

ABSTRACT

A SYSTEM FOR MIXING OR COMPOSITING IN REAL-TIME, COMPUTER GENERATED 3D OBJECTS AND A VIDEO FEED FROM A FILM CAMERA

A method of mixing or compositing in real-time, computer generated 3D objects and a video feed from a film camera in which the body of the film camera can be moved in 3D and sensors in or attached to the camera provide real-time positioning data defining the 3D position and 3D orientation of the camera, or enabling the 3D position to be calculated.

FIG 1