Virtual Tours & Avatars
(methods & best practices)

IVRPA Webinar
May 27, 2023

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Topics

Avatars & Virtual Tours

Video Hotspots
- Sources: green screen, character animation, video 'in situ'
- Challenge to meshing video & photography

Volumetric Video Capture & MetaHumans

Q&A
Avatars & Virtual Tours

Enhance sense of presence and engagement

- Feeling present in a space leads to increased engagement/understanding.

Provide information and context

- A rich method for adding information about history, features, and amenities.

Personalize the experience

- Customized avatars make a tour more familiar and engaging to each user.

Live performances

- Avatars can be live & remotely operated bringing a new level of interaction.
Video Hotspots: ‘green screen’ examples

basic

autoplay

UI controls

2D animator

“Everything You Need to Know About Chroma Key and Green Screen Footage” – Logan Baker

“Intro to Adobe Character Animator” – Dave Werner

Blender (Animation & Rigging | Motion Tracking & Masking)
‘Meshing’ Video & Photography

Integrating different lens parameters & color profiles is hard.

- Tools: PTgui, Mistika, ...

Ellison Trade Show
(Circus 360)

Metro Aviation Virtual Tour
LivePano (mask off)

AI-assisted ‘green screen’
Future Sources(?) : Motion Capture & MetaHumans

Center of Creative Arts Virtual Tour, (Avatar-Dimension)
MetaHuman Creator, Unreal Engine
Open Discussion / Draft Webinar Schedule

5/27: Best Practices: Virtual Tours & Video
6/24: Smithsonian Virtual Tours: Behind the Scenes
7/29: Accessibility
8/26: Digital Twins
9/30:
10/28:
11/25:
12/30: holidays