



Location Scouting & Previz
For Feature Films
In
Stereoscopic 3D

Location scouting in 3D

In brief, before a feature film is shot, there is a scouting trip of proposed locations, both for Indoor scenes and particularly for Outdoor scenes.

The Recon or Pre-visualization (Previz) unit of a feature film production company use many tools at their disposal, from traditional sketching of the location, photographs, video cameras and also in modern times, computer previz modeling and staging software.

With 3D movies making a strong comeback, there is an urgent need to do location scouting and previz in 3 Dimensions, or more precisely, Stereoscopic 3D.

There is no readily available stereoscopic 3D location scouting gear at the moment, such as commercially produced and portable 3D cameras. In this document we describe and have field tested a completely cost effective system that is robust and easy to assemble and start shooting in less than 5 minutes in any location.

Some non-exhaustive benefits of doing Location Previz in stereoscopic 3D:

- Correct framing of a scene for stereoscopic 3D shooting – Know how to avoid most stereo window violations ahead of main feature film shooting
- Do multiple “DOF” or focus shots to judge impact of cinematography style
- Helps in planning of Stereoscopic Depth Budget
- Visualize how fast camera pans and zooms may affect storyline and audiences
- Most important – See in 3D before shooting in 3D



The anatomy of the 3D Location Scouting system:

Using a lightweight and ultra thin Sony Vaio laptop, known for their excellent Battery Life of 5 hours or more, we were able to use the LCD display as a live preview monitor In Anaglyph 3D *while doing the pre-viz shoot* of a location.

The Laptop LCD is also flexible enough to act as an adjustable French Flag to cut out harsh lens-flares in indoor scenes and outdoor sunlit shots.

Two USB Easy Cap video input devices are connected to the input Ports on the VAIO and feed a composite level (or S-Video) Live video signal.

Camera Pair used are Sony CX12s, AVCHD cams, with perfect profile to be aligned side-by-side to give ideal inter-axial distance of minimum 3 ½ inches. (max 3 feet)

Perfect sync is achieved via Lanc controller Stefra-Lanc (www.digi-dat.de)
Alternate outdoor visualization is also possible with the Vuzix stereoscopic eye-wear connected to the laptops VGA output connector. (www.vuzix.com)

Stereoscopic Multiplexer WMD driver software from www.3DTV.at then multiplexes the two signals live, and the resulting “anaglyph 3D” output can be previewed in real-time for Stereoscopic “depth grading” and shot composition via a **pairs** of disposable anaglyph glasses.



Deliverables of the 3D Location scouting system:

The portable 3D Location Scouting System was born during the needs of a project that involved a Trek up a mountain side. We were looking at the best way to create a portable HD capable 3D preview and capture system. The complete rig would have to:

- Be capable of previewing the 3D effect in real time prior to taking a shot
- Be self contained and not need extra external battery or electricity
- Be ready to assemble in less than 5 minutes.
- Not need a typical rail and Matte Box
- Have adjustable Stereo base from 3 to 10 inches minimum (and more)



Preview Monitor and French Flag Combined:

This is possibly the first Digital French Flag and Preview Monitor combined.



With the addition of a standard “Rail” and a heavy duty tripod, bulky cameras such as Sony EX range can be mounted.

We hope this helps Cinematographers to shoot in “Real 3D” and learn – interactively – and in the field, the new methodologies specific to 3D film making, such as *misé en scene* and more.

Next: Ultra Portable Post production: The HP HDX series Quad core, 1 terabyte on-board Laptop system, for stereoscopic editing in-the-field with Cine-form 3D video codec.

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