



# THE BIGGEST VIRTUAL PRODUCTION SHOW



GARDEN STUDIOS, LONDON  
22ND FEBRUARY 2023 6PM TO 9PM GMT



# WELCOME MESSAGE

Welcome to probably the Biggest Virtual Production Showcase ever! The event promises to inspire and stimulate the senses across a series of dramatic performances never seen before.

We proudly host a collection of some of the greatest creative and technical talents within the industry whose combined forces bring to life the gift of artistic opportunities within virtual production - for our sole entertainment.

We will later unveil some of the practical considerations often unknown within virtual production and share critical insights to help empower you on-set.

## **Christina Nowak**

UK Board Member of SMPTE

[www.linkedin.com/in/ctinanowak](http://www.linkedin.com/in/ctinanowak)

# THANK YOU TO OUR WONDERFUL PANEL



**Ace Ruele**  
Founding Director,  
Creature Bionics

Ace Ruele is a creative and entrepreneur within the acting and animation industry. Starting out as an actor, playing creatures and fantasy characters for AAA film and video game productions, he transitioned from solely being a performer to providing character development services through his company Creature Bionics. Creature Bionics is a character production company that provides services for creature and fantasy character performance. The company has provided services for Marvel, Sony, BBC, Amazon Studios, Clgames and Hazimation.



**Mark Pillborough-Skinner**  
Virtual Production  
Supervisor, Garden Studios

Mark is currently the Virtual Production Supervisor at Garden Studios, where he leads all virtual production and heads up a team of talented VFX artists and technicians. Mark joined Garden Studios at its inception to help build and run the UK's first permanent virtual production stage - bringing the expertise and experience gained in his previous roles, where he worked on innovative VR, XR and VP projects in the live events, arts and music spaces. Mark is passionate about experimentation with new production technologies and is an enthusiastic evangelist for the possibilities of virtual production in the film and TV space. He holds a BSc in Games Programming from London's SAE Institute.



**Michael McKenna** CEO,  
Final Pixel

As CEO and co-founder of Final Pixel, Michael holds the vision of how Virtual Production will revolutionise filmmaking. On productions he often leads as Director of Virtual Production, overseeing the VAD and OSVP for Film, TV and Advertising clients. He is a leader, an innovator and a disruptor, operating at a unique intersection in technology, creativity and business to produce world class content.



**Matt Cowles**  
Field Project  
Co-ordinator, ETC

Matt Cowles graduated with a degree in Media Production, specializing in Television Lighting and currently works for US based lighting manufacturer ETC, bringing with him 20 years of experience from working in the events industry, becoming a product expert in the field, having worked with numerous reputable brands in this time.



**Connor Ling**  
Virtual Production Lead,  
Framestore

After working in motion capture and virtual production for over 10 years working on projects such as 'Ready Player One', 'Maleficent', 'Barbie' & '1899'. Connor is now leading Framestore's virtual production efforts in the FPS (Framestore Pre Production Services) department. Framestore's Virtual Production toolset 'FARSight' is continuing to push what's possible within the space and is currently having an exciting redevelopment, to provide one of the best and streamlined workflows possible across the production pipeline.



**Sam Munro**  
Virtual Production Product  
Specialist, Epic Games

Sam began his career at DNEG London aiding in developing virtual production and immersive workflows for feature films, working on titles such as Dune and The Matrix Resurrection. He has since moved onto Epic Games to join their London Lab team to join the effort in helping equip folk in the industry wishing to embark on virtual production with the skills and knowledge needed to deliver the best images possible to an audience.

# THANK YOU TO OUR WONDERFUL PANEL



**Dan Munslow**  
Executive Producer, Target3D

Target3D has a long history of bringing motion capture and hidden tracking to location based installation creators including "A Drop In The Ocean" at Tribeca and both "Somnai" and "War of the Worlds" in London.

Dan's recent works include:

- Leading the team testing and demystifying virtual production/NICFX workflows at Target3D's Virtual Production Test Stage.
- Working with Nick Knights's Showstudio producing motion capture shoots for Bjork and Lady Gaga.
- Producing Royal Shakespeare Company's Audience of the Future motion captured theatrical production "Dream".
- Producing Philharmonia's Virtual Reality Immersive experience the "VR Sound Stage".
- Bringing the Mixed Reality elements to Jaguar's first ever car launch in VR with the I-Pace, well before virtual production tools were readily available.



**James Uren**  
Technical Director,  
Mo-Sys

James Uren is the Technical Director at Mo-Sys Engineering and on-set Virtual Production Supervisor. Mo-Sys design and build robotics, tracking systems and software for film and television that enable visual effects and virtual production. Credits include The Curious Case of Benjamin Button, The Social Network, Life of Pi, The Shape of Water and Aquaman, and serial television credits include Stranger Things, House of Cards, Sherlock, Orange is the New Black among many more. In broadcast Mo-Sys have supported the likes of the BBC, ESPN, FOX, Sky and The Weather Channel.



**Cesar Caceres**  
Product Lead,  
Brompton

Having worked at Brompton between 2017 and 2019 as Product Specialist, followed by senior technical roles at disguise and Votion Studios (Hong Kong), Cesar is an expert when it comes to knowing how to use technology to create and deliver spectacular visual, virtual, and live experiences. He has an incredibly strong background in the industry and in his new role as Product Lead he is guiding the way with new and existing products, liaising with Brompton's key customers across the globe and building deeper connections with them.



Anna Valley

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[virtual.production@annavalley.co.uk](mailto:virtual.production@annavalley.co.uk)

# THANK YOU TO THE PERFORMERS



## **SHOWMAN**

Yaw Kyeremateng

## **ACTORS**

Tamarra Graham  
Mandisa Baleni  
Tanaka Mpfu  
Eve Cowley

## **CHOREOGRAPHER**

Lysa-Marie Asiedu-Yeboa

## **DANCERS**

Lysa-Marie Asiedu-Yeboa  
Geovanna Lewin-Rowe  
Yaw Kyeremateng  
Jade Roberts  
Sam Bampoe- Perry  
Rebecaa Mantundu  
Peace Oseyenum  
Geovanna Lewin-Rowe  
Jade Roberts  
Sam Bampoe-Parry

## **DIRECTORS**

Michelle Bonnard and  
Amy Cudden

Michelle Bonnard and  
Amy Cudden are LAMDAs  
(joint) Heads of Screen and  
Audio, as well as being  
practicing professionals.

Ace Ruele, Mocap  
Spokesperson



# RECREATING REALITY

Colour as it was meant to be seen

Accurate colour reproduction at every brightness level is essential to a virtual background looking real – made possible with our unique Dynamic Calibration technology.

*Image credit: iStockphoto.com | Photo by Blackstar*



# THANK YOU



**Catherine Crawley,**  
Live Broadcast Producer

Producing the SMPTE multi-channel global broadcast of this VP showcase with the expert assistance of Matthew Hickling, Ian Williamson and the team at Solent University. Catherine has worked for 30 years in this industry with career highlights: 5 years leading global marketing for historic British cinema lens brand Cooke Optics, Studio Manager at The Hospital, business development for post houses including Resolution and Air and back in the day PR for Spitting Image Productions.



**Ian Williamson**  
OB Technical Director

Ian is a Technician Instructor at Solent University with specialisms in multi-camera TV production, studio operations and outside broadcast. Ian joined Solent from the corporate video segment of the industry and has since managed Solent's install of a two-camera Mo-Sys star tracker system and the design and install of Solent's new OB vehicle. Alongside studio-based teaching sessions, Solent prides itself in the real-world experience it can offer students and Ian often works as TD for various outside broadcast events across the year ranging across sports, music and corporate events and festivals.



**Matt Hickling**  
OB Guarantee Engineer

Matt is a Technician Instructor at Solent University with specialisms in broadcast and audio engineering, electroacoustics, and immersive audio. In his time at Solent he has managed facilities including Solent's outside broadcast vehicle, audio dubbing stages & recording studios, audio & acoustics labs and Dolby Atmos cinema/mixing stage. Over the last decade he has delivered a range of modules across topics including system design & optimisation, production techniques & operations, test & measurement, and immersive technologies. Solent are currently in the procurement phase for a VP stage, Mo-Cap and Photogrammetry systems, hoping to be in place by the end of 2023.

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## TELEVISUAL

**Televisual** is delighted to serve as the media partner for the SMPTE virtual production event. The ambition behind this event has caught our imagination and we are covering it both before, linking to the live stream and providing a summary of the key take-home messages after the event. Televisual is the go-to UK magazine and web site for the film and television production community. Find out more and keep in touch with your community at [televisual.com](https://www.televisual.com)



# CREATURE BIONICS

PERFORMANCE | ANIMATION |  
PRACTICAL EFFECTS



Creature Bionics is a character production company, specialising in Creatures and Fantasy Characters for film/tv and video games. Our objective is to create pipelines and provide services that aid productions with the development, performance and storytelling of their creature/fantasy characters



## CREATURE WITH US

[INFO@CREATUREBIONICS.COM](mailto:INFO@CREATUREBIONICS.COM)

[WWW.CREATUREBIONICS.COM](http://WWW.CREATUREBIONICS.COM)



# BEHIND-THE-SCENES CREDITS

Christina Nowak	Exec Producer / Host	SMPTE
Ian Jones	VP Project Director	Anna Valley
Dan Hall	Lead Technician	Anna Valley
Dan Munslow	Mocap Executive Producer	Target 3D
Patrick Goodden	Brompton Engineer	Brompton
Charlie North	Visualisation Producer	Framestore
Stephen Gallagher	Camera Tracker	Mo-Sys
DP	Richard Buffy Dunton	
Focus Puller	Pete Blakemore	GBCT
Michael McKenna	Virtual Production Director	Final Pixel
Sonja Underwood	Head of Marketing	Garden Studios
Mark Pillborough-Skinner	On-Site VP Manager	Garden Studios
Mara Rosianu	Virtual Production Technician	Garden Studios
Sam Kemp	Virtual Production Technician	Garden Studios
Liam Wedge	Technical Artist	Garden Studios
James Furr	Junior Virtual Production Technician	Garden Studios
Anna Boronea	Virtual Production Coordinator	Garden Studios
Hugo Nordstrom	Production Assistant	Garden Studios
Nancy Xu	VP Producer	Epic Games
Jordan Thistlewood	Product Management Director - Virtual Production	Epic Games
Connor Ling	VP Lead	Framestore
Sergio Irigoyen	Head of Realtime Artist	Framestore
Hanah Draper	On-set Virtual Production Consulting	Final Pixel
Will Jones	Mocap Tech	Target3D
Harry Piercy	Mocap Technical Director	Target3D
Sam Lawrence	Mocap 3D Technical Artist	Target3D
Josh Prasser	Mocap Tech	Target3D

Miyu Matsumoto	Mocap Motion Editor	Target3D
Cathy Crawley	Live Broadcast Producer	
James Codling	Junior Virtual Production Supervisor	Final Pixel
Jean Ciuntu	Production Runner	Final Pixel
Mimi Hatri	Production Runner	Final Pixel
Ana Sabolic	Tech Runner	Final Pixel
Gary Cummings	Tech Runner	Final Pixel
Jose Pedrosa	Camera Assistant	Final Pixel
Chris Bouchard	Unreal Virtual Production Supervisor	Final Pixel
Pete Kirkup	Disguise Operator	disguise
Jon Holloway	Cast Photographer / Graphic Designer	LAMDA
Matei Burac	Gaffer	
Maja Kulpaka	Production Designer	
Adam Kiriloff	Realtime Supervisor	Framestore
Joanna Loga-Sowinska	VP Production Manager	Framestore
Enrico Voltan	Technical Artist	Framestore
Cesar Caceres	Product Lead	Brompton
Adam Callaway	Technical Solutions Manager	Brompton
Alex Osborn	Graphic Designer	Anna Valley
Antonio Filippin	Principal Technical Artist	Framestore
Pornjira Lertvalaikul	Technical Artist	Framestore
Sara Moreno Periche	Junior Technical Artist	Framestore
Alessio Tosoni	Realtime Artist	Framestore
Evan John	Realtime Artist	Framestore
Tanguy Talbert	Realtime Artist	Framestore
Saher Tarek	Realtime Lighting TD	Framestore
Benjamin Marland	Virtual Production Technical Director	Framestore
Vicky Holden		ProcarnTake2



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*fos* 4

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**Final Pixel specialises in end-to-end Virtual Production  
for Film, TV and Advertising**

**...from concept to Final Pixel.**

The logo for Final Pixel features a stylized black arc above the word 'Pixel', which is accented with a small four-pointed star. The word 'Final' is positioned to the left of 'Pixel'.

**FinalPixel**





## Pre-production Services



Framestore is an award-winning creative studio that blends creative excellence with ground-breaking technical innovation.

FPS is where it all started on *Slumberland*, *Fantastic Beasts: The Secrets of Dumbledore*, *Moon Knight*, *Doctor Strange in the Multiverse of Madness* and *1899*.

We help film-makers and showrunners solve creative challenges, make early stage decisions and shape their stories with a suite of services that include:

**Concept Design · Techvis · Postvis · Virtual Art Department  
Previs · Virtual Production · In-camera VFX · Motion Capture**

Contact us at [fps@framestore.com](mailto:fps@framestore.com)

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Ideally located in North West London, with easy access by road and rail, Garden Studios offers a comprehensive service, which includes the following:

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- Virtual production stage
- 3 x Virtual production training spaces
- Production offices
- Large and spacious workshops
- Hair and make-up rooms
- Wardrobe space
- Meeting rooms
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- Green rooms
- Ample parking
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**GARDEN**  
STUDIOS

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Email: [info@gardenstudios.io](mailto:info@gardenstudios.io)

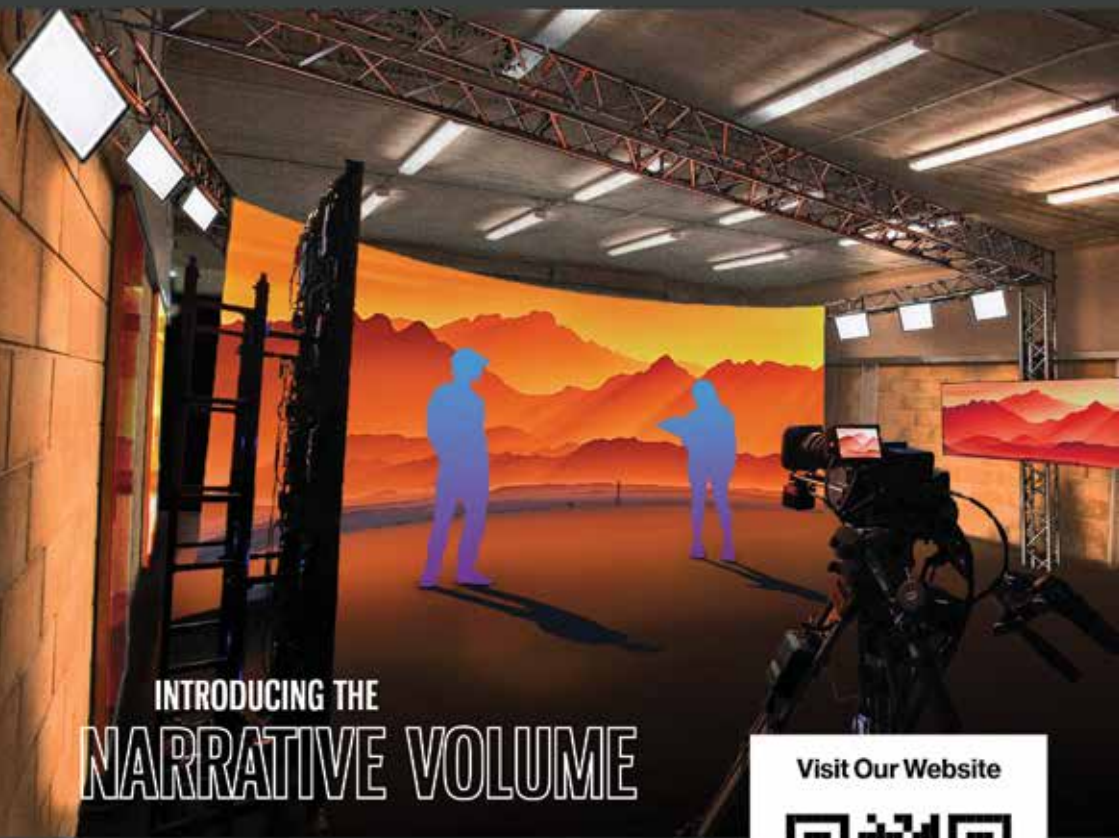
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# 25

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A man with glasses and a dark jacket is sitting in front of a large screen displaying a virtual landscape with green hills and a large tree. In the foreground, a camera is visible, showing a smaller version of the same scene on its monitor.

THE MECHANICS BEHIND CREATIVITY



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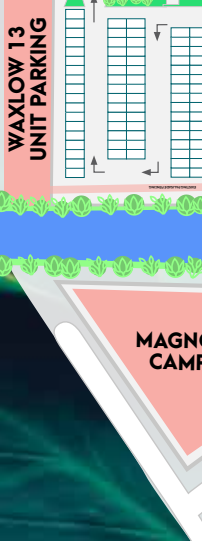
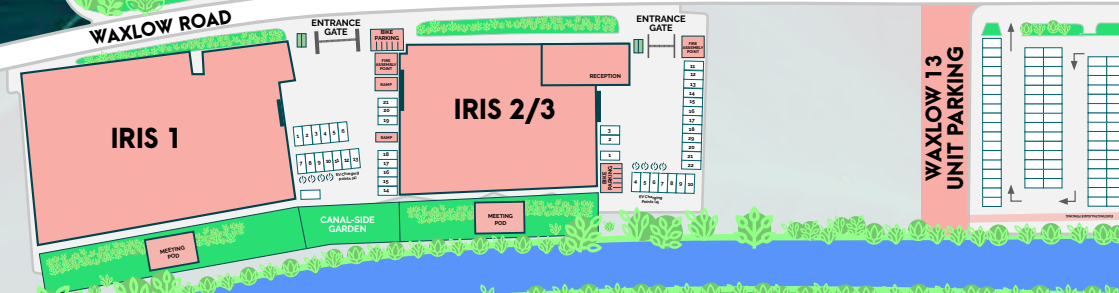
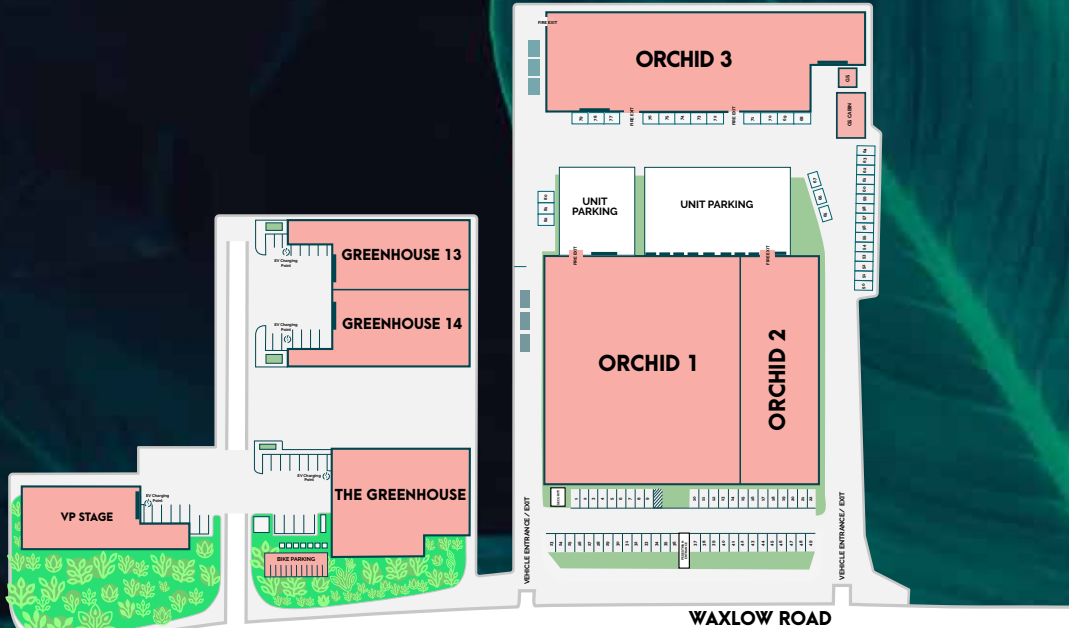
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# GARDEN STUDIOS



**IRIS STAGE 1:** 23 Waxlow Road, NW10 7NU

**IRIS STAGE 2 & 3:** 21 Waxlow Road, NW10 7NU

**VIRTUAL PRODUCTION STAGE 4, UNITS 13, 14, & 16:** Townsend Industrial Estate, Waxlow Road, NW10 7NU

**ORCHID CAMPUS:** 14 Waxlow Road, NW10 7NU

**LILY CAMPUS:** 29 N Acton Road, NW10 6PE

**LILY 3 CAMPUS:** Unit 3, Royal London Estate, 29-35 North Acton Road, NW10 6PE

**MAGNOLIA CAMPUS:** 42-50 Steel Road, NW10 7AS





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