and Outs AR/XR - Player Tableaus

### Player Tableaus (After Effects Mock Up)



The After Effects Player Tableaus template can be used to make adjustments to layouts and batch render elements.

Elements rendered out of AE can then be brought into C4D via the Cineversity extension **CV-Plane from image**, and additional custom layouts can be built.





# Ins and Outs AR/XR Set Extension

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## Tunnel Propulsion Rail System



## Projection Puck



The theory of the mechanics behind the system is an electromagnetic propulsion system that carries the tableaus forward along an emissive track that glows in the color that matches the status of the player. To move the tableaus forward, a mechanical arm propels them along the track, on the mechanical arm sits a projection puck. Once the arm and puck reach the end of the tunnel the Tableau is projected forward and the player Tableau transitions on screen to reveal the tableau contents which consists of the player image, logo, name, injury, and game status.

## Ins and Outs AR/XR - Player Tableaus

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### Player Tableaus (C4D Mockup)



## Ins and Outs AR/XR - Player Tableaus

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### Player Tableaus (C4D Mockup)



## Ins and Outs AR/XR - Player Tableaus

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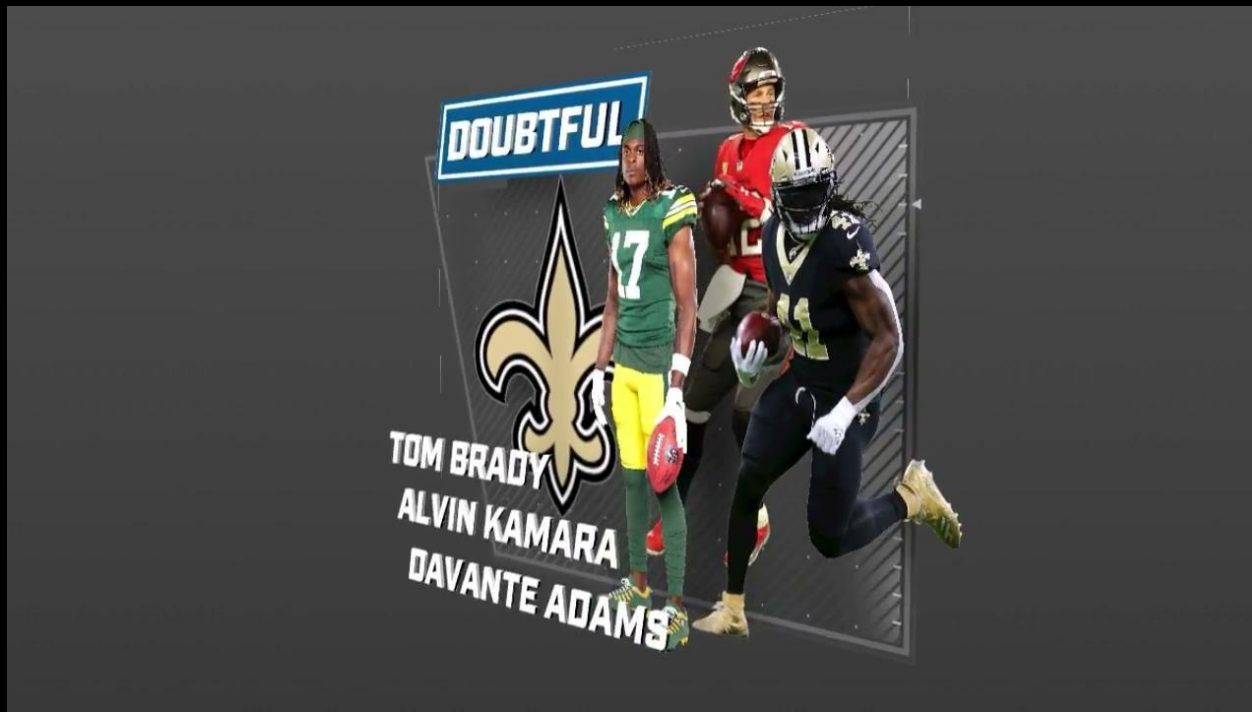
### Player Tableaus (C4D Mockup)



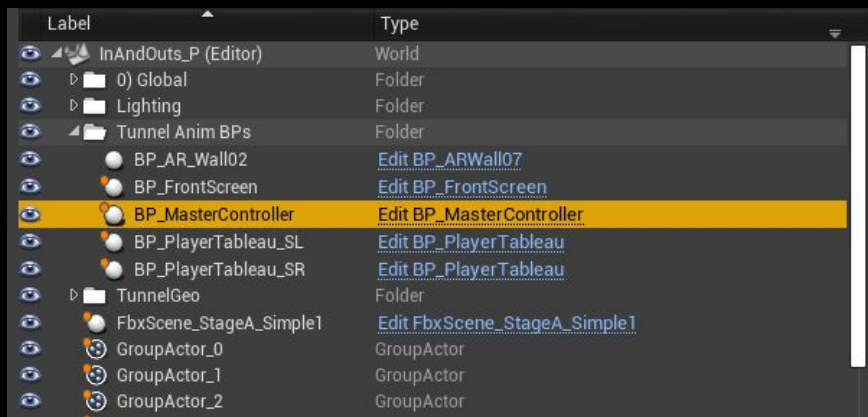
## Ins and Outs AR/XR - Player Tableaus

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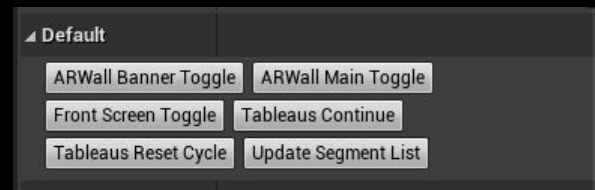
### Potential 3 Player Tableau Layout (C4D Mockup)



# Ins and Outs AR/XR - Blueprint Master Controls



## Blueprint functions



1. **ARWall Banner toggle (Off/On For top AR Wall Screen)**
2. **Front Screen Toggle (On/Off For main tunnel Screen)**
3. **Tableau Reset Cycle (Starts Tableau que over from the top)**
4. **ARWall Main Toggle (AR Main 16x9 Screen On/Off)**
5. **Tableaus Continue (A progressive Button to cycle Through PT Que)**
6. **Update Segment List (Pull Trio Data and Update Player Tableaus)**

## Ins and Outs AR/XR - Blueprint Master Controls

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An additional element of the set extension is the AR video wall. The video wall consists of a dual screen layout, encased in a frame that's complementary to the design of the tunnel. When video content is needed to showcase or describe the situation, the roving camera can frame up on the video wall. The bottom screen will be used for full 16x9 video content, while the top may display Sponsor branding or the segment logo.

## Ins and Outs AR/XR - AR Video Wall

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### AR Video Wall - Screen Transition Effects





## Deliverables and Caveats

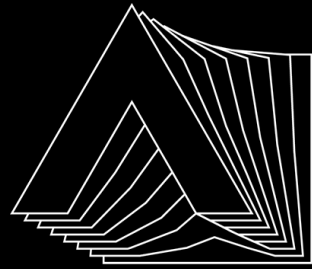
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All Assets created and developed will be delivered:

- Unreal 4.25 Level design and programming Logic
- After Effects project files
- C4D project files
- Any additional exported geometry and textures generated

### Design Caveats

- Due to the limitations of the current version used for this project (4.25) only 2d text via the UMG menu system was a viable option to draw text on screen inside of Unreal. 3D text will not nest inside of blueprints
- Visual discrepancies exist between intended design and what appears in the final UE level due to scope limitations. Dynamic, or auto formatting text, and text box framing devices, require further back end programming via blueprints and the UMG system.



THANK YOU