

# Digital Production / Virtual Production Resource Follow Up

I wanted to take a moment to thank folks for coming to the digital production event at [MobileMotionMocap.com](https://www.mobilemotionmocap.com). If you had a chance to attend the event, I hope you found it an informative workshop that gave you a solid understanding of how to put living characters in virtual environments and showed you that it was possible to put motion captured characters into your scenes along with them. As we discussed, you can export the video you create to standard 4K or HD files which can be turned into distribution-ready files with minimal editing.

If you didn't get a chance to attend the event, I hope you do get to attend some of the workshops I'll be running in the future. You can see examples that show some of what we covered here.

- Example of a talk show with a [living actors and a motion captured character appearing together](#) in the same scene.
- Example of a [motion captured actor driving a dancing robot](#) in a virtual environment.

The backgrounds we used were created in the Unreal Engine which is free to install and use. You can find it here: <https://www.unrealengine.com/en-US/download>

It runs best on Mac and Windows machines that have the latest operating system so you may find you have to upgrade your machine in order to get it installed. If you have a teen in your house with a Windows gaming workstation you'll find the Unreal Engine installs on that easily. You can find [videos that show you how to install the unreal engine](#) as well.

I mentioned that it was possible to purchase thousands of digital environments and characters. Here are some links to look at.

- Unreal Engine has a [Marketplace](#) that sells models of all kinds.
- Daz3D also has [Purchasable/Customizable Environments and Characters](#)

And you can search Google for Buy Unreal Engine Environments to find more. Note that each company buy from will have their own license agreement. The licensing agreement in the Unreal Marketplace and Daz let you create animations and videos with their work which you can sell without a royalty fee.

You can also [hire people to create environments for you](#) and it costs far less than having someone build a set for you in the real world.

Multiple people emailed me for pricing so I'll review it here. Irfan mentioned that digital production on the stage is around \$5K a day for virtual production (i.e. live actors working on virtual set), \$5K a day for motion capture (capturing the motion of an actor and using him to animate a 3D character on a virtual set). Doing both in one scene in real time on one day is \$10K. All days are 12 Hours. Those costs are only for actual production. If you want to hire people to teach you how to build and edit your models, build or edit models for you, or work with you to budget and schedule your film or tv series or sizzle reel, it's just an hourly fee based on how much and what kind of support you need.

I will be running some more workshops where you can sign up to learn some of these skill in the next month or so, and I'll be running some additional workshops that cover motion capture and special fx techniques as well.

One of the upsides of my coming on board to work with Mobile Motion Mocap as an executive producer is that I can do events that help all of us master 21st century tools that make film & tv production significantly easier, faster, and less expensive. I like to think that will help all of us do more of our best work in the years to come.

If you want to arrange a tour, or demo, of the facility to show your production partners, investors, or clients email me at [nancy.fulton@yahoo.com](mailto:nancy.fulton@yahoo.com) or Irfan at [merchantibc@gmail.com](mailto:merchantibc@gmail.com).

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