What tools and methodologies are used in immersive production projects?

METHODOLOGY

User Journey Mapping

User requirements research and UX/UI design.

Agile, Waterfall

Project management methods with interative and flexible approaches to accommodate changes and improvements.

Brainstorming and Mind maps

Creativity and problem-solving methods to generate and organize creative ideas.

HARDWARE

Sensors and tracking devices

Immersive/Interactive hardware knowledge skills to capture motion and real-time interaction.

Projectors, screens

Immersive/Interactive hardware knowledge to display visual content on large surfaces.

SOFTWARE

Cinema 4D, blender, maya

Develop and render 3D video effects for modelling.

MadMapper

Map video content to create imersive visual experiences.

Graphic engines (Unreal, Unity, Angular...)

Develop and render interactive 3D environments.

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