



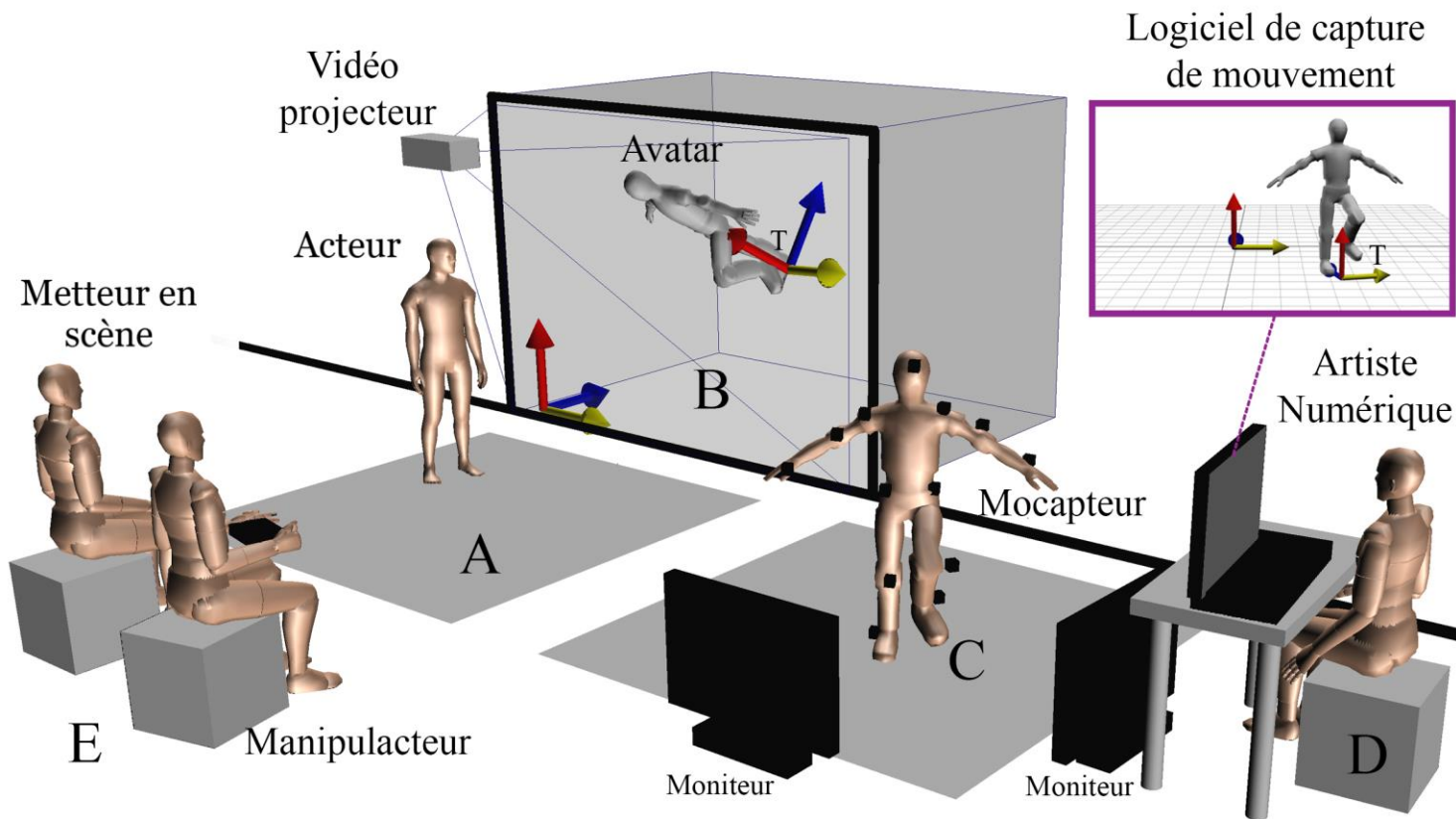
**AKN_Regie : un plugin dans Unreal Engine pour la
direction d'avatar sur une scène mixte**

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Journées d'Informatique Théâtrale

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Contexte : AvatarStaging

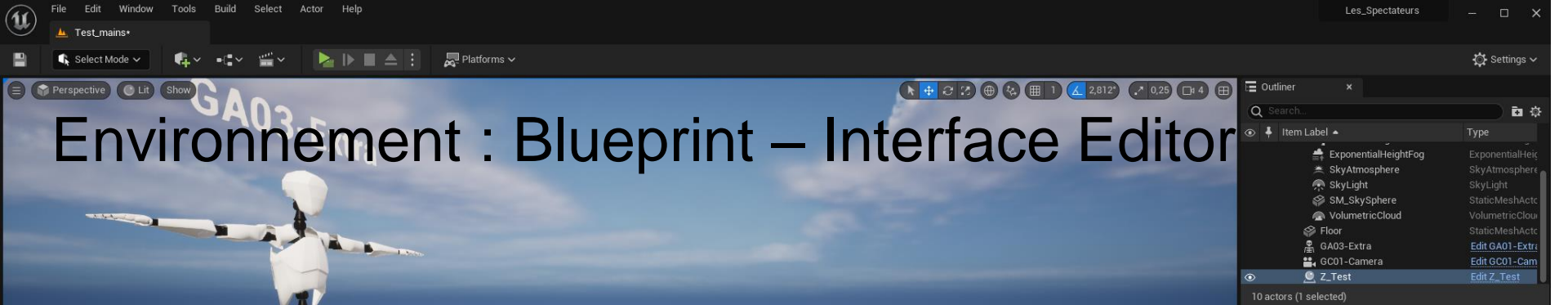


Environnement : Unreal Engine (Epic Games)



Environnement : Précalculé vs Temps réel

- Animation précalculée : calcul image par image pour obtenir un résultat final figé
- Jeu vidéo temps réel : rendu temps réel de chaque image pour pouvoir répondre quasiment instantanément aux contrôles du joueur dans l'environnement de jeu



Item Label	Type
ExponentialHeightFog	ExponentialHeightFog
SkyAtmosphere	SkyAtmosphere
SkyLight	SkyLight
SM_SkySphere	StaticMeshAct
VolumetricCloud	VolumetricCloud
Floor	StaticMeshAct
GA03-Extra	Edit GA01-Extra
GC01-Camera	Edit GC01-Cam
Z_Test	Edit Z_Test

10 actors (1 selected)

File Edit Asset View Debug Window Tools Help

Z_Test

Parent class: AR3 Regie Cue Sheet Parent

Compile Save Browse Diff Find Hide Unrelated Class Settings Class Defaults Simulation

Components Z_Test (Self)

- DefaultSceneRoot Edit
- AR3_SKL_AvLiveLink Edit
- AR3_SKL_Avatar Edit in Blue
- Midi_Cmpnt Edit in Blue

My Blueprint

- FUNCTIONS
- ConstructionScript
- Cue_Type
- Cue_10
- Cue_20
- MACROS
- VARIABLES
- EVENT DISPATCHERS

Event Graph

Event AKN Cue Sheet Gamepad

Event AKN Cue Sheet Keyboard

Event Cue List Trigger

Cue 10

Cue 20

Details

Actor Tick

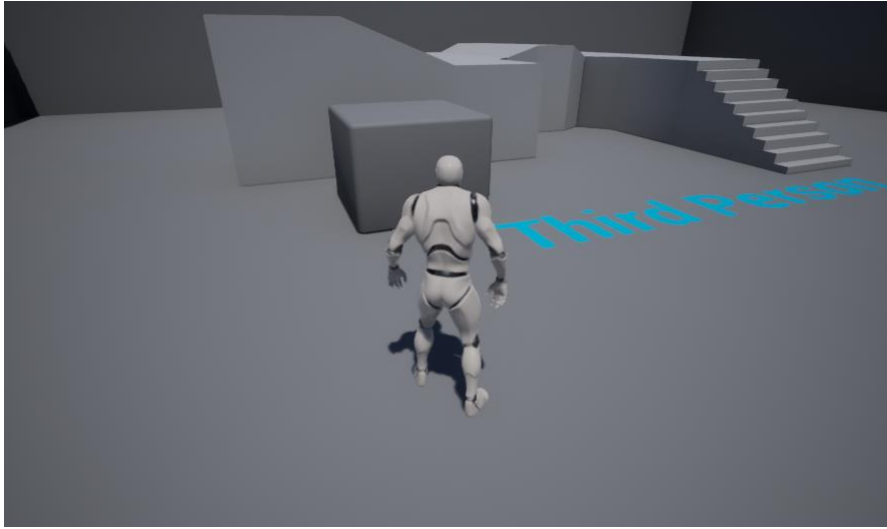
Cue Sheet

Active Cuelist	Main
Cue Lists	1 Map elements
Init	10
CueList	2 Array elements
CueListS...	1 Map elements
GlobalSpe...	
SpeedFac...	1.0
CueListEx...	0 Map elements
Autonomous Cu...	0 Array elements
Camera Choice	Cinematica
By Pass Temp	
External Control	<input checked="" type="checkbox"/>
Debug	
Visibility- Help	
Custom Locomotion	
Edition	
Devices	
Avatars-pros	

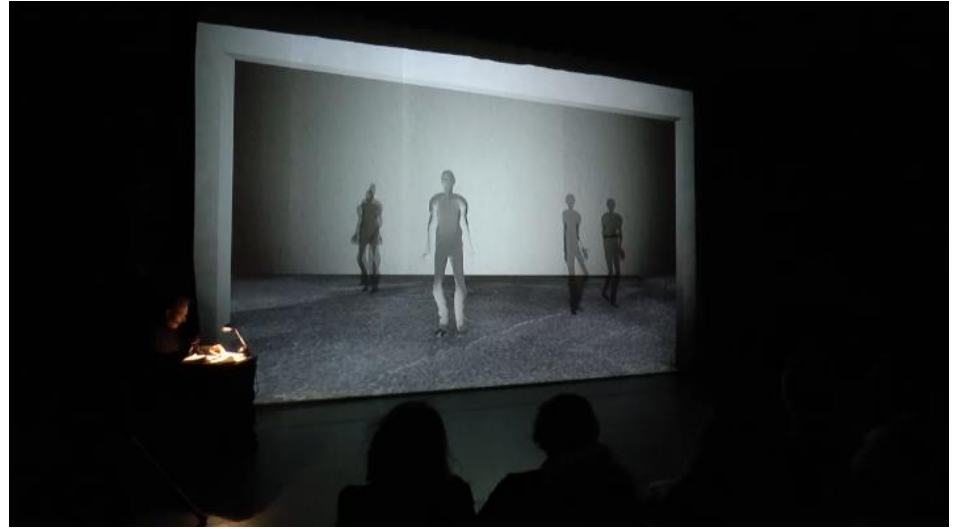
Don't forget to set te NumeroCue

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Jeu vidéo vs Direction d'avatar

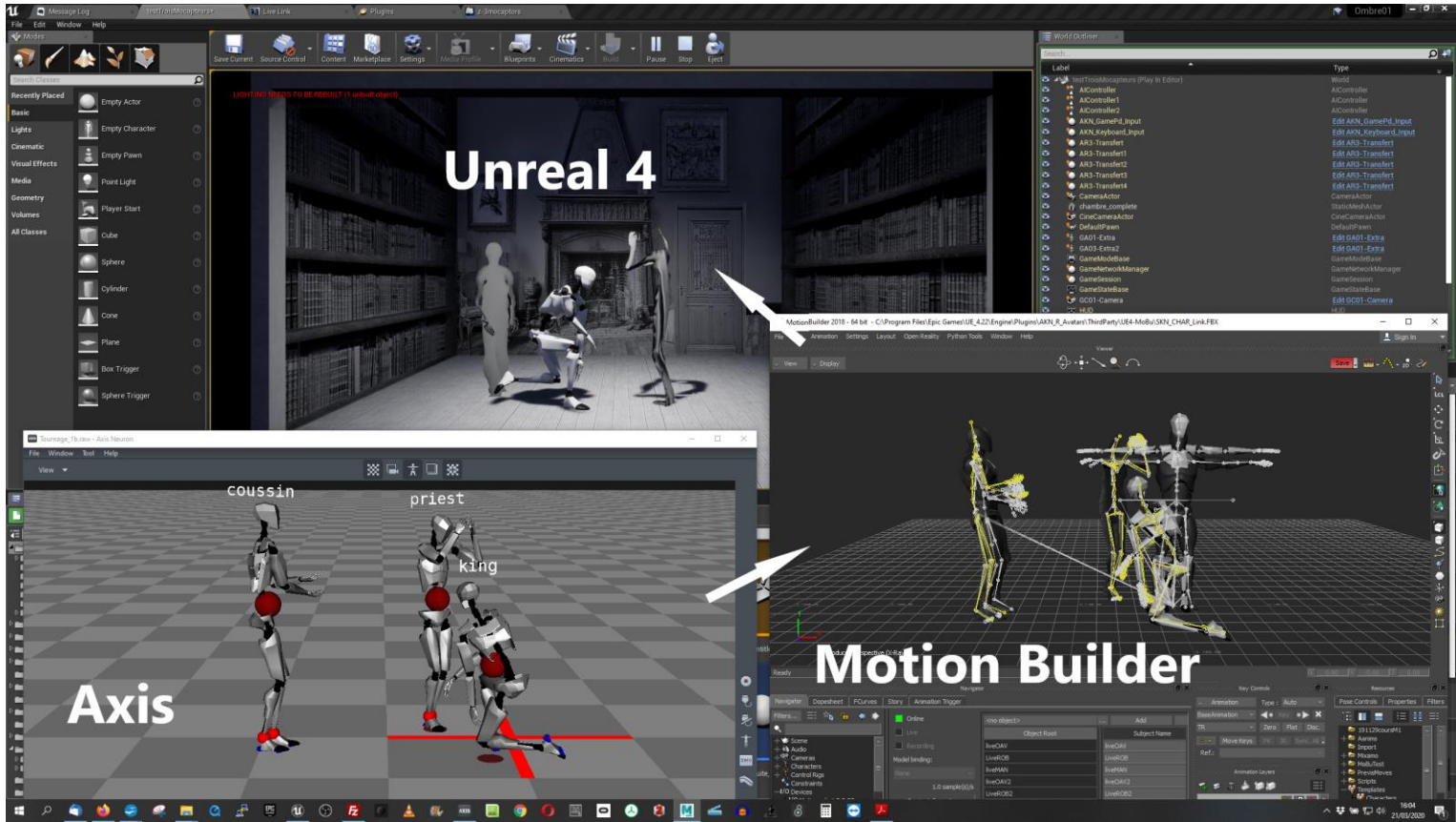


Vue en 3^{ème} personne

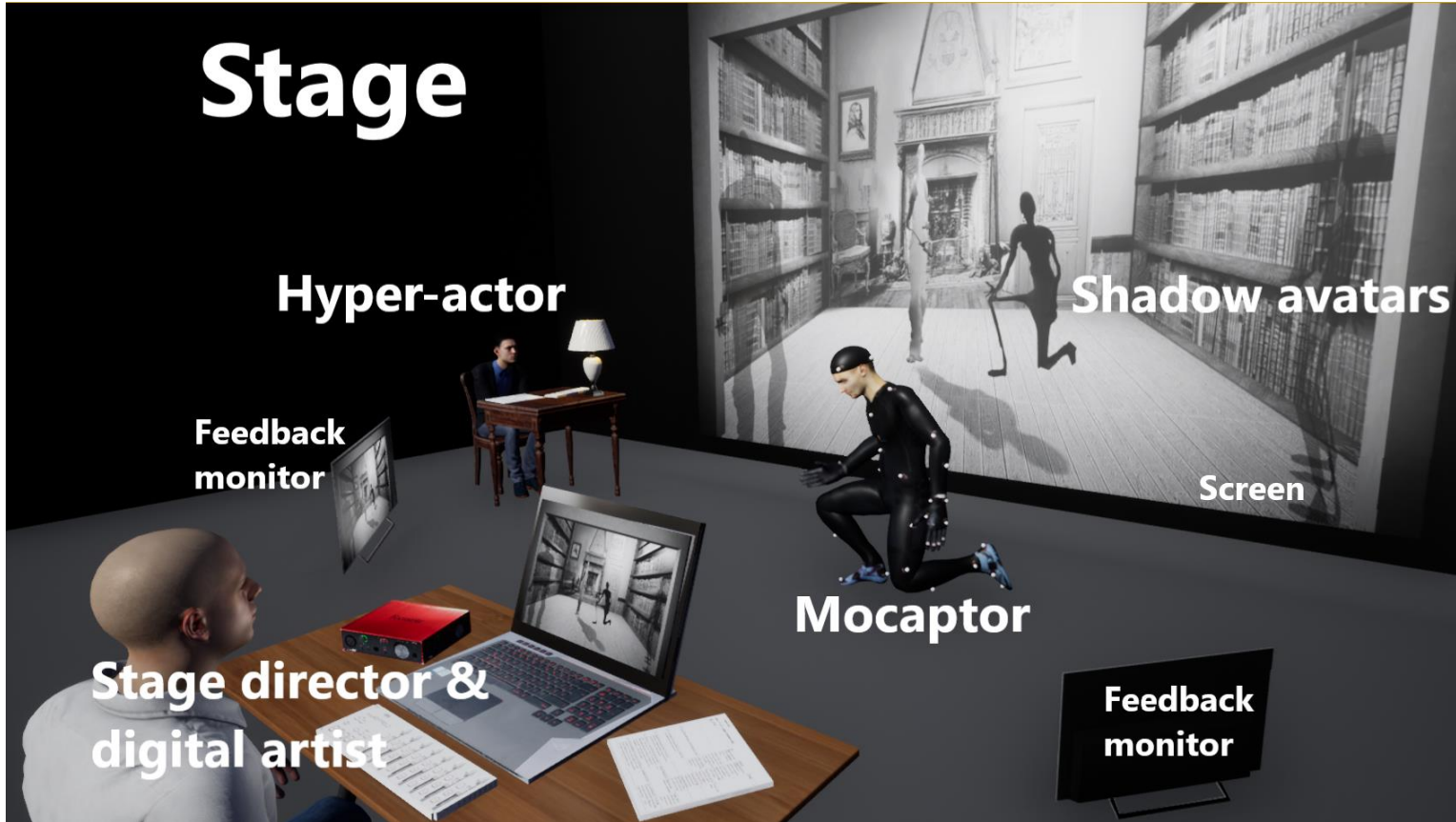


Direction d'avatar sur une scène mixte

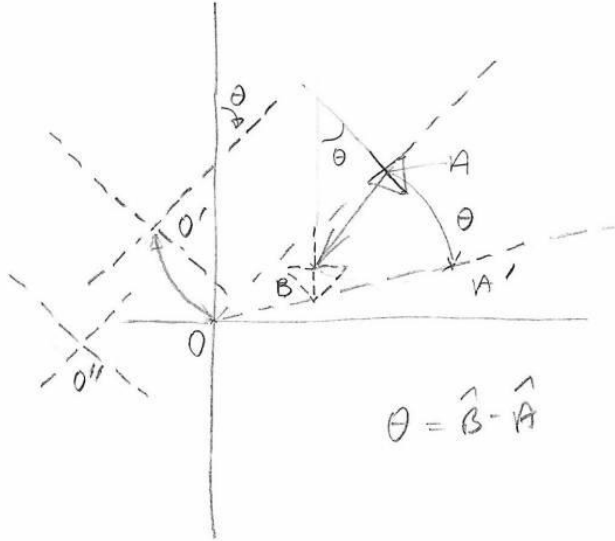
LiveLink - MotionRetargeting



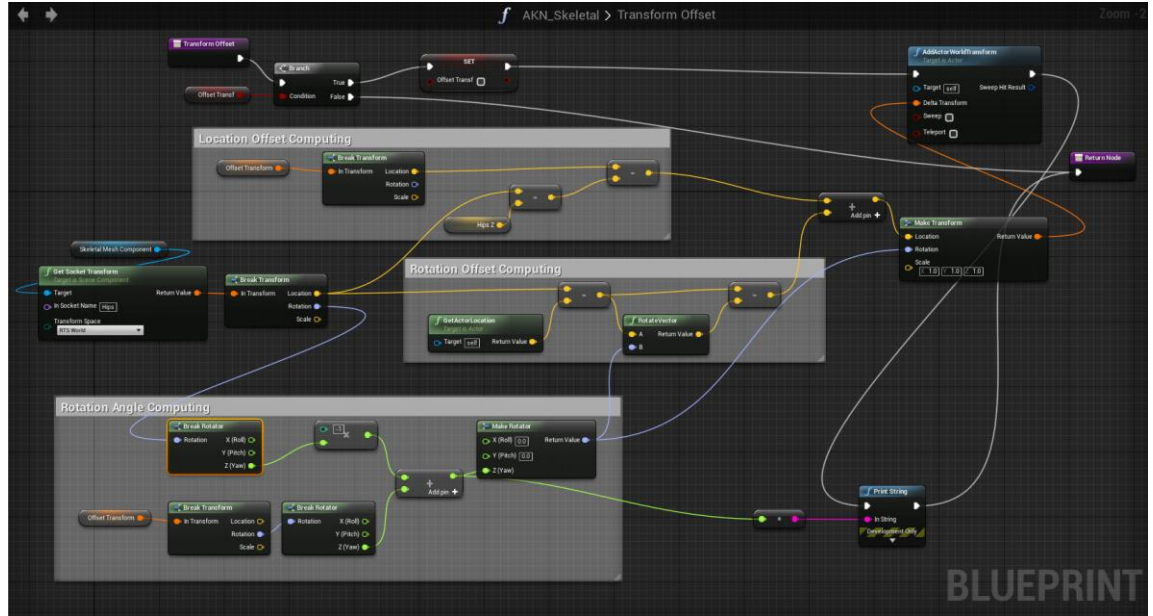
Prévisualisation in situ



Position et orientation d'un avatar



Problématisation géométrique



Transcription en blueprint



My Blueprint

+ Add New

Graphs

- EventGraph
- AnimationGraph
- AnimGraph
- AnimationLayers

Functions (3 Overridable)

- MovInCapsule
- BlendSpaceSpeed
- MovInCapsuleIdleSalient

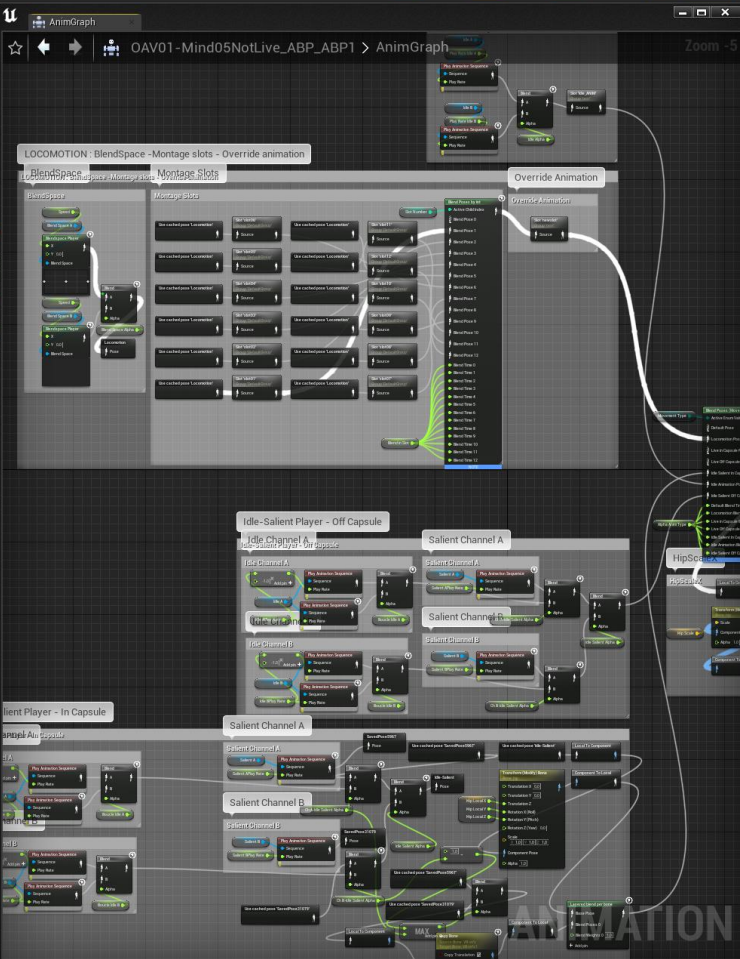
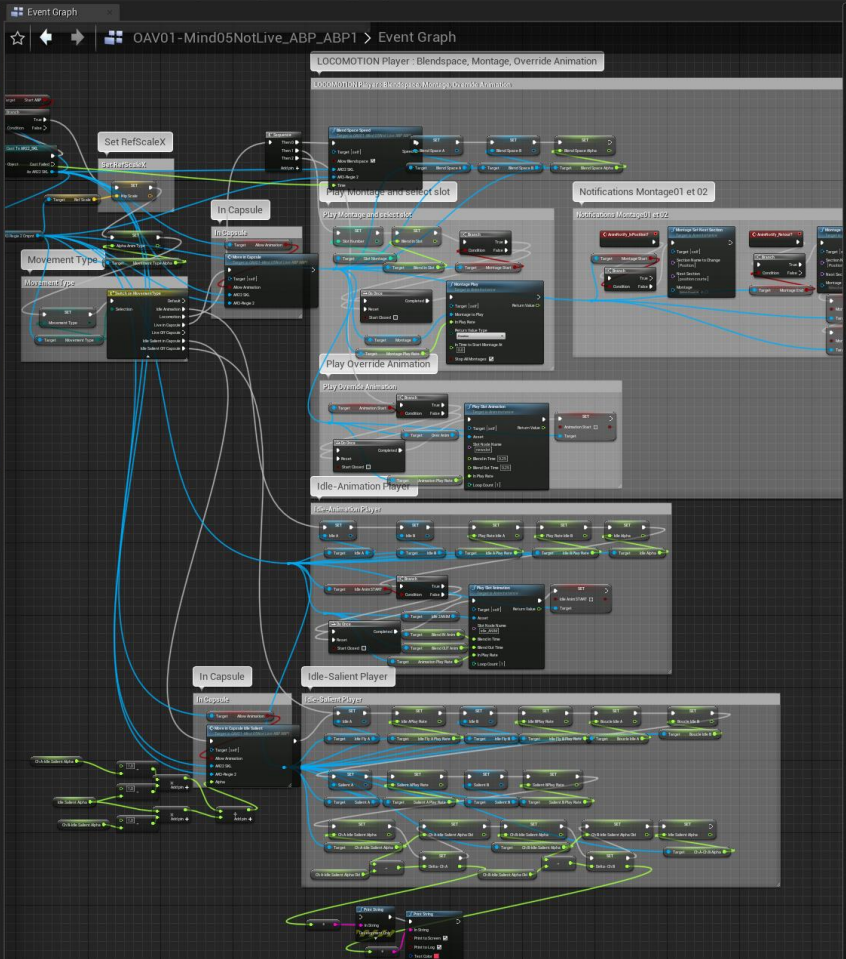
Macros

Variables

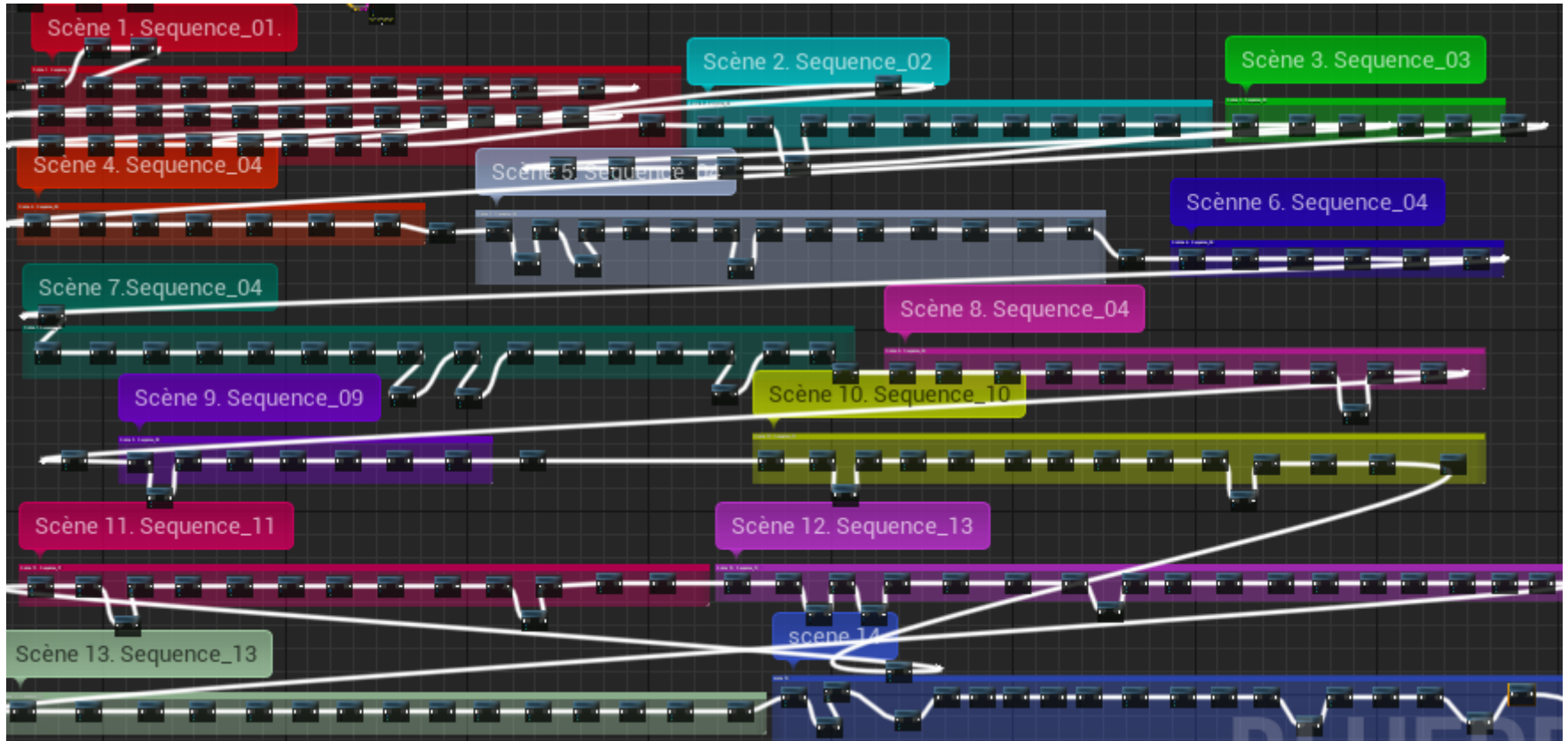
Local

- Locomotion
- Idle_Anim
- Idle_Salient_Anim
- HipLocal
- LiveLinkName
- MovementType
- AlphaAnimType
- AlphaScale
- HipsScale

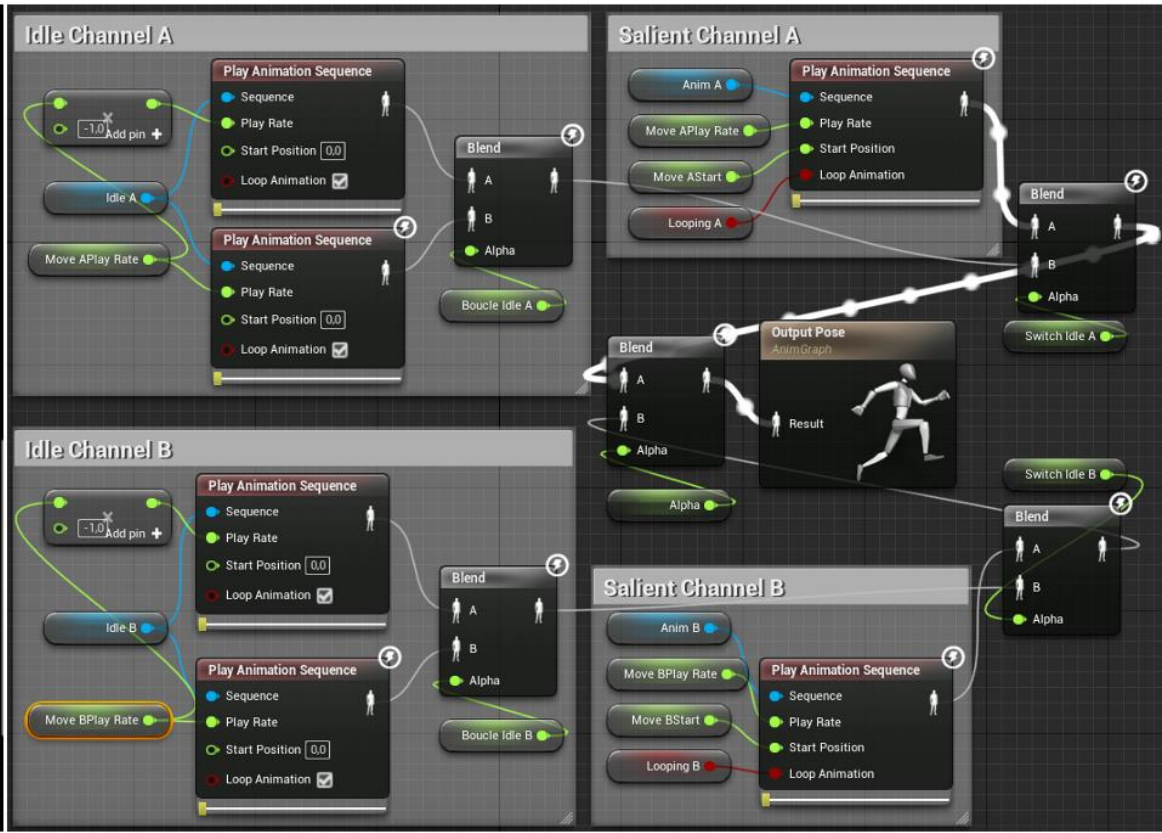
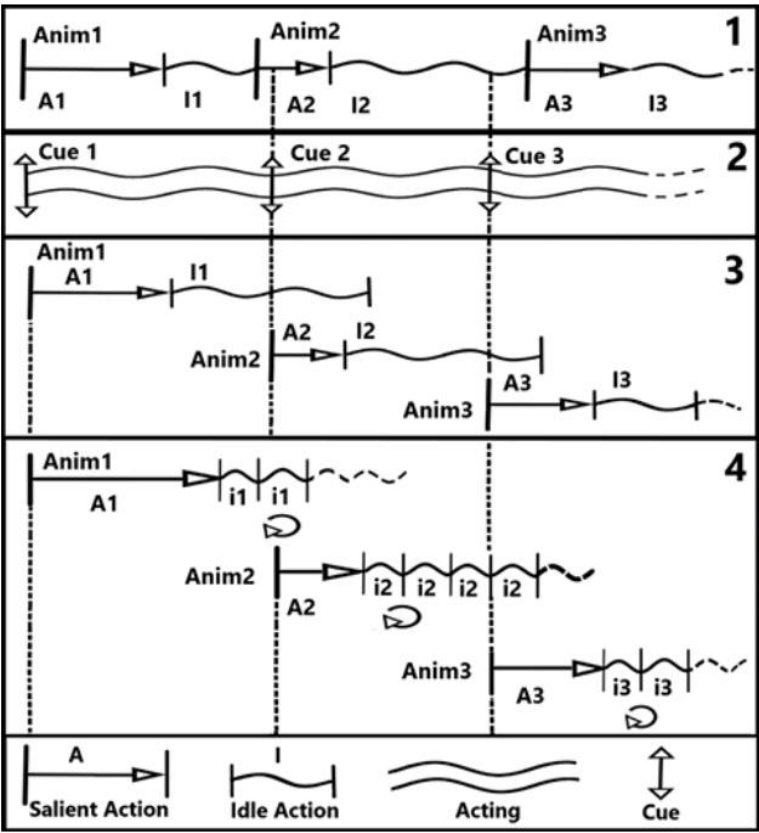
Event Dispatchers



AKN_Regie : CueSheet



AKN_Regie : Salient-Idle Player



AKN_Regie : un outil de programmation pour non-programmeur

- Un plugin dans Unreal Engine, moteur de programmation temps réel en plein essor orienté vers la *virtual production*
- Une interface de programmation documentée et accessible pour des non-programmeur.se.s dans une approche théâtrale

Merci de votre attention



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