

PERSISTANT STUDIOS – POPCORNFX

ANOTHER GREAT COLLABORATION WITH VICON FOR VR DEMO AT SIGGRAPH 2017 “USING NEW VFX MOTION CAPTURE SOFTWARE SHŌGUN, POPCORNFX & UNREAL ENGINE”

Paris, France, (September the 5th, 2017) - Persistant Studios, market leader in realtime VFX with its middleware solution [PopcornFX](#), is proud to present another great collaboration with [VICON](#), the most important motion capture technology specialist for entertainment, engineering, and life sciences industries.



About collaboration between Persistant Studios & Vicon for VR demo, using Shōgun, PopcornFX & Unreal Engine, Presented live on set at Siggraph showfloor (August 2017, Los Angeles / USA)

Created in 2005, [PopcornFX](#) is the realtime particle effects solution for games, films, AR/VR/MR (meeting great success such as Playstation VR Worlds or Arte “Notes on Blindness” experience).

PopcornFX is the leading FX editor, multi-platform & cross-engine and currently in use in a wide variety of game productions (from Indies to AAA), targeted platforms (PC, consoles and mobile), and engines (Unity, Unreal and in-house) but also employed on-set previsualization and full performance motion capture for Realtime FX productions.

To meet the growing demands of game, film & VR productions, Persistant Studios is working on PopcornFX V.2 designed and based on industry customers feedbacks, capitalizes also on years of research and development. PopcornFX V.2 will be much more adapted to movie industry users and artists.

Besides, Persistant Studios provides VFX consulting, postproduction, training and masterclasses to help your team boost creativity & improve performances using PopcornFX on any type of production & pipelines but, also outsourcing and support services with its internal team and VFX artists.

Launched at FMX 2017, [Shōgun](#), the new VFX motion capture software from Vicon, offers the entertainment industry a new level of efficiency and quality, to reach game, film and VR production increasing needs. With live calibration and high fidelity real-time data, Shōgun provides users with intelligent real-time system monitoring. To this effect, it helps customers accelerate their productions and increase the efficiency of their post- production pipelines.

This way, Persistant Studios and Vicon technology development aims are cross-related, offering their customers the best out of full motion capture sessions using Shōgun for full performance motion capture & empowering it while shooting on set, in adding realtime FX with PopcornFX middleware! A first-class production pipeline to have a highly successful previsualization and full performance capture sessions, gaining much time on production and saving budget!



Live VR Demo, using Shōgun, PopcornFX & Unreal Engine - presented live on set at Siggraph 2017 by Vicon & Persistent studios.

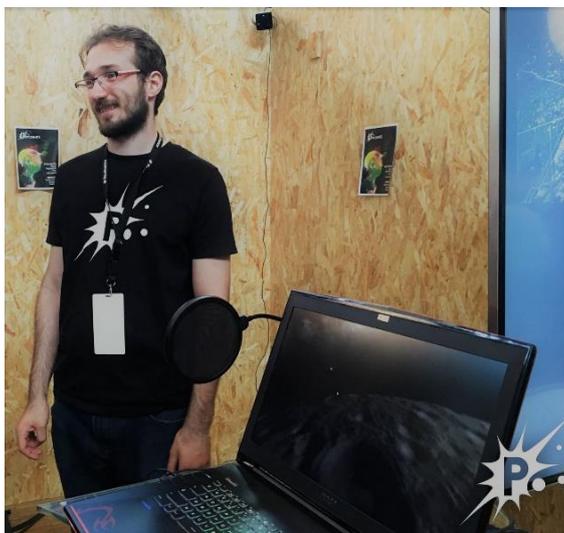
Previous FMX live demo that Persistent Studios and Vicon did together being a real success, add to the fact that, they had an important presence at Siggraph conference this year, they decided to showcase their technology together live on set again. A great opportunity to highlight PopcornFX' performance and Shōgun's features, making demos even more powerful and attractive! So, Persistent Studios used PopcornFX within Unreal Engine, so as to produce and deliver tailored & customizable special effects for this immersive VR demo, including full body tracking of people fighting with swords.

Jonathan Loosveld, Technical Artist in PopcornFX' team, talks about this collaboration:

"We had the opportunity to collaborate with Vicon during FMX 2017, it was a lot of fun for both team, offering a brand new experience to the industry and everything worked perfectly. PopcornFX's Realtime effects integrated to the Vicon's pipeline, were very valuable to Shōgun live demo. Regarding those results, we decided to reiterate our partnership for Siggraph conference.

This time, my biggest challenge was to make a clean ribbon, indeed, in motion capture, nothing is predefined, you cannot anticipate each move tracking character will make, so it's hard to avoid any torsion or twisting, and that can make the special effect uncomfortable to watch.

Therefore, I've made many tests and then decided to male multiple ribbons, while keeping an eye on the number of particles created and played with opacity, so as to avoid any visual overload.



Jonathan Loosveld, Technical Artist, PopcornFX' team

As a technical artist, VFX consists, for me, in making the impossible possible and render an animation or a sequence the most spectacular possible. That's what PopcornFX allows me to do!

This tool has got lots of features allowing me to go beyond existing engines capabilities, and it is also perfect to optimize the effects I want to make.

So I was really excited again to be involved in this live demo with Vicon and collaborate with them!"

Review Persistent Studios & Vicon VR DEMO Siggraph, August 2017, Los Angeles / USA here:

VR DEMO VIDEO 1 = <http://bit.ly/2er0Bbv>

VR DEMO VIDEO 2 = <http://bit.ly/2vRDvCo>

VR DEMO VIDEO 3 = <http://bit.ly/2wGScvA>



Vicon set, Siggraph showfloor, August 2017, Los Angeles / USA. Warren Lester, Product Manager, Vicon (first on the left) / Maxime Dumas, CTO, Persistent Studios / Jeffrey Ovadya, US Sales Director, Vicon / Marine Lelièvre, VP Strategy & Marketing, Persistent Studios / Juan Nader, VFX Applications Engineer, Vicon / Camille Mirey, CEO, Persistent Studios / Abdel Kader Wawi, Technical Artist, Persistent Studios / Alyna Luciano, Sales, Vicon / (first on the left behind) Tim Doubleday, Entertainment Product Manager, Vicon / Owen Dennis, VFX Applications Engineer, Vicon / Jason Gabelsberg, Sales, Vicon.

About Persistent Studios:

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Persistent Studios / PopcornFX media contact

Marine Lelièvre, VP Strategy & Marketing - pr@persistent.com +33 9 51 51 42 11

Feel free to Visit us: www.popcornfx.com & on all social network!