

2019未來科技展 文化科技專區

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橫掃國際影展各大VR獎項
 威尼斯、安錫、西南偏南等

在那個太陽隱沒，人類追捕活死人的永夜時代裡，
 有著一雙大眼睛的活死人男孩咕嚕米，遇見了人類的小女孩妮娜，
 他們的愛，感動了太陽，純真的愛召喚出改變世界的力量。



It is 1983, and being a zombie is still illegal. Like all of his kind, Gloomy is hiding in the forest, away from bounty hunters. While bitterness plagues the city, he strives to find a balance in his mysterious dual nature.



B'IN LIVE 2095 REBIRTH

B'IN LIVE

《末世重生》為演唱會幕後推手必應創造與創新傳承台灣文化的九天，聯名發佈的實驗性展演作品。作品內容大膽挑戰百年後末世題材，以「鼓聲是心靈的召喚」為故事核心，將九天所代表的廟會文化，背後剛柔並濟且充滿希望的能量轉換展現，同時巧妙用以反思科技文明弱化人情溫度與情感歸屬的社會現狀。

《末世重生》獲文化部IP內容實驗室「創IP秀4D實驗計畫徵選」百萬獎勵，並獲選文化部甫購置之全台最新科技容積擷取技術「4DViews」首批使用團隊，更與日本知名娛樂科技應用硬體服務商新月映像合作，透過動態捕捉技術(Motion Capture)，將九天戰鼓鼓手真人動作捕捉於虛擬角色，進行演出科技應用實驗。



由科技、文化、音樂、創造等四力打造的《末世重生》，未來仍有進一步的發展計畫，包括客製化內容現場演出、體驗，以及開發動漫影視內容等，打造跨眾原創娛樂展演。

彩蛋影像

「神靈活現AR體驗」APP

彩蛋影像產製「神靈活現AR體驗」APP一式，藉由導入最新技術，加值原創VR電影題材的行銷與傳播，達到展示台灣VR、AR相互整合電影IP的新時代到來。並透過此企劃達到數位技術保存台灣珍貴傳統工藝技藝，同時加速拓展4D Views的運用。

我們為這部台灣原創故事創造一個新形態的行銷實驗計畫，透過記錄師傅粧佛工藝現場技藝，將漆線雕重要步驟以4DViews掃描動態技藝轉換檔案至AR互動系統，結合VR電影

〈落難神像〉之播映，讓進場觀眾透過「神靈活現AR體驗」互動了解原創故事題材，觀眾可以選擇走動及透過不同角度看近、看遠去感受工藝製作的「近距離接觸」。

"Costume Designer of Deity" AR Experience APP

Egg Image Studio produces "Costume Designer of Deity" AR Experience APP, by introducing the latest technology, value-added marketing and dissemination of original VR film, to achieve a new era of Taiwan VR, AR mutual integration movie IP. Through this project, we will achieve digital technology to preserve Taiwan's precious traditional craftsmanship and accelerate the expansion of 4D Views. We created a new form of marketing experiment plan for this Taiwan original story. Through recording the master craftsmanship of the deity decoration craftsmanship, we use the 4D Views scanning dynamic skills to transform the files into the AR interactive system, combined with the VR movie "The abandoned Deity". "Costume Designer of Deity" APP allows the audience to interact with the original story through the flexible AR Experience. The audience can choose to walk around and see the craftsmanship of "close contact" from different angles.



THE
ABANDONED
DEITY
COS
DES
OF
DEI

夢想動畫

中華商場乃民國70、80年代最具時代標的性的繁華地景，也是舊時台北人共享的集體記憶。

本作品透過史料的回顧與修復，以專業CG建模技術完整重現中華商場昔日的風華，所建置之中華商場3D模型也放至文化部「臺灣數位模型庫(TDAL)」提供創作者做近用，本次夢想動畫透過VR裝置，帶領玩家身臨其境、走向三十多年前的台北。

VR體驗過程中，玩家會站在中華商場「信棟」與「愛棟」之間的天橋上，將此二棟建築體與當時極具代表性的店家招牌、廣告看板、繁華的都市樣貌盡收眼底。本作品利用新科技復刻舊時代的文物與地貌，完整體現了文化傳承與再造的精神。



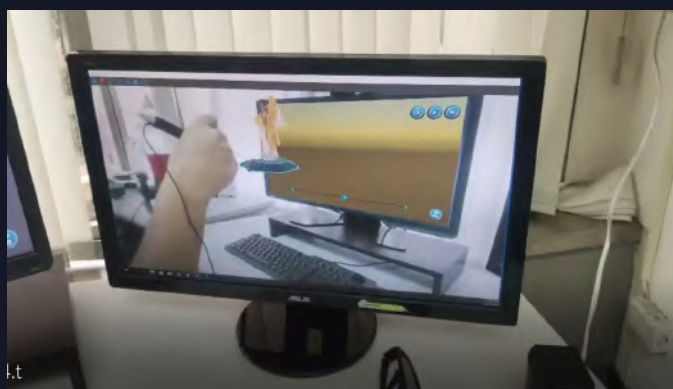
MOONSHINE



In the 1970s and 1980s, Zhunghua Shopping Yard is the most prosperous place in Taipei. MoonShine was rebuilding the 3D models of Zhunghua Shopping Yard with professional CG modeling technology. The 3D models, not only the main buildings, including the ad signboards and the footbridges, are also placed in the Ministry of Culture's TDAL website which is available for everyone to download the 3D models free. During the VR experience, players will stand on the footbridge between the “Xin” and “Ai” buildings, and will have a panoramic view of Zhunghua Shopping Yard.

4D 數位典藏立體 顯示互動平台

本公司開發之數位典藏平台能夠將4D Views 格式檔案直接由外部讀取，無須經過程式修改，可大大地增加往後的擴充性與應用性，不僅僅是用於歌仔戲，並且本計畫也將開發一種AR定位模式，透過大螢幕呈現4D影像與使用者的互動效果。



本公司開發之數位典藏平台除了具有上述功能外，也提供自行研發之「瞬時動作擷取輸出功能」能夠將特定時間的動作轉換為模型與貼圖作其他使用。



作品亮點

- 1 能透過立體顯示器顯示4D Views 立體影像。
- 2 可透過互動筆1支抓取、移動4D立體影像。
- 3 實現4D立體影像播放、暫停、加速減速等觀看機制。
- 4 展示平台軟體可外部讀取任意4DViews 格式作內容變更替換免去二次開發。
- 5 開發獨有之「瞬時動作擷取輸出功能」能夠擷取任意時間點之模型與貼圖並輸出。
- 6 歌仔戲數位典藏示範應用能呈現歌仔戲三個經典橋段。

The digital collection platform developed by our company can directly read 4D Views format files from the outside without any program modification, which can greatly increase the scalability and applicability of the future, not only for the Taiwanese opera, but also the project will also Develop an AR positioning mode to display the interaction between 4D images and users through a large screen. In addition to the above functions, the digital collection platform developed by the company also provides a self-developed "instantaneous action capture output function" that can convert specific time actions into models and textures for other uses.

Highlights of the work :

- A. Can display 4D Views stereo image through stereo display.
- B. Can capture and move 4D stereo images through the interactive pen.
- C. Realize the viewing mechanism of 4D stereoscopic image playback, pause, acceleration and deceleration.
- D. The display platform software can externally read any 4DViews format for content change replacement without secondary development.
- E. Develop a unique "instantaneous action capture output function" that captures models and textures at any point in time and outputs them.
- F. The demonstration application of the digital drama collection of the opera can present three classic bridge sections of the opera.

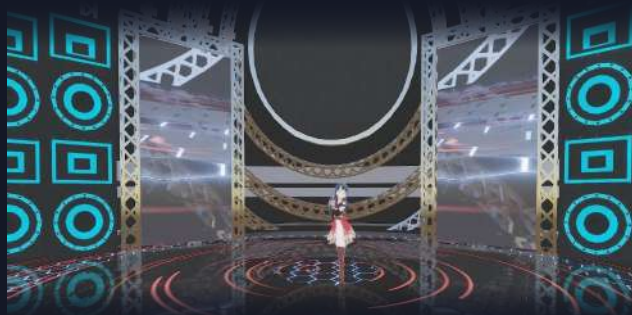
即時性互動展演技術服務平台

本作品名稱為即時性互動展演技術服務平台，開發目的為創造一種非常具有前瞻性的現場互動體驗，可以強化現今的虛擬角色IP經濟與IP文化推廣，並提供一種新穎的表現形式，幫助現場開幕式活動、即時舞台展演等文化產業鏈中增強與觀眾的連結性，創造新穎的行銷方式及開發潛在市場。



作品亮點

- 1** 內含一個示範應用的原創虛擬角色IP作為開發模組中內置的示範角色。
- 2** 整合及支援三種低階至高階穿戴式動作捕捉裝置(Xsens、Neuron、ViveTracker)。
- 3** 具有互動式網頁功能，並且整合至模組化虛擬角色展演即時動作捕捉平台當中，透過手機讓現場觀眾連線，提升現場虛擬互動角色表演活動之互動性。
- 4** 擁有三種互動形式的手機網頁互動模式。



Our work is called the "Instant Interactive Exhibition Technology Service Platform". The purpose of the development is to create a very forward-looking live interactive experience that can enhance the current virtual character IP economy and IP culture promotion, and provide a novel expression to help the scene. In the cultural industry chain, such as activities and real-time stage performances, enhance the connection with the audience, create innovative marketing methods and develop potential markets.

Highlights of the work :

- A. The original virtual character IP with a demonstration application is included as a demonstration role built into the development module.
- B. Integrate and support three low-end to high-end wearable motion capture devices (Xsens, Neuron, ViveTracker).
- C. With interactive webpage function, and integrated into the modular virtual character show real-time motion capture platform, the live audience can be connected through the mobile phone to enhance the interactive nature of the live virtual interactive character performance activities.
- D. There are three interactive forms of mobile webpage interaction mode.