

CIP / Sporting goods / Promo project

The project was conducted as an advertising campaign for a big sport's company.

Microsoft Kinect was used to capture depth and image data of the user. The user could then be automatically identified in the image and added digitally to a picture with a famous soccer star.

The image could be printed or shared on Facebook. The project included an online voting for the best picture.

The screenshot shows a web application interface for a promotion. At the top, there are two tabs: 'neueste' (newest) and 'populärste' (most popular). Below the tabs is a grid of six images, each showing a soccer player and a child on a field. The images are arranged in two rows of three. Each image has a name and a vote count. To the right of the grid is a vertical list of dates, each in a white box with a red border. The dates are: 14. - 15. Februar, 22. Februar, 01. - 02. März, 08. - 11. März, 14. - 15. März, 20. - 23. März, 28. - 30. März, 04. - 08. April, and 11. - 13. April.

Name	Date	Votes
basti	04.03	0
julian	04.03	1
julien	04.03	0
nick	04.03	0
steffi	04.03	2
clemens	02.03	4

Services:

- Web design and development with integrated database
- UI development
- API development for UI/database communication
- C#, WPF, HTML5, CSS, JavaScript, MySQL

adidas / eCommerce / Rendering pipeline

Goal of the project was to create a tool for semi-automated rendering of high-quality 3D footwear assets.

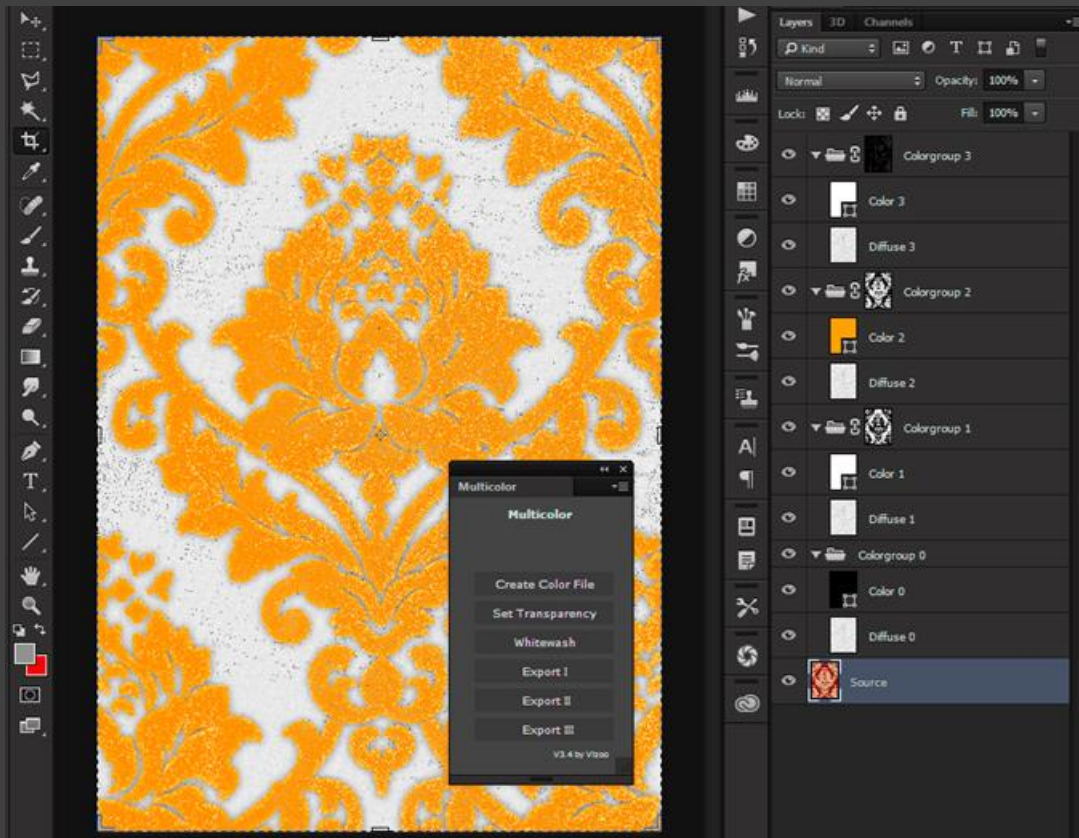
The challenge was to create an automatic workflow for importing existing geometry including complete material information and to allow 3D artists to preview and refine the rendering using real time raytracing.



Photoshop Panel / Multicolor Separation Tool

For this project our client was searching for a quick way to create variants of existing multicolor textures.

We developed a Photoshop plugin that automatically separates the colors in an image and lets you recolor and export it easily.



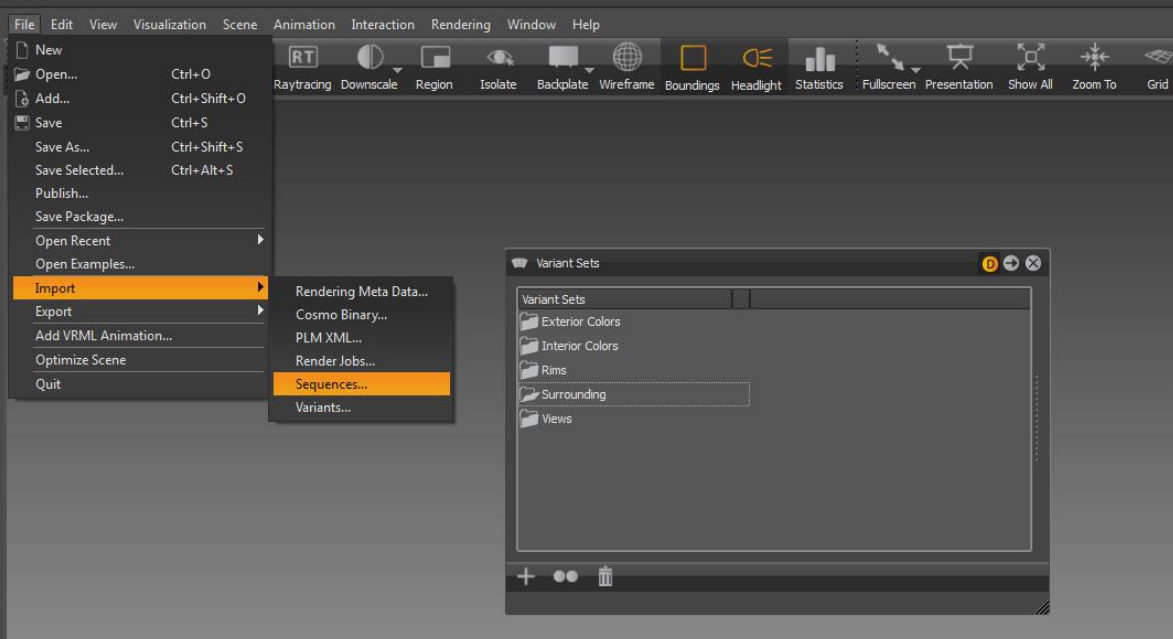
Services:

- Blender plugin development
- Scene optimization for fast rendering with Blender Cycles
- Creation of an automated network rendering pipeline with Python

Automation / VRED Sequencer

A client asked us to find a solution for Autodesk VRED to simplify rendering all variant combinations from a chosen list of variant sets.

We developed an external tool that reads in all the variant sets from the current VRED scene, lets the user define the combinations, settings and output, and finally creates the VRED sequence file.



Services:

- UI development (QT, C++)
- Autodesk VRED SDK (Python)