



TARGET3D

WHAT WE DO



Target3D is the home of motion capture and host central London's affordable mocap studio. With our large capture volume and state-of-the-art 42 camera optical system, our service ranges from affordable half-day shoots and single shot biomechanical tracking to long term bookings and full performance capture for film and gaming.

Our Zone One studio has a trackable volume of 9m x 4.5m (max 2.75m height) allowing capture of up to five performers including full body, finger and facial expression capture. We use HD witness cams, floating or on-body reference microphones and top-of-the-line DynamiXyz headsets to give absolute realism to your 3D characters.

For location-based shoots, we rig our system at the global location of your choice, tailoring the set up to your requirements.

Target3D is a trusted production partner for the full end-to-end service, advising on character creation, handling rigging and pre-vis, through to post-animation. With our experienced producers and extended network of VFX and animation professionals, we rise to any technical or artistic challenge.

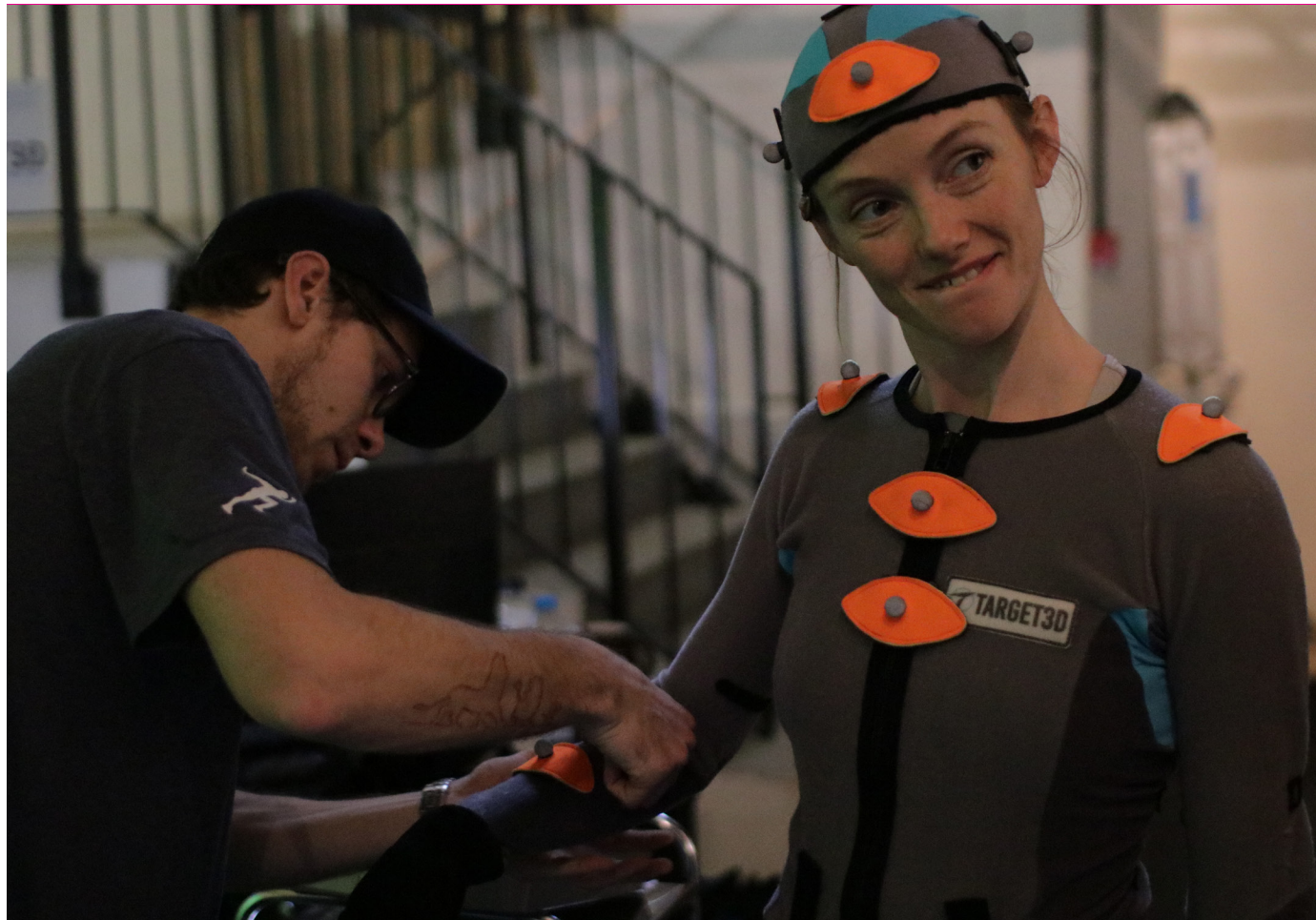


DANCE

Working with world famous choreographers from all disciplines, Target3D is experienced in capturing motion for music videos, extended reality and digitised performances.

Our large capacity volume makes the system ideal for choreography of all kinds, with our OptiTrack setup easily tracking multiple bodies to faithfully capture the nuance and excitement of your dance piece.

Our team can cast, choreograph and capture your dance performance, ready to retarget onto any number of different characters.



A woman with braids is shown in a red-tinted, semi-transparent VR environment. She is looking forward, and her face is partially obscured by the digital overlay. The background shows a blurred, red-tinted version of her own face and body, suggesting a virtual space or a digital avatar.

GAMES & XR

Our DynamiXyz headsets and finger tracking capabilities make Target3D the perfect fit for bringing life to your characters in gaming and VR.

Whether your avatars are fighting it out or talking through their next adventure, our on-body microphones filter out background noise to capture ideal reference audio for ADR.

We can deliver your retargeted data into multiple real-time engines, at the frame rate of your choice. Our animators blend and loop together different sequences to create hours of content in a seamless experience.



BIOMECHANICS

A grayscale photograph of a person with white hair sitting in a wheelchair, viewed from behind. They are wearing a black head-mounted display or sensor and a black vest with several circular sensors. They are holding a basketball with both hands. The setting is an indoor basketball court with a basketball hoop and backboard visible in the background. Two tripods with cameras are positioned to the left of the person. The floor has basketball court markings. The background wall has several vents and a large window with curtains. The overall scene is a biomechanical study setup.

With sub-millimetre accuracy, our optical system is ideal for capturing minute movements for biomechanical and technical projects.

We're experienced in finding solutions to the most complex of technical problems, dealing with extreme temperatures, electromagnetic feedback, high velocity object tracking and tight spaces.

VIRTUAL PRODUCTION



Embracing the move to find new ways to use emerging technology on set, Target3D is equipped with a virtual production system which allows us to jump straight from mocap to final pixel rendering.

Our team of skilled Unity and Unreal developers can import your environment and characters to offer camera tracking, tech-vis and real-time interaction on set, an amazing toolkit both for pre-vis and to speed up traditional filmmaking.

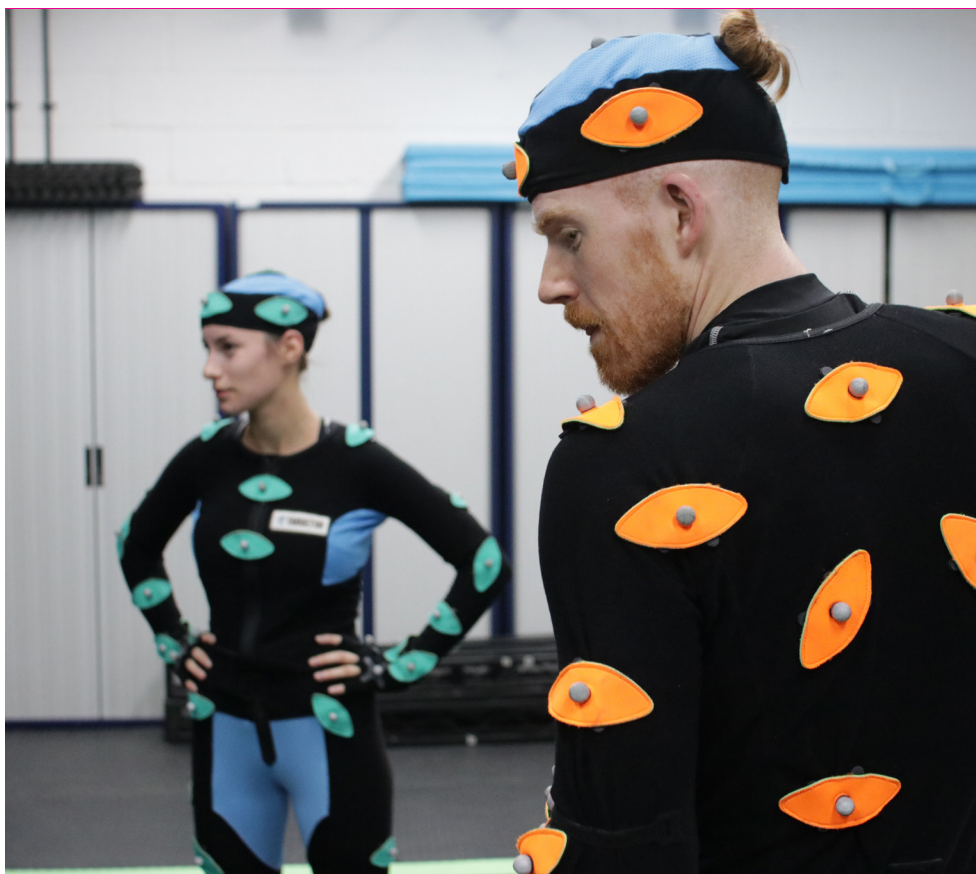
- » Camera tracking
- » Real-time compositing
- » Projection & video wall interactions
- » Location scouting



WITH YOU...

Though we can jump in at any stage in your creative process, we love to have the chance to be involved as early as possible. Looking through your storyboard, we advise on the best possible processes and workflows to keep you on schedule and within budget.

Working with our extended network of 3D artists and creatives, we can help to design, create and rig your 3D avatar. Sharing test data before our shoot allows our team to trouble shoot any issues and find the best possible workflow for integrating your data on delivery.



...EVERY STEP

On set, we work with a small team, running through your approved shotlist to ensure we capture everything you need.

Our large capture volume allows us to shoot multiple performers at once. We tailor our system to fit your requirements on the day, utilising our 42 camera optical system alongside advanced facial rigs, motion capture gloves and on-body microphones, offering a full performance capture service as necessary.

At the end of the shoot, we host a review for the day's footage, selecting "hero" and "safety" takes to ensure all bases are covered.

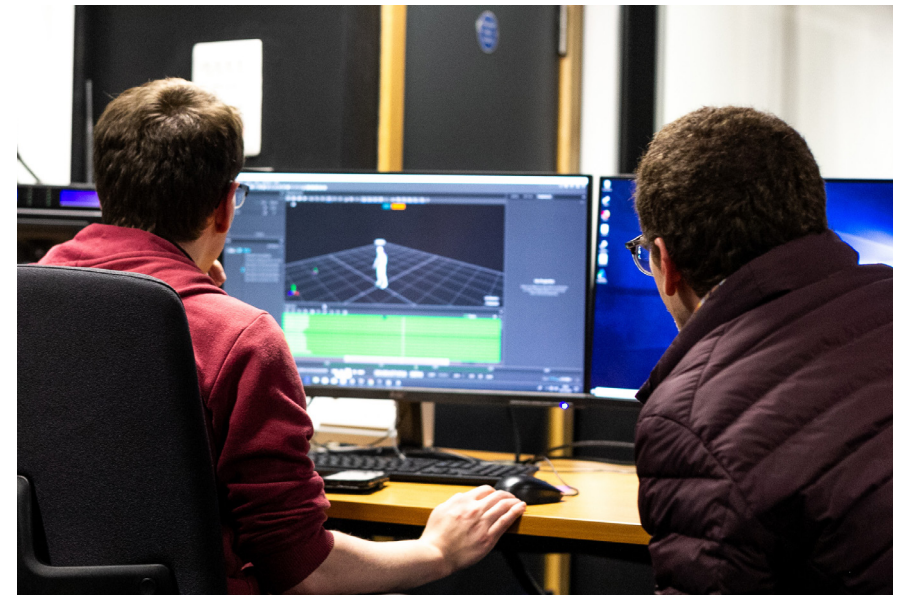




OF THE WAY

After the shoot, our team backs up your data to our encrypted cloud-based network, then begins the job of processing your hero shots. Based on your requirements, we can supply you with raw, unprocessed data, cleaned files or completely retargeted, post-animated animation ready to deliver in any format you require.

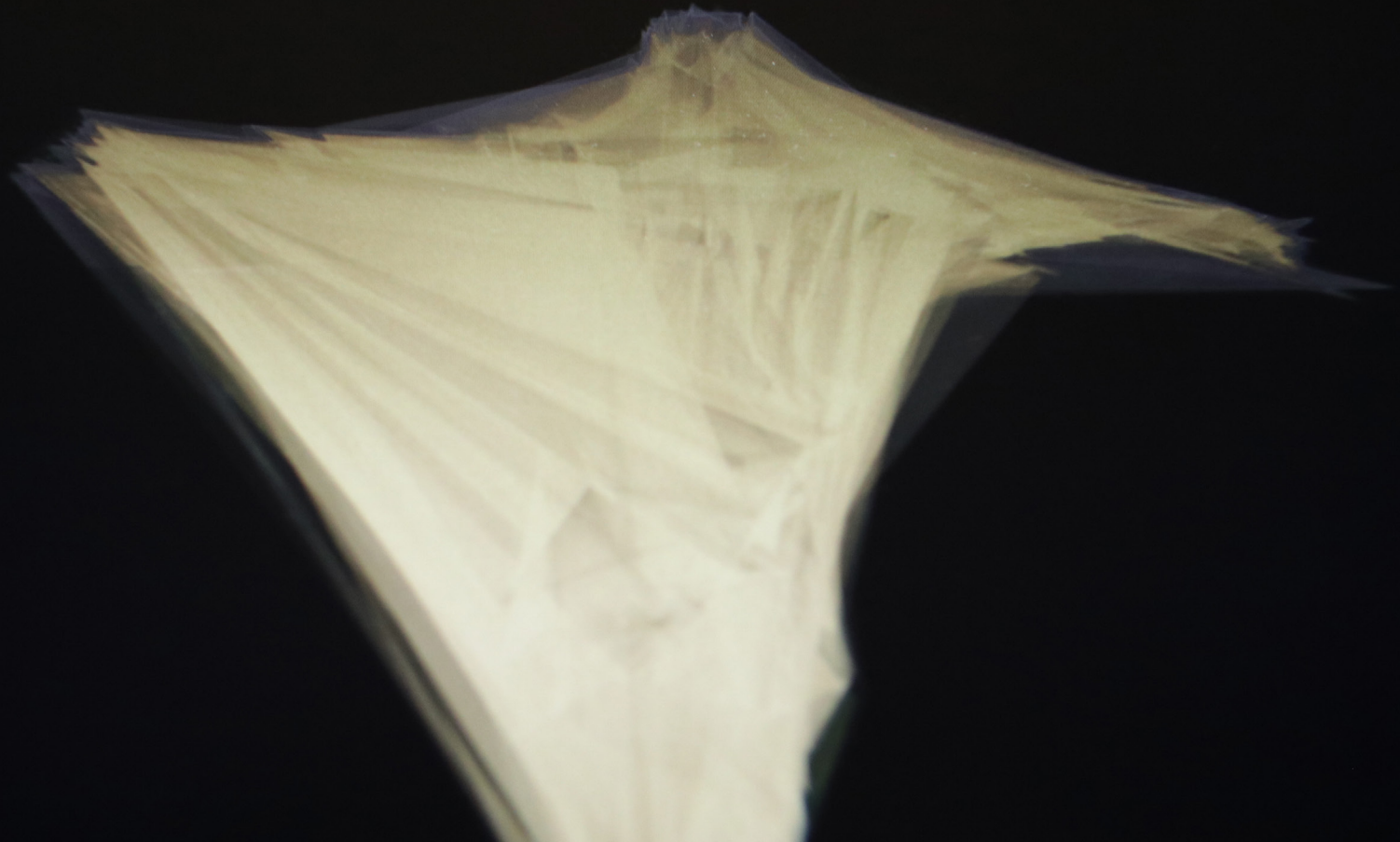
Using our online review platform, we action your feedback and then deliver your files, staying on available for those questions and pick ups as they arise. All your data is saved securely for up to a year, allowing us to process further files ad hoc as your project's scope changes.



TALENT POOL

We operate our own in-house talent database, representing the best of the best within the motion capture field.

Our performers are skilled in a variety of different disciplines, from stage combat to ballet and naturalistic theatre. Whatever your brief, we'll recommend the right performer for the job from our roster of talented dancers, actors and athletes.



CENTRAL LONDON

 **TARGET3D**

MOTION CAPTURE

Our Hoxton location makes us a convenient choice, whilst our team are on hand to rig up our system at your chosen location if you prefer.

We pride ourselves on being nimble and adaptable, able to fit into your production with as little hassle as possible and can sometimes help with last minute availability.

With past shoots on XR stages, at basketball courts and in west end theatres, we can capture what you need, where and when you need it.

SAFE SHOOTING



COVID SAFETY COMPLIANT PRODUCTION

We are members of the APA and manage our productions in accordance with the APA Covid Shooting Guidelines to ensure compliance with the law and the minimisation of Covid risks to all attending our shoots.

As members of the APA, our team have been trained in safe shooting practices to make sure our sets are as Covid secure as possible. Operating with a skeleton staff on shoot days, we can facilitate socially distanced shoots within the guidelines.

In response to the Covid crisis, Target3D has developed 'Romocap', a remote video conferencing service which allows directors to dial into a shoot and see both what's happening on set, and the captured data. Far reaching beyond 2021, Romocap is an ideal tool for global productions in need of forward thinking solutions.



Proud to feature project images from

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