

Virtual Worlds Connect

Brokerage event

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Veles Productions

Type: **private company**

Country: **Poland**

Virtual Worlds services for broadcast, games and film industry



Project Description

Topic to be addressed:

HORIZON-CL4-2026-04-HUMAN-01: Developing core technologies for Virtual Worlds.

HORIZON-HLTH-2027-03-TOOL-04 : Virtual Human Twins

Our Role:

SME Technology Provider - Extended Reality Volume LED Stage provider

Biomechanical Data Provider & Tech Partner - Performance Capture of humanoids

Specific Contribution:

Real-Time Set Extension:

Demonstrating seamless blending of live actors with infinite 3D environments using LED Walls (validation of physical-digital convergence).

Motion Capture Data Provider:

Streaming high-fidelity Motion Capture (Drones/Body/Face) directly into Games Engines (UE5) to populate virtual worlds and Physical2Virtual Worlds Data Production for Robotic AI Simulation



Full-Stack Performance Capture Ecosystem

Holistic Humanoid Digitization [The "Soul" not just the Skeleton](#) (Password: virtualworlds2026)

- **Body Tracking** Sub-millimeter precision tracking for up to **3 actors simultaneously** (OptiTrack system).
- High-fidelity finger and hand tracking using **StretchSense** gloves (critical for VR interaction & medical analysis).
- **Emotions Tracking** Photorealistic facial performance capture via **Metahuman Animator**.
- **Audio** Synchronized real-time voice recording.
- Soundstage class recording studio



Full-Stack Performance Capture Ecosystem

Virtual Production Studio :

LED Volume: 7.5m x 3.5m (1.9mm pixel pitch) powered by **Ghostframe™ technology**.

Unique Capabilities: We can display a virtual backgrounds for multiple cameras perspective in same time (Frame splitting technology)

Integration: 3x RED Komodo-X cameras synced with the virtual environment by 3x Stype „Red Spy“ technology for Camera tracking in Unreal Engine

We can deliver the volume to any place in EMEA region with our **Nomad Stage Service (details)**



Experience & Cooperation

Proven Track Record in Physical-Digital Convergence

● Films

- **Orły 2025** - Audience Award from Polish Film Academy for film “[Kulej](#)”
- **Chroma Awards - 3rd Place** - “[Housewife in Antarctica](#)” for Ai Film trailer

● Gaming (Mass Market):

- **Fortnite / UEFN**: Creating immersive, story-driven maps with custom character animations for brands (e.g., **Eska World/[Eska Islands of Sounds](#)**).

● Immersive Simulation (R&D):

- **Infinity Ride**: AR/VR coaster extension. We successfully synchronized digital content with extreme physical G-forces (www.infinityride.media).
- **Alienated**: Game (coming soon)



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Thank You

Please contact Sam Shennan for collaborations

