VP CAPTURE STUDIO

Your digital double and your movements, captured like in film.

No suit. No markers. No compromise on quality — at a price that finally makes professional capture accessible.

Head and face

A faithful digital double, ready for MetaHuman and Unreal, with the facial expressions to animate it: speech, gaze, emotions.

Motion

The whole body in 3D, frame by frame, from 4 synchronised cameras. The person performs in fitted clothes, nothing on the body.

Guided session

The studio's voice and a dedicated screen guide the talent from start to finish. Every take is checked before moving on.

Montréal · sosie3d.com · info@sosie3d.com

What we offer

VP Capture Studio brings together, in one studio, the two captures a production needs to bring a real person to life in 3D: their face, in full detail, and the way they move. Our technology is built in-house, from the camera to the delivered file. That is what lets us offer professional-studio quality at a price within reach of productions of every size.

Professional

Sony-sensor cameras, hardware sync, measured calibration, every take checked, industry-standard delivery formats.

Affordable

Compact standard hardware, in-house software: no licence or subscription passed on, no suit to rent per performer.

Confidential

Your images never leave the studio: processing on our own servers, nightly backup copy, written consent.

Head and face: your digital double

The person sits on a turning seat in front of columns of cameras. At every stop, all cameras fire together with a flash: perfectly sharp photos, even if the person blinks or breathes. The software rebuilds the head in 3D and prepares the double for MetaHuman.

- **Flash sharpness:** the flash freezes the face; pores, fine lines and skin colour are rendered precisely.
- **Several angles at the same instant:** 3 to 32 cameras in columns, for faithful shape around the eyes, mouth, nose and ears.
- **Short session:** 4 to 10 minutes of posing depending on the setup, with a Regular package and a High-quality package that adds expressions.
- **Voice guidance:** the studio announces every position and fires automatically during the turn; the person never has to guess what to do.
- **A face that comes alive:** the expressions captured during the session are used to animate your double; it speaks, looks and shows emotion the way you do.
- **Production-ready:** 3D model, facial animation, reference photos and measurements, ready for MetaHuman and Unreal Engine.

Setup	Cameras	For
Starter	3	Tests, wide shots
Recommended	8	MetaHuman double, close-ups
Professional	12 to 16	Demanding close-ups, shortest session
High end	24 to 32	Expressions seen from many angles at once

Motion capture: the whole body in 3D

Four cameras, one in each corner, film the person at the same instant. Our software finds the joints in every image and crosses the four viewpoints to recover their 3D position, frame by frame. The result is a skeletal animation, ready to apply to a MetaHuman character in Unreal.

Nothing on the body

No suit, no markers: the person moves freely, as on set.

Hardware sync

A single pulse triggers all 4 cameras: every frame is taken at the same instant, even for dance.

50 frames per second

Enough to follow a spin, a jump or a fast gesture without blur.

All-glass wide angle

Lenses chosen to see the whole person, raised arms included, across the zone.

Flicker-free lighting

Continuous light, soft and constant from frame to frame.

Reprocess anytime

Videos are kept: a take can be reprocessed later with better software, without reshooting.

A movement library ready to shoot

77 movements grouped in blocks (range, postures, gait, sit-stand, conversation gestures, emotions, objects, role-specific actions), each with its instruction and planned duration. The client chooses: the whole library, a few blocks, or only the gestures they need. The studio immediately computes the number of takes and the session length.

Choice	Takes	Session time
13 selected gestures	23	about 19 min
Two blocks (gait + conversation)	46	about 38 min
Full library (77 movements)	106	about 84 min

A guided session, take after take

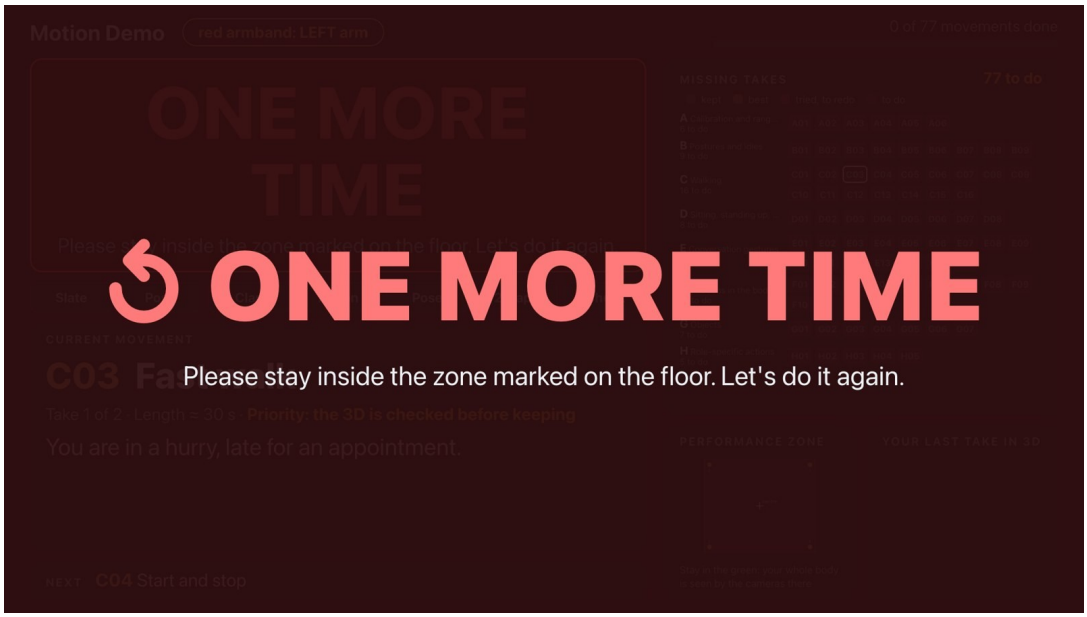
Capture quality is won during the session. Our studio guides the talent at every step and checks every take before moving on: fewer retakes, less time lost, and clean data the first time.

- **A clear, spoken ritual:** announcement, start pose, clap, action, end pose, double clap. The talent screen and the voice are available in 7 languages, including Chinese.
- **A screen just for the talent:** the current movement, time remaining, missing takes, the play zone on the floor and their last take in 3D.



The talent screen during a take: instruction, timer, missing takes and play zone.

- **Automatic analysis of every take:** leaving the zone, limbs hidden from cameras, stillness of the start and end poses, clap present, duration and speed against the plan.
- **Clear reasons, in the talent's language:** when a take is redone, the talent knows exactly why and what to change.



A retake explained to the talent, plainly.

- **Replay shown to the talent:** they see their take full screen, compared with their best take, before trying again.

Professional-studio rigour

The studio itself checks what makes a session fail, before the first take.

Measured calibration Every camera is calibrated with a precision target; the error is measured and shown.	**Right lens, verified** The studio measures each camera's real focal length and refuses a motion session with the head lens.	**Checked storage** Session-disk speed and space tested before shooting: no frame lost mid-take.
Secure copy Every session goes to our server automatically; cameras erase nothing before the copy is confirmed.	**Nightly backup** A second copy is made every night to separate storage.	**Full tracking** Take sheet, retake reasons and analysis kept for every session.

Your images stay with us

A face and a way of moving are personal data. We treat them as such.

- **Local processing:** reconstruction and analysis on our own servers; nothing is sent to the cloud.
- **Written consent:** a clear form, signed before the session, with separate choices for the 3D double, motion and voice.
- **Right to withdraw:** on request, data is erased within 30 days.
- **Meets Québec requirements:** practices designed for Québec's Law 25 on personal information.

Professional and affordable: how

Our price does not come from a shortcut on quality. It comes from our technical choices.

- **Technology built in-house:** studio software, guidance, analysis and processing are ours; no per-seat licence or subscription to pass on.
- **Compact, standard hardware:** Sony-sensor cameras, embedded computers and quality lenses, easy to replace and carry.
- **Nothing to wear:** no suit or markers to buy, fit or rent for each performer.
- **Shorter sessions:** guidance and immediate checks cut retakes and billed studio time.
- **A studio that travels:** the setup can be installed at the client's, at a trade show or on set; it can also be shipped and run remotely (see “Where to capture”).

Where to capture: in our studio, at your place or remotely

When you can't come to the studio, the studio comes to you. Each option keeps the best possible quality for your situation.

In our studio, in Montréal

The full setup: up to 32 synchronised cameras with flash for the head, four for motion and a booth for the voice. Maximum quality.

At your company

We set up the mobile studio at your place. Ideal for an executive and their team, an event or several actors from the same production. Studio quality.

Kit delivered, session run remotely

We ship a pre-calibrated camera kit. Someone on site sets it up with our guide, and we run the whole session from Montréal. Near studio quality.

Partner studio near you

The session takes place in a studio in your area that follows our protocol. We do the reconstruction and processing here, under a confidentiality agreement. Studio quality.

From home, guided by our app

Our app guides you step by step for the face, gestures and voice. Ideal for a virtual spokesperson, training or medium shots. Good quality.

Not sure?

Write to info@sosie3d.com. We'll suggest the option that fits your project, your budget and the level of detail you need.

For whom

Film and series
Digital doubles of actors, stunts and 3D extras.

Games and VR
Realistic characters and movement libraries.

Advertising and brands
Virtual spokespeople true to the real person.

Businesses
Executive doubles for training and communications.

Training
Technical gestures captured once, reused everywhere.

Events
Memorable experiences: your double dancing.

A session, start to finish

1. Preparation
We agree on the need: head, motion or both, setup and movement selection. You receive the duration and the price.

2. Consent
The person signs the consent form, with separate choices for the 3D double, motion and voice.

3. Checks
Calibration, lenses, lighting and storage are checked by the studio before the first take.

4. Guided capture
Voice, talent screen and immediate analysis of every take. Missing takes are tracked live.

5. Processing
3D reconstruction and motion processing on our servers. Nothing leaves the studio.

6. Delivery
Ready-to-use files for MetaHuman and Unreal, with the session's take sheet.

VP Capture Studio

Professional head and motion capture, no suit, no markers, at an accessible price. Let's talk about your project.

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