My Notes

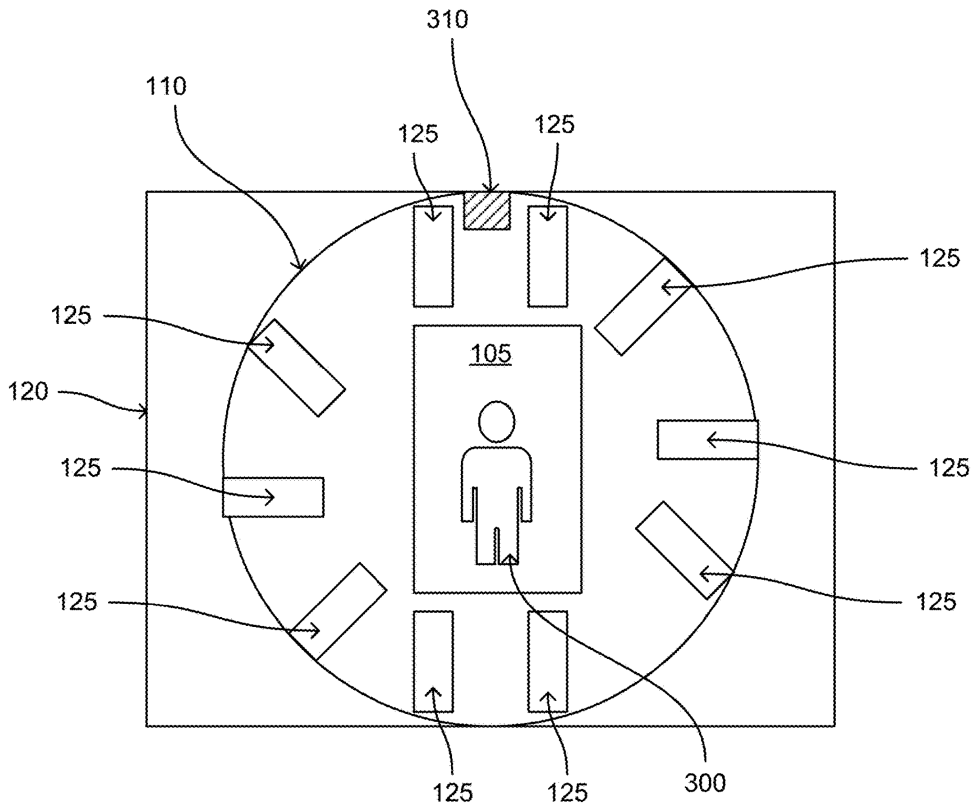

FIG. 3

105 - **Omnidirectional treadmill = ROTATING Treadmill**

[0006] - "based on **a direction in which the omnidirectional treadmill is oriented** or based on **a direction of movement of the subject** within the area"

"modified to **display content captured from a different point of view that corresponds to a direction in which the omnidirectional treadmill is pointed"**

[0020] - **"The omnidirectional treadmill allows a subject to perform locomotive motion (e.g., walking, running, etc.) in any direction.** This allows the **omnidirectional treadmill** to **provide a subject with 360 degrees of movement"**

110 - **First set of display panels = Virtual production LED volume /stage**

115 - **Second set of display panels = Virtual production LED volume /stage**

120 - **Third set of display panels = Virtual production LED volume /stage**

125 - **Set of 'sensors' = video cameras**

My Notes

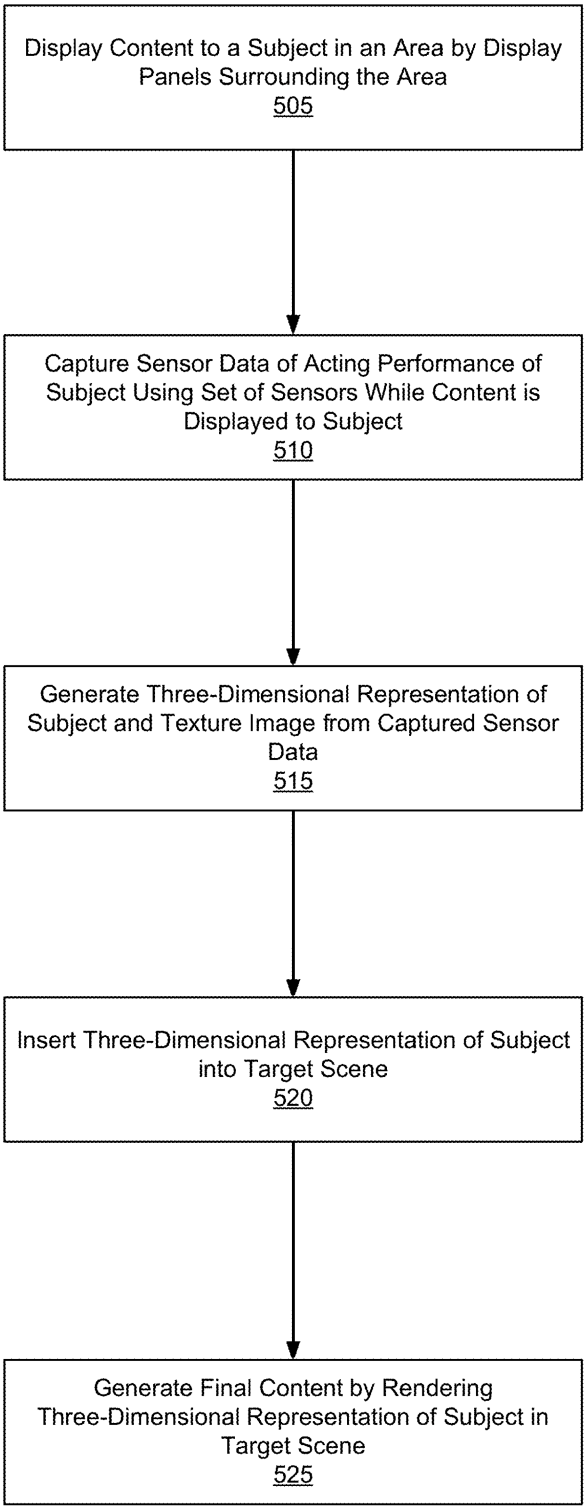

FIG. 5

InfiniSet Patent US11577177B2

“The rotatable turntable is installable in an LED based virtual film set or green screen film set.”

"When the treadmill is provided within an LED virtual film set or green screen set, background imagery is added to further supplement the movement in a selected environment.”

"One or more audio, visual, or tactile cue sources are provided to the endless track, rotatable turntable, user or a combination thereof"

"one or more cameras for capturing user movement on the assembly."

"capturing an image of the user from multiple different points of view / locations at the exact same time.”

"Tracking of the user may be carried out with various sensors integrated into the assembly, worn by the user, and/or surrounding the assembly.”

"These devices comprise sensors for monitoring and recording user movement"

"provides a programmer the ability to add an animated virtual user, or an avatar (“AV”) into the environment.”

“A 3D-AV may be represented in the system as a 3D modeled character"

“The AV may be a digital twin of the user"

“A 3D-AV may be represented in the system as a 3D modeled character that is inserted into the 3D virtual space via the real-time render engine"

"treadmill assembly can be used in various environments for entertainment purposes and/or for creating content"

"The user may be inserted into a virtually rendered setting, a liveaction pre-filmed setting, or a combination thereof."

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FIG. 8

[0066] **To duplicate a subject in an image or in a sequence of video** , a target scene 800 containing images of one version of the subject is captured . The target scene 800 can be captured by simply filming the subject using conventional video cameras , for example using a 360 - degree camera that captures images along one or more of a horizontal orbit , a vertical orbit , or a diagonal orbit around the subject . This allows images or video of the subject to be captured , while the 360 - degree camera captures images of the surroundings of the subject from the alternative location where the duplicate of the subject is to appear . Alternatively , the target scene 800 may be generated using the process described in FIG . 5 . Once the target scene containing **one version 805 of the subject is obtained** , it is used as the content displayed to the same subject in the process described in FIG . 5 , thereby **inserting a second version 810 of the same subject** in the final content . This way , the subject benefits from **visual cues** from the subject's first acting performance when performing a second time **as the twin** .

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FIG. 9

[0067] Another use case of the system is illustrated by **FIG . 9 , which shows an example of an image 900 including representations of multiple subjects** . In the example of **FIG .9** , multiple representations **905A , 905B , 905C , 905D** (also referred to individually and collectively using reference number 905) are included in the image 900. **Each representation 905 of a subject is generated from sensor data of the subject captured by the system** 100 or the system 400 using the process of FIG . 5. To generate the image 900, in one example , the controller 130 provides content containing a target scene to a first subject **905** and captures a three dimensional representation of the first subject 905, e.g. , using the process of FIG . 5. The three - dimensional representation of the first subject **905** is then added to the target scene, and this modified content is presented to another subject **905** , whose acting performance is then captured according to the process of FIG . 5. This is repeated for each of the subjects **905** until all of their acting performances are captured . The final content is then obtained by rendering the three - dimensional representations of each of the subjects 905 into the target scene to create the final content. [0068] **Beneficially , inserting digital copies of one or more subjects into edited video allows the video to be captured with fewer subjects present when the video is initially captured .** This reduces the complexity for initially obtaining the video , while maintaining flexibility for a number of subjects included in the edited video or which subjects are included in the edited video . **Additionally , inserting a digital copy of the subject into the edited video allows subjects to be in different locations from each other when video is captured,** reducing an amount of travel for subjects , and reducing an amount of time for capturing different portions of video including multiple subjects .