

## cineDESK

### Virtual Cinematics Tool for Film Collaboration

The Hong Kong Academy for Performing Arts, Zurich University of Arts, and The FilmEU European Universities Alliance for Film and Media Arts joined forces to create cineDESK. This project started out as a shared tool for planning films in education. Over time, through teamwork and hands-on studies, cineDESK grew into a worldwide network for working together.

#### 虛擬電影協作工具

香港演藝學院、蘇黎世藝術大學及歐洲電影與媒體藝術大學聯盟共同合作創建了 cineDESK。該項目最初作為一個共享工具，主要用於電影拍攝規劃的教學上。隨著發展，通過團隊合作和實踐研究，cineDESK 發展成為一個全球性的合作網絡。



### Innovating Film Education through Virtual Production

To enhance the teaching and learning experience, the School of Film and Television is developing a new digital collaboration tool for the preproduction process of making films. This tool will facilitate scene blocking and staging for previsualization. Producers, directors, cinematographers, production designers, and other creative leading roles can collaboratively explore how space, light, props, and acting will seamlessly translate into cinematic sequences on a multi-touch table.

The great advantage of working with this virtual cinematic tool is its collaborative potential. ALL CREATIVE crew can collaborate to find the optimum visualization.

#### 透過虛擬製作創新電影教育

為了增強教學和學習體驗，香港演藝學院電影電視學院正在開發一個新的數位合作工具，用於電影製作的前期製作過程。這個工具將促進場面調度和拍攝預視與設計。製片人、導演、攝影指導、美術指導及其他創意領導角色可以在多點觸控桌上共同探索空間、光線、道具和表演如何無縫轉化為電影序列。

使用這個虛擬電影工具的最大優勢在於其協作潛力。所有創意團隊都可以直觀及視覺化的合作方式尋找最佳的拍攝方案。

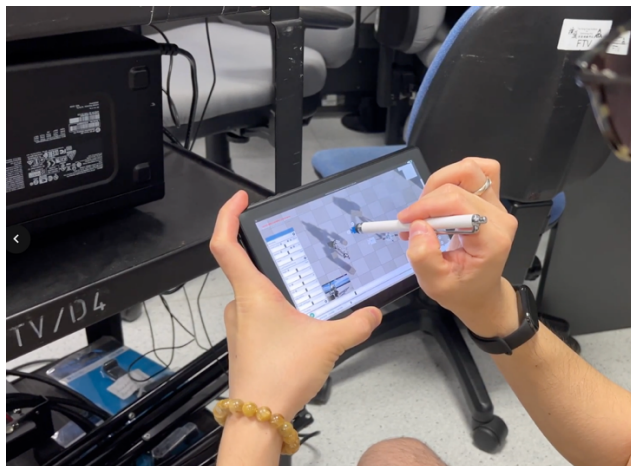


### Revolutionize Your Creative Process

This tool uses Unreal Engine to render real-time, photorealistic 3D sequences based on virtual actors and camera movements. Advanced features allow for integration of real actors using motion capture and face tracking systems. The virtual camera can be controlled via touchscreen or a position-tracked iPad for a more intuitive experience. Recently, we are glad to co-develop extra control systems with local university teams and updates the virtual dolly and Gear Head Simulator systems.

### 革新的創意過程

此工具會按照虛擬演員和攝影機動作，使用 Unreal Engine 即時渲染寫實的 3D 動畫，其先進功能使用動作捕捉和面部追蹤系統，來整合真實演員。cineDESK 中的虛擬攝影機可以通過觸控屏，或位置追蹤的 iPad 進行控制，以獲得更直接的體驗，最近我們更與本地的大學團隊加入了擬滑軌和模擬雲台系統。



**Saving details about how movies are made to help create AI tools for future filmmaking in the area.**

Gathering information from real-life sources is a crucial step in developing more robust and practical AI systems. By converting previously uncollectable practical data into digital form, cineDESK can capture valuable insights that were previously inaccessible. This could involve using sensors, virtual



cameras, and other data collection biometric devices to record real-world interactions, processes, and production details.

Obtaining professional and educational teamwork-related data to study shared knowledge is particularly important. This allows us to analyze how humans collaborate, share information, and solve problems collectively. By digitizing and studying these interactions, we can build local data model of the Hong Kong Film Industry to help develop AI systems that better emulate and enhance human teamwork capabilities.

Investigating unexplored aspects of the creative process is another key area of focus. Creativity has long been considered a uniquely human trait, but by gathering data on how people generate novel ideas and solutions, we may be able to develop AI that can assist with or even independently engage in creative tasks. This could involve studying artists, inventors, writers, and other creative professionals as they work.

The resulting system has wide-ranging applications. In educational training, it can provide personalized learning experiences based on real-world data about how students learn and collaborate. For professional practice, it can offer insights and recommendations grounded in actual workplace behaviors and outcomes. In various industries, it can facilitate more effective cooperation by analyzing successful team dynamics and communication patterns.

Furthermore, this approach to AI development based on real-world data collection has the potential to bridge the gap between theoretical AI capabilities and practical, real-world applications. By incorporating the nuances and complexities of human behavior and real-life scenarios, we can create more adaptable, context-aware, and ultimately more useful AI systems across a wide range of fields and industries.

記錄電影製作的細節，以幫助創造未來電影製作領域的 AI 工具。

從現實生活收集資訊，是開發更健全和實用的本地化 AI 系統的重要一步。透過將早前無法收集的實用數據，轉換為數位形式，cineDESK 可以捕捉到從前無法獲取的寶貴實踐數據。我國使用了尖端的傳感器、虛擬攝影機和其他數據收集生物識別設備，來記錄現實世界的互動、過程和製作細節。

要發展未來的本地 AI 電影領域，獲取業和教育團隊相關的數據，以研究共享知識尤其重要。這使我們能分析人類如何合作、分享資訊和共同解決問題。通過數位化和研究這些互動，我們可以建立香港電影業的本地數據集，並創建屬於本地的 AI 模型，以幫助開發更能模擬和增強人類團隊合作能力的 AI 系統。

探索創意過程中未被發掘的方面是另一個重點領域。創造力長期以來被認為是獨特的人類特質，但通過收集人們如何產生新穎想法和解決方案的數據，可開發出具協助性，或甚至獨立從事創意任務的 AI。這可能觸及研究藝術家、發明家、作家及其他創意專業人士的工作過程。

最終系統具有廣泛的應用，它可以在教育訓練中，根據學生的學習和合作方式提供個性化的學習體驗。在專業實踐中，基於實際工作行為和結果，它可以提供見解和建議。在各種行業中，它可以通过分析成功的團隊動態和溝通模式，促進更有效的合作。

此外，這種基於現實世界數據收集的 AI 開發方法，具有潛力彌合理論 AI 能力與實際應用之間的差距。通過融入人類行為和現實生活場景的細微差別和複雜性，我們可以在各個領域和行業中創造出更具適應性、情境感知和最終更有用的 AI 系統。現在就由本地的電影創意工業開始吧！



### The Art of Connection

In the ever-evolving world, the art of forging genuine connections remains timeless. Whether it's with colleagues, clients, or partners, establishing a genuine rapport paves the way for collaborative success. cineDESK is an important collaborative platform pave the way for the future development of Hong Kong movies virtual production and AI production.

### 連結的藝術

世界在創新變化，建立真實聯繫的藝術始終保持著永恆的價值。無論跟同事、客戶以致合作夥伴，建立真誠的關係，促進成功的合作。cineDESK 是將香港電影工業帶進未來虛擬製作及本地電影 AI 數據集的一個重要工具。



### Details about cineDesk 詳細資訊

<https://www.cinedesk.ch/>

<https://cinedesk.hk/>

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