

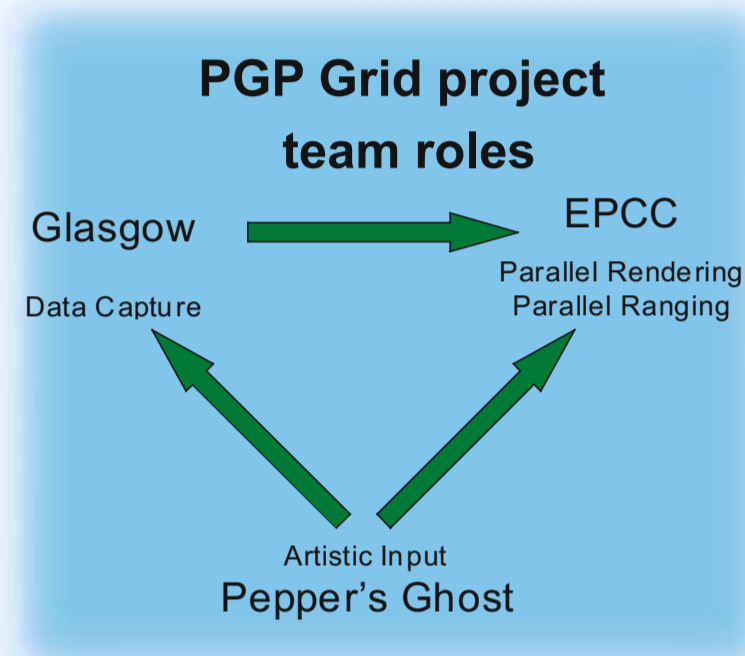
# PGP Grid

[www.epcc.ed.ac.uk/pgpgrid/](http://www.epcc.ed.ac.uk/pgpgrid/)

## Grid technology for Entertainment

### AIMS

- Apply real-time, 3D vision technology to cartoon production.
- Apply remote parallel processing to real-time 3D vision.
- Apply remote parallel processing to hyper-realistic rendering of imaginary environments.



### BENEFITS

- **For the Media industries**
  1. Allows experiments with novel 3D animation based on real action.
  2. Reduces costs compared to human-driven animation.
- **For the Grid**
  1. Very high bandwidth transfers testbed.
  2. High computational loads testbed.

### Conformation of models to moving actors



Left: 3D capture of actor.  
Right: Animation follows actor's movement.