



ACUTE - LINE DIGITAL HUMANS



We make Digital Human - Driven Film: Short Film White Storm. This is our core studio forming Digital Design Project. It has been in the works for over 10 years. And with that experience we have utilised and been exposed to the variety of the constantly evolving technologies. Now becoming more and more portable. We have put our dreams into reality by telling an interactive story online. And we would wish to offer you a service in making a Digital Human project using all kinds of custom pipeline solutions and creative approaches to present the human. Perfect for medical visualisation with virtual reality applications.

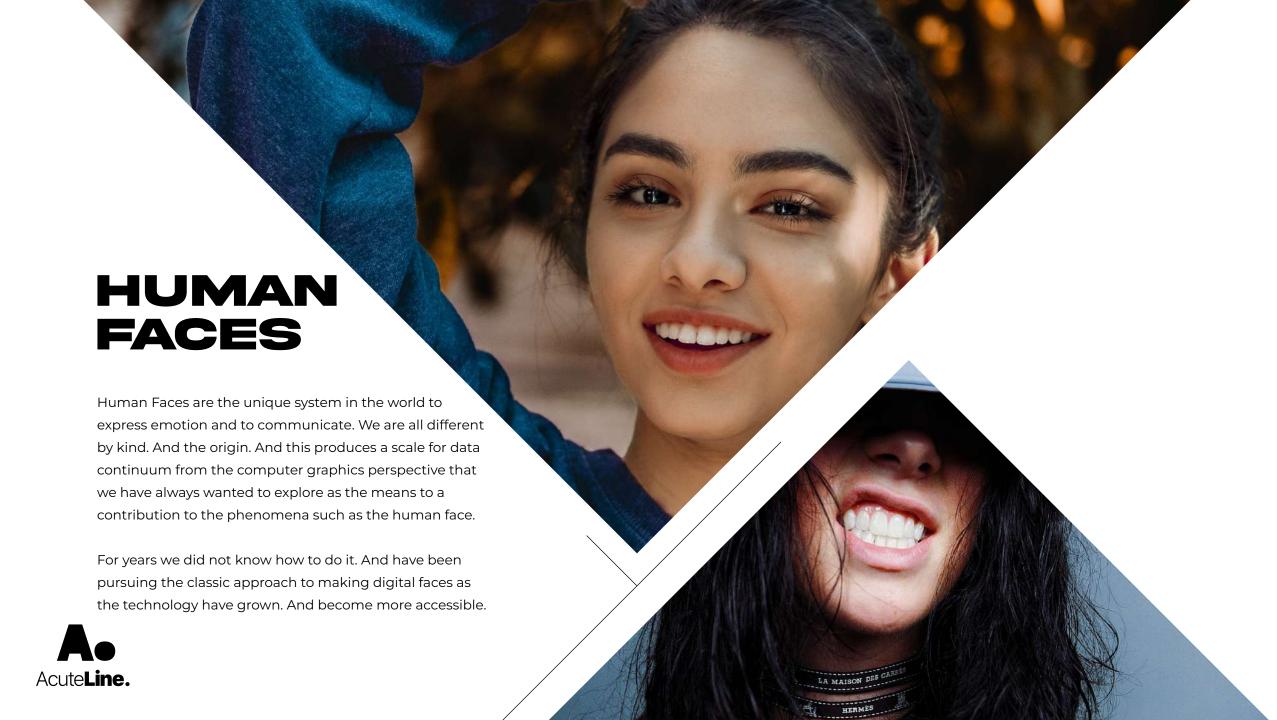
Apart from the project we offer Digital Human Services for making your Digital Characters. For a variety and ranges of applications. Our deck describes in addition the new cutting edge Human Faces project we have been investigating at the Acute Line Studio. For procedural method of generating human faces.



AcuteLine.

PROCEDURAL APPROACH TO PRODUCT DESIGN

We present today a unique solution for making a wide range of digital characters. Available for purchase on the Epic Games owned online 3D Store called the SketchFab platform.





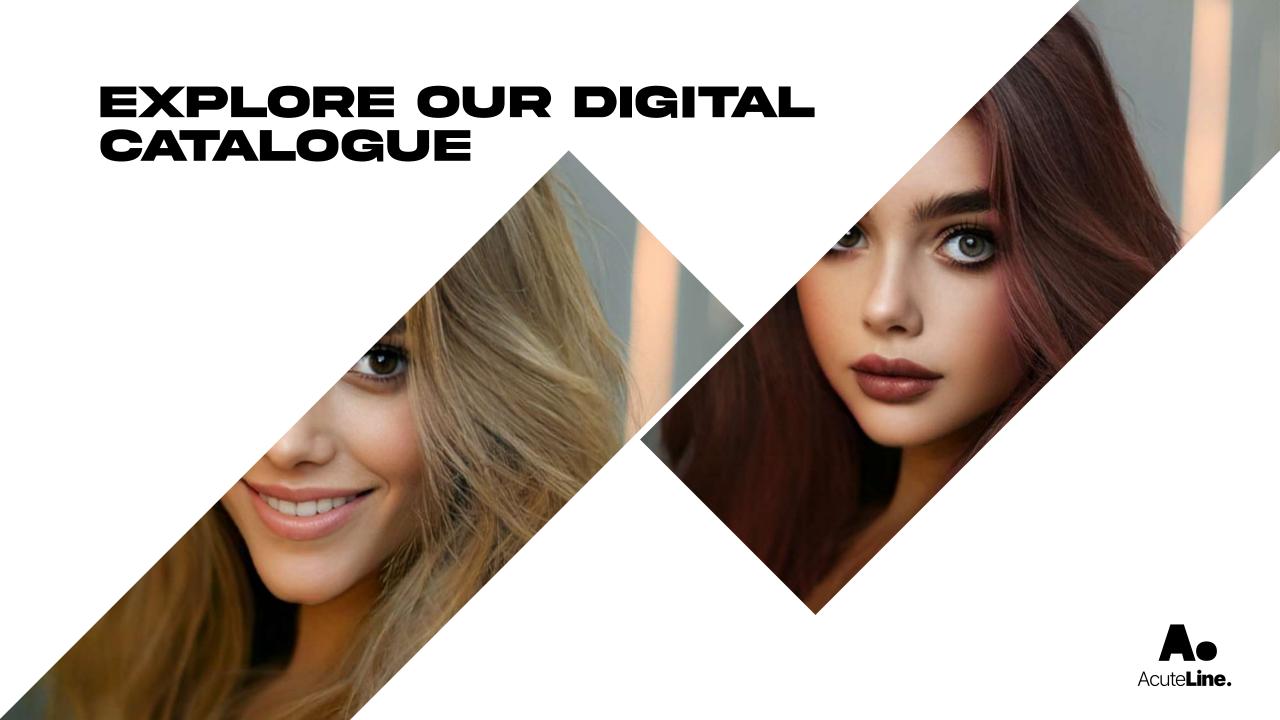
OUR METHOD IS SIMPLE

The variables we are working with is variety. Noise across different kinds of populations in the world. The Artistic expression. And more importantly The Data. Our solution is simple because it is purely based on the user accessible technology today. And it implements the most basic approach to using a few apps in conjunction with each other. And delivers the highly impressive result from the idea of perception.

2000 PROCEDURAL IDENTITIES



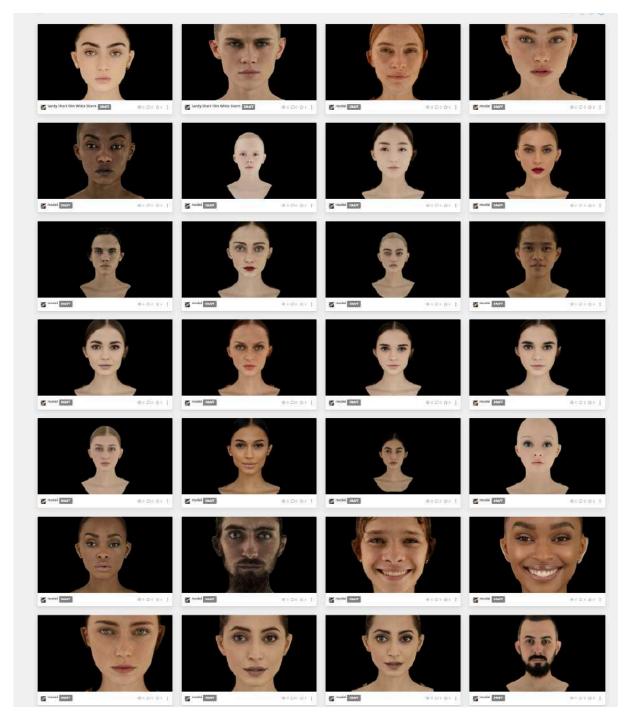




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FROM THE WWW.ACUTELINE.COM WEBSITE







AcuteLine.

OUR PROCEDURAL APPROACH TO PRODUCT DESIGN

Our goal was to demonstrate the ability to find a simple solution to a perceived range of digital characters available for use. At scale. And solve the problem of character variety. Using the data that is available online. From the human faces and people who have contributed to the photography database. And then to make very subtle modifications to it. In order to replicate the complex system design of the AAA games workflow. And use the automation systems at scale in order to produce the significant output. In the form of the SketchFab 3D Models posted on our studio profile. For our audiences to access and use in their creative projects.



ACUTE LINE 3D SCAN STORE HEAD SCANS

This project is aiming at the realism. And at it's core it is also fast moving data — driven approach to systems solution. And it represents the simple idea that we do not stop when we go for large scale result datasets. In the simplest terms for the output.

ACUTE LINE PROPOSES

THE 3D WORKFLOW

FOR APPLICATIONS







CROWD

These faces we have procedurally designed for you can be easily used in the mass scale scenes with the pre-defined behaviour for crowds. In computer graphics and interactive application projects.

SPORT & MULTI-CHARACTER GAMES

The faces can easily solve the problem of populating the multiteam games and interactive environments.



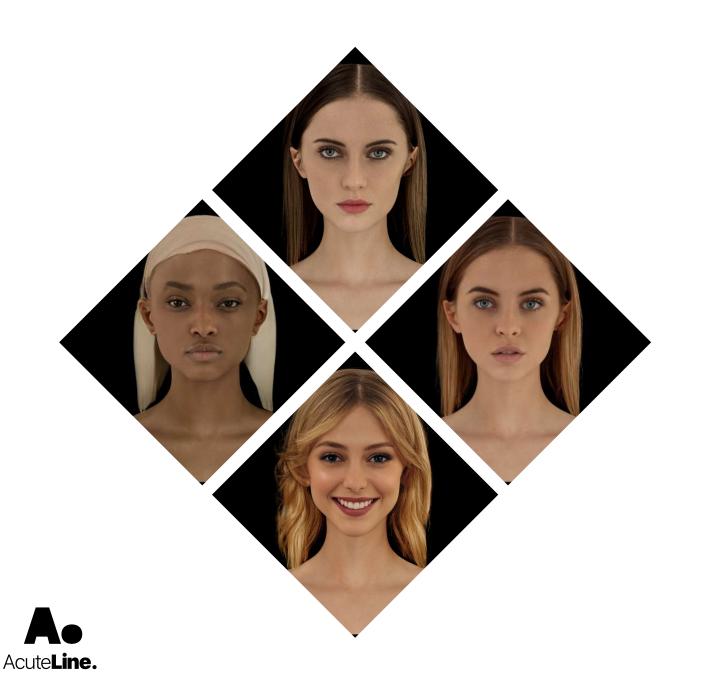
AR & VR Applications

If you develop an App and you search for the quick and simple character to integrate into your scene for testing. This is a solution for you. That is as simple as plugand-play.

WEB AND ONLINE INTERACTIVE EXPERIENCES

Once you have decided your brand requires a digital ambassador. You can add it from the library and get it going within a few hours on your website. Because it is already available online. And fully optimised.





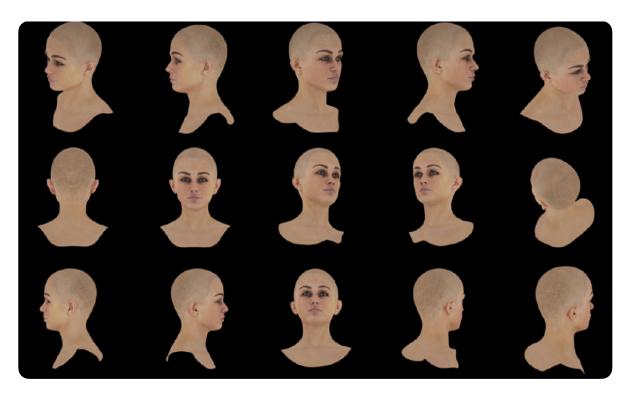
ACUTE LINE STUDIO PRESENTS HEAD SCANS BUILT USING THE AUTOMATION SYSTEMS AT SCALE

A SMALL TOWN POPULATION

Our goal was to build the small town - size population of faces with a wide variety of people. Who would populate this virtual town. And be unique in order to tell a story.

The experiment has shown how significant the variety was. And how much it did contribute to the overall richness of the database. To create depth. And believability of new people to emerge out of the simple workflow. That we have found repetitive at first but then were able to turn into fun by using the automation systems. Within a special scheme of our simple pipeline.

OUR UNIQUE APPROACH TO SCALE







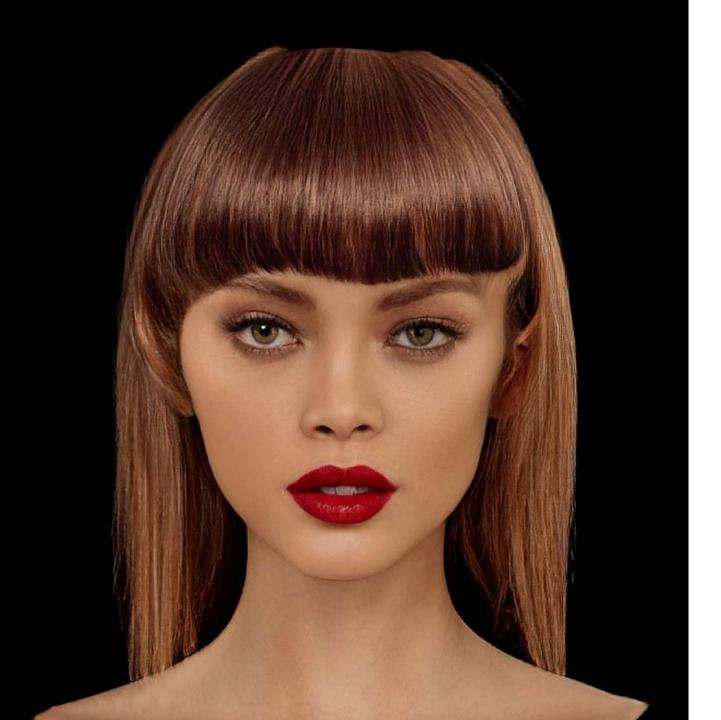
THE FINAL PRODUCT



We had to make sure we work hard in order to include everyone. And to make sure all kinds of people are included in our database. We had to combat any bias that may emerge during the process. And had to feed our database with the full spectrum of faces we could find. To make sure all kinds and groups are entirely represented.





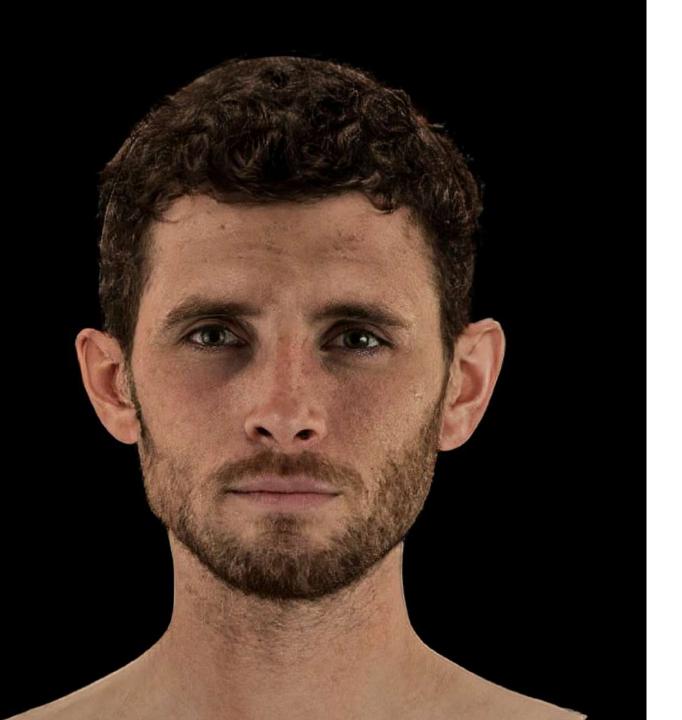


We have specifically removed any bias from our approach to populating the database. In order to make sure we include everyone.

And although it may sound repetitive we had to stress it with the high level of significance to make sure our database is fully represented by the entirety of the world's population.







We believe our approach to variety is ground breaking. Because we have exhausted the entire source for our human faces database.

To make sure we solely include absolutely every face we could find from our source data.







Meaning we would be covering everyone included type of scenario when it comes to the dataset variety.

This project is perception driven. We have no idea or care whatsoever of the differences across human perceived looks. And this has become a core principle in at simply adding the data into the database.



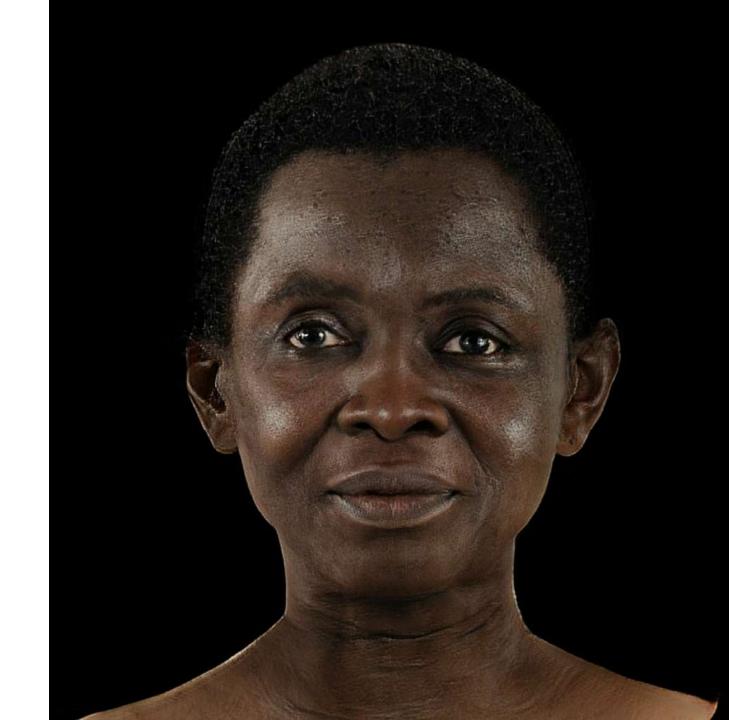




No names. Or description of what people are doing on the photographs and the activities they are involved in have been taken in account. And visually our single criteria for picking the photographs was that it contains a human face.

Privacy of people who have populated the database has given the special attention. Because at first the origins of the database is publicly available online. And it is meant for all kinds of applications including the commercial purposes. Within the policies of the source database.







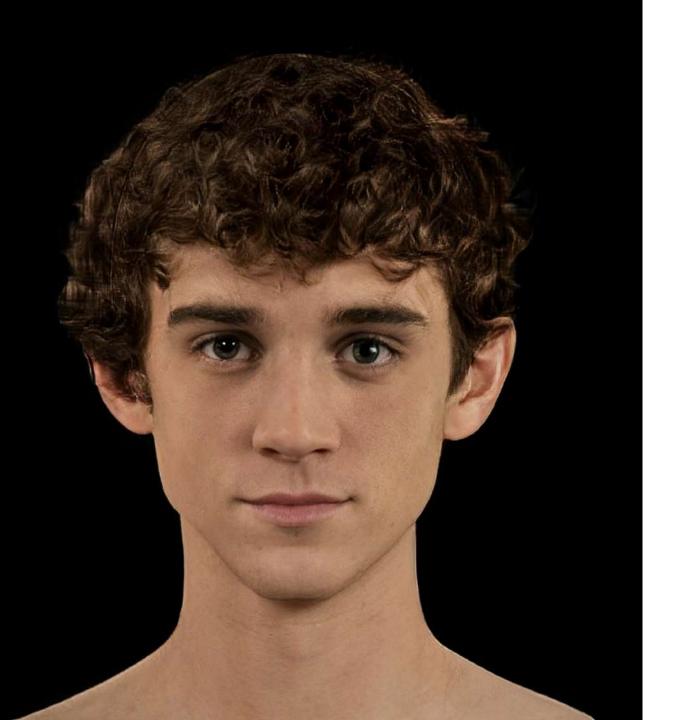
And we have used the technology to modify the look and perception of the human face to detach the recognition link between the resulting digital faces and the real people.

Meaning the digital people we have generated are nearly entirely original. And perceptually unique.



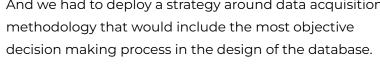
Acute**Line.**





We wanted to make sure our database is carrying the non-biased approach to represent the wide range of people across the globe.

And we had to deploy a strategy around data acquisition

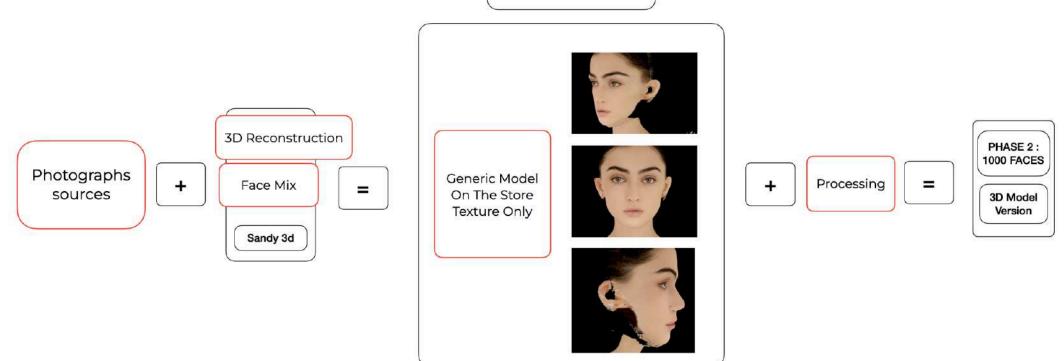






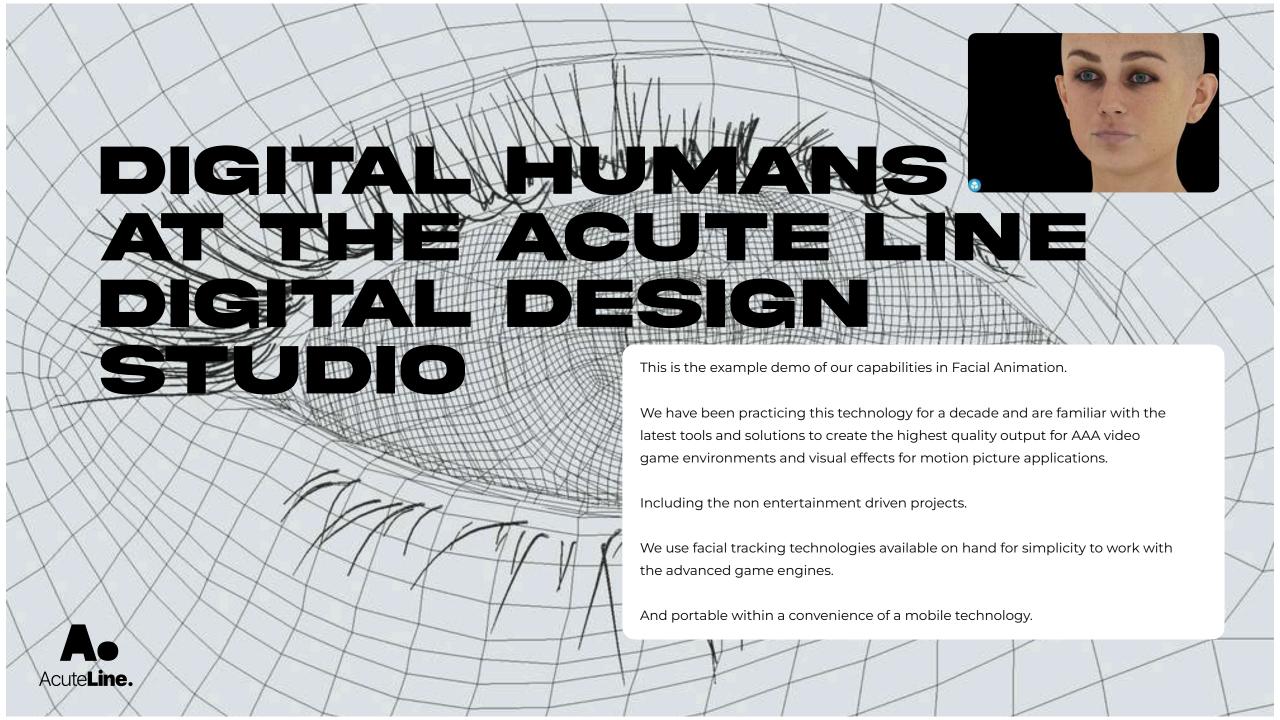
PROCEDURAL - DESIGN

PHASE 1:1000 FACES









AAA-GAME STANDARD





ACUTE LINE 3D HUMANS

We are ready to supply you with the digital humans of an industry standard for AAA games. That are highly expressive and emotional. And that can deliver your in-game messages and dialogues.



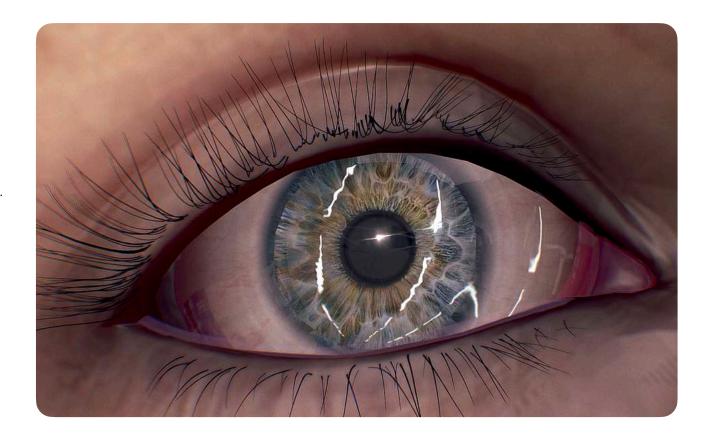


ALL IN ONE SERVICE

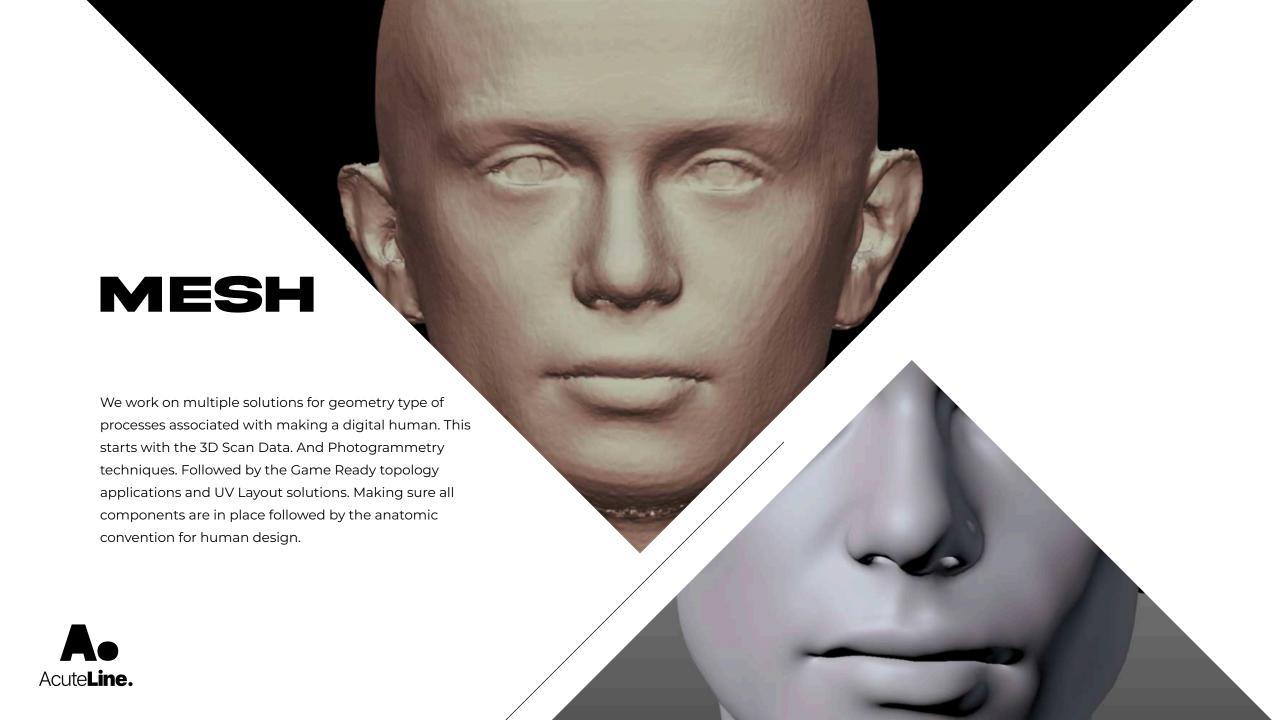
GENERAL APPROACH

We offer the end to end service for making a digital human face. Or a stylised character for production. And multiple purpose digital applications. Including the 3D printing projects.

Our goal is to deliver the pipeline solution that is all in one service. Going from the initial idea to the geometry solutions, colour mapping and motion design. Including the motion capture and animation services. With audio track for the dialogue. The goal is to give you a digital human. And not a single piece of it. Because we are passionate about human faces. And found a human face a truly amazing phenomena.



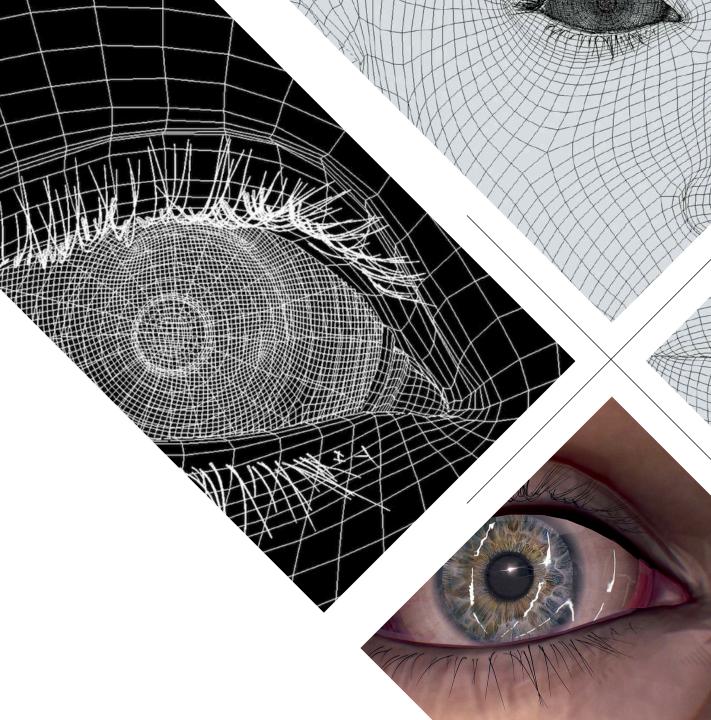




GEOMETRY

We make sure all the components of the digital character are ready for animation. Meaning at the modelling level we do deploy the principle of rig systems design. And implement the variety of human expressions built into the digital character's model. To make sure it can receive the motion data. And produce the believable performance.





DESIGN

We start with the 3D Scan to make sure our shape is accurate to the real world. However sometimes like on the example to the right we have entirely generated the smile shape. In order to find the cost effective solution to producing the emotional expression. Our goal is to find balance between the complex production solutions and the solutions the modern SaaS products can give our creators based on the user accessible toolsets. To produce the most cost effective solution for realistic digital humans.





VISUALISATION

We use the simple approach to 3D Rendering. That is real-time and web-based. And the one that is an industry standard to deliver the visually rich by fidelity design and visualisation. And simultaneously the one that is computationally effective. Designed for speed of global delivery. And visual experience that is one of a kind.

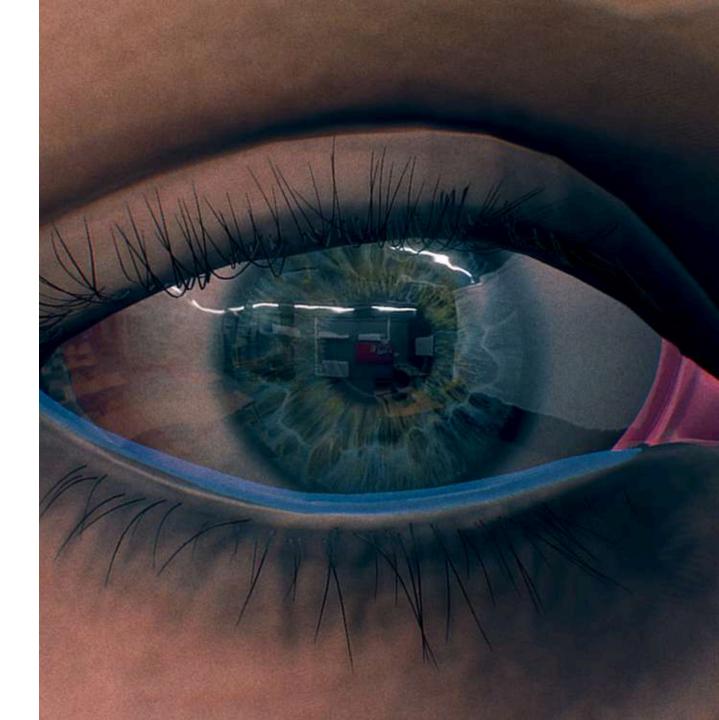




ASSEMBLAGE

Our goal is to make sure we represent reality as much as possible. And designing for real world is highly important for us to make sure we build the assembled components of the final output. Where digital human is represented by the modality we perceive the real human faces in the daily lives. And where all components fit the overall identity of the digital character. Giving you the flexibility to create a unique visual experience for your digital character.

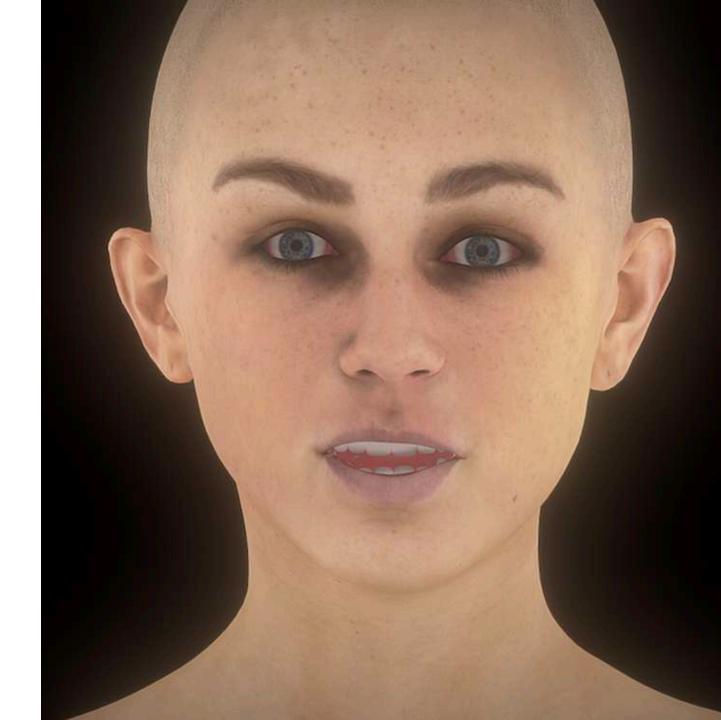




MOTION RETARGETING

We use simple solution to animate digital characters that is available today within the convince of the mobile device. An iPhone X that is carrying the depth camera. And the one that allows the motion capture retargeting pipeline such as the Mocap X directly streaming into the Autodesk Maya in the real time fashion. We have worked with nearly all possible pipelines in the past. And find this solution is the one that is the most effective and working for the simple and mobile design.



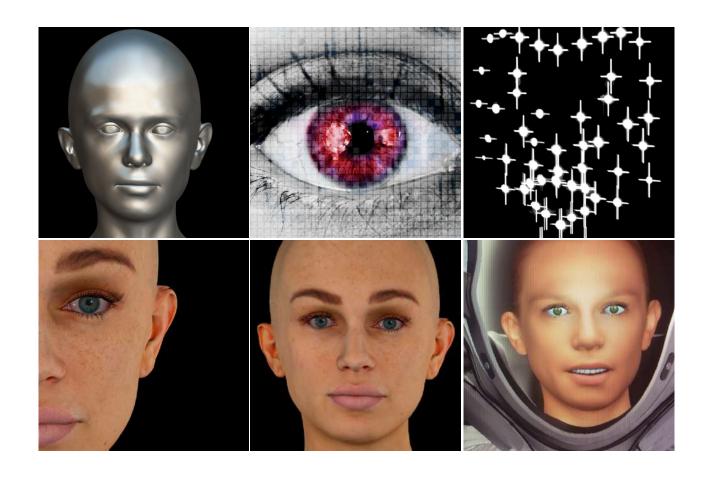


INTEGRATIONS

We build applications using the SketchFab platform that has at it's core has already solved the solution for Virtual Reality and Augmented Reality applications. We build our projects with integrations and the final output in mind. To make sure we deliver the experience that the brand desires and sees fit. Including the extended solutions for SketchFab API systems and 3D Configurator designs.







CONTACT OUR DESIGN STUDIO TODAY TO MAKE A DIGITAL HUMAN

Please feel free to reach out using any of the contact points established for you at our studio website:

www.acuteline.com

Or you can directly send an email request about your project using the following address:

design@acuteline.com



