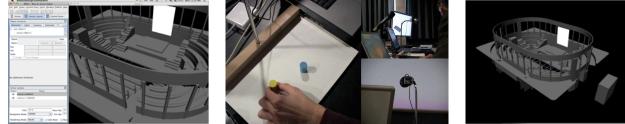


MESH – Mise-En-Scène Helper

MESH is an on-going project that aims at realizing an open-source hardware/software platform for authoring situated environments in real-time computer graphics. It consists of a virtual interactive environment, with a simplified GUI control panel for handling scenography, characters, equipment, crew, and a low-cost tactile interface (Woodenbox) for the scene manipulation through placeholders.



GUI control panel Woodenbox Render window Previz of multimedia installation for a historical site (first Senate of united Italy)

MESH can set up a scene in 3D computer graphics, importing and positing scenographic objects, props, and characters (with associated animations) from common 3D authoring software (including the immediate Google SketchUp®), set up lights and cameras (with specific optics), script a scene dynamics, record a succession of events, export the corresponding video or deliver an interactive application. MESH can prevent set design errors and save time and money in *mise-en-scène*, through a pre-visualization in real-time 3D graphics and an estimation of costs and assets.

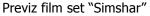


Film crew

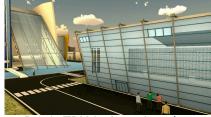
Camera optics and shooting-Editing from multiple cameras - Previs (L), shooting (R)

Application domains for MESH are the pre-visualizations of cinematographic shooting sets, the realization of videos in animated computer graphics, animated/interactive renders of architectural projects, interactive applications in 3D computer graphics.









Previz TRM incineration plant

CREDITS

Idea e Sviluppo: Virtual Reality & Multi Media Park - ASA-Lab, in collaborazione con CIRMA-Università di Torino. Sponsor: Camera di Commercio di Torino (MESH-Interface project).

