

sooii

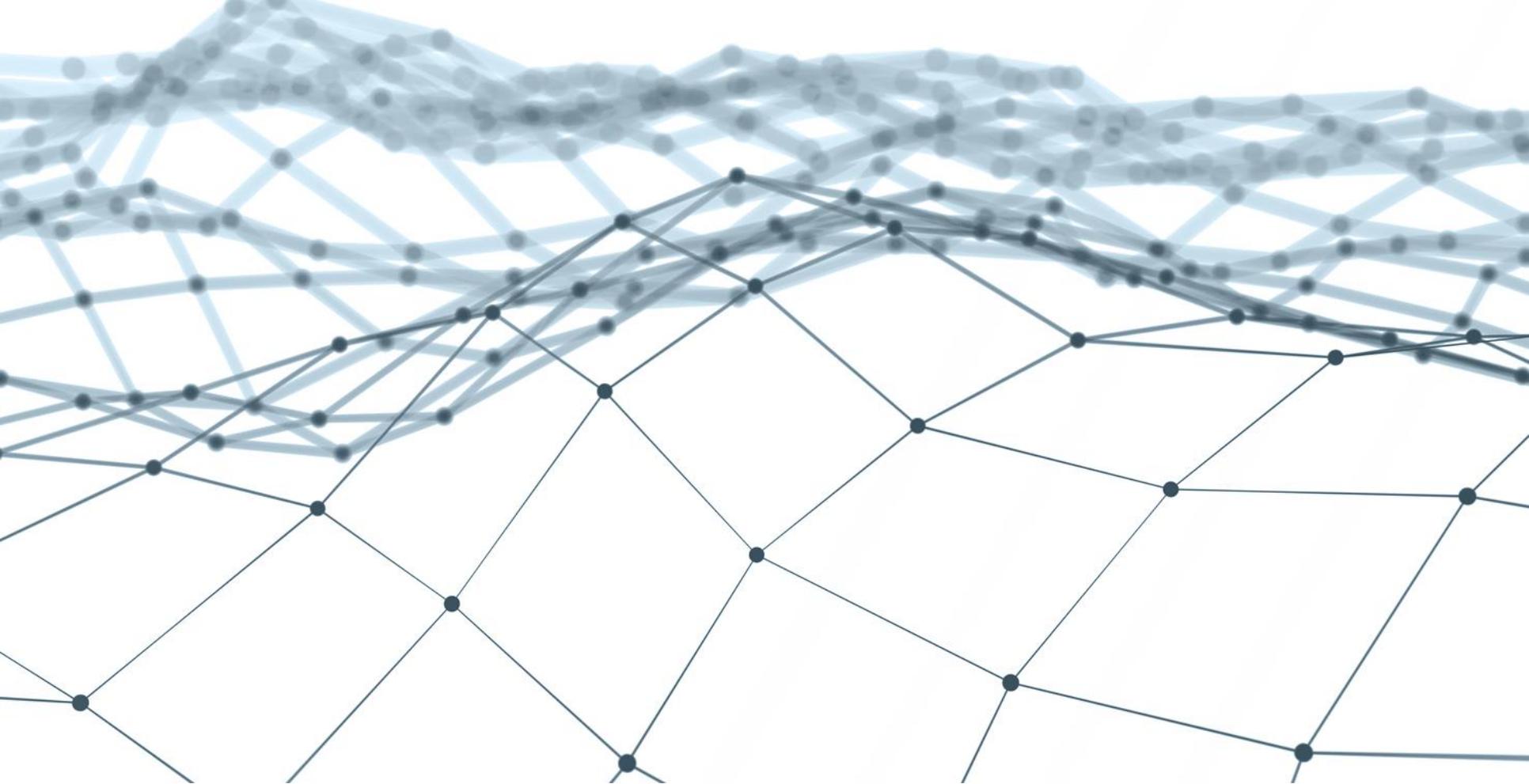


we are real

Arndt Johannes

3D virtuality
is the new reality





Virtuality will change
the world.

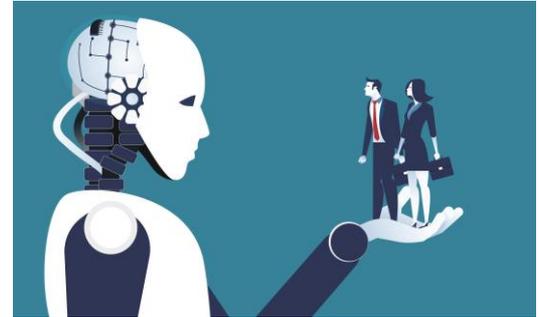
Radical.



2007



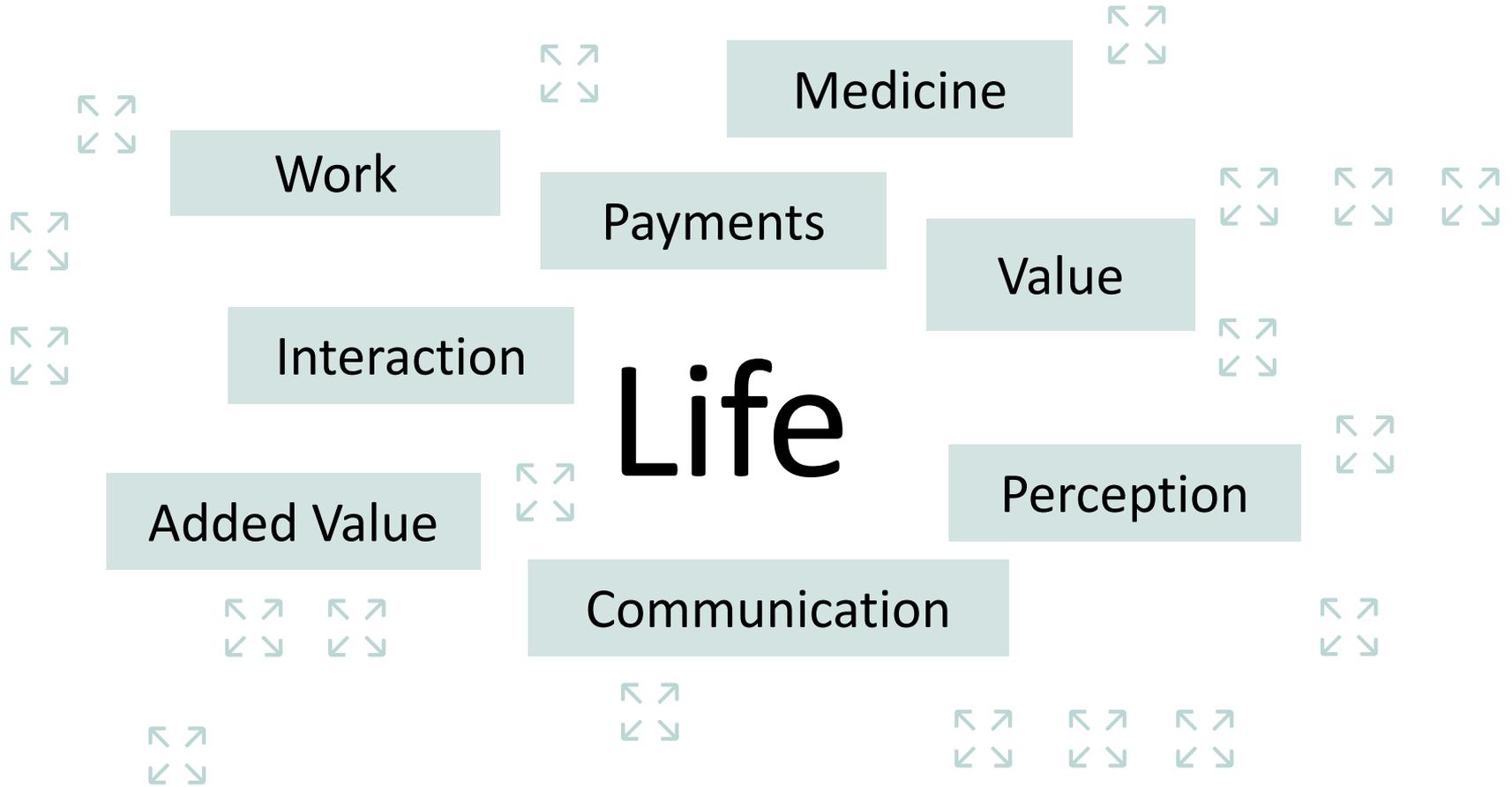
2018





The virtual revolution has
only just begun.

And it's more than gaming,
AR and VR-technologies



It's not the question if?
Only when?

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We digitalize premium manufacturers from architecture, furniture and design.

We consider us ourselves as a „strategic partner“ for the virtual content realization in high-end quality.

References











Full
CGI



Full
CGI





Full
CGI



Full
CGI



Full
CGI



Full
CGI









Full
CGI

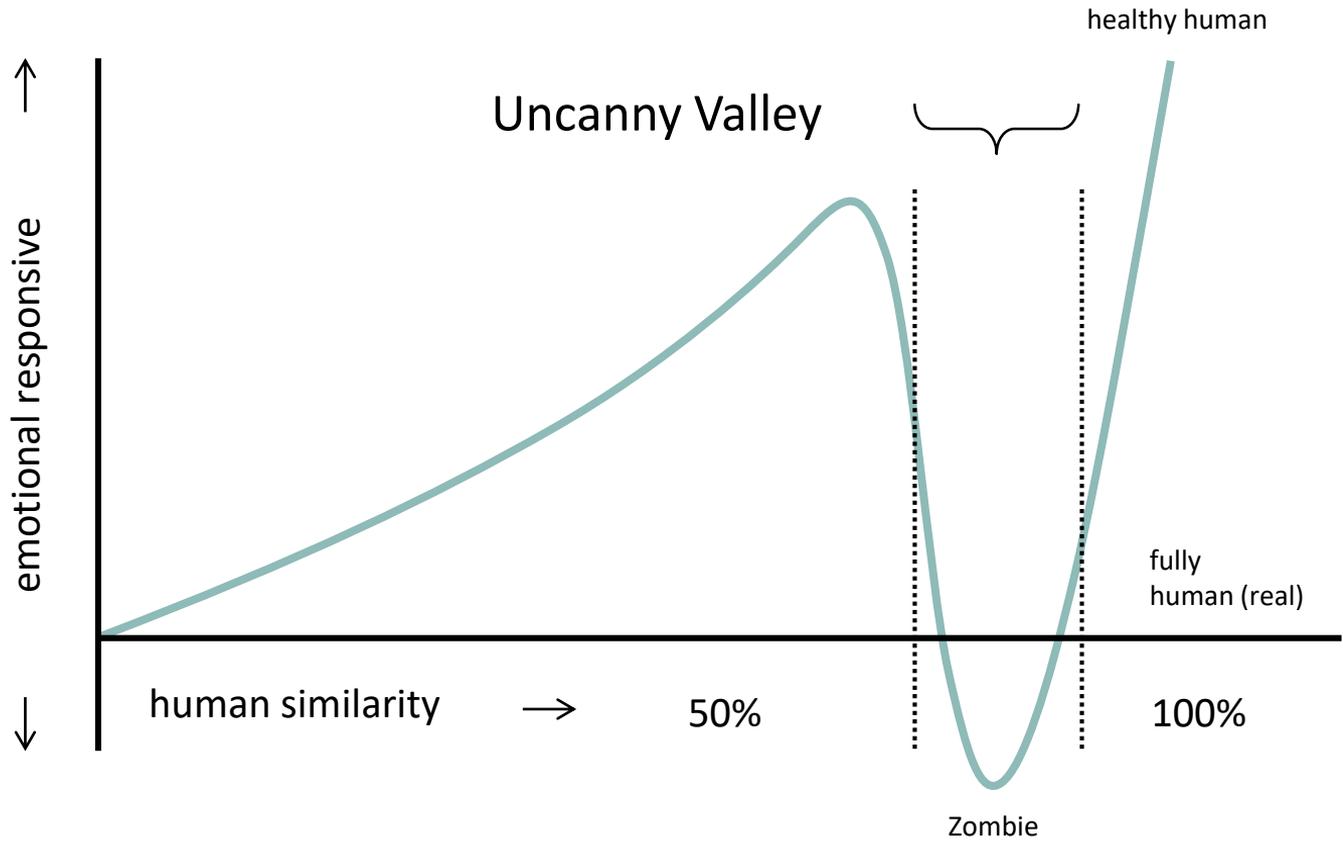


Full
CGI

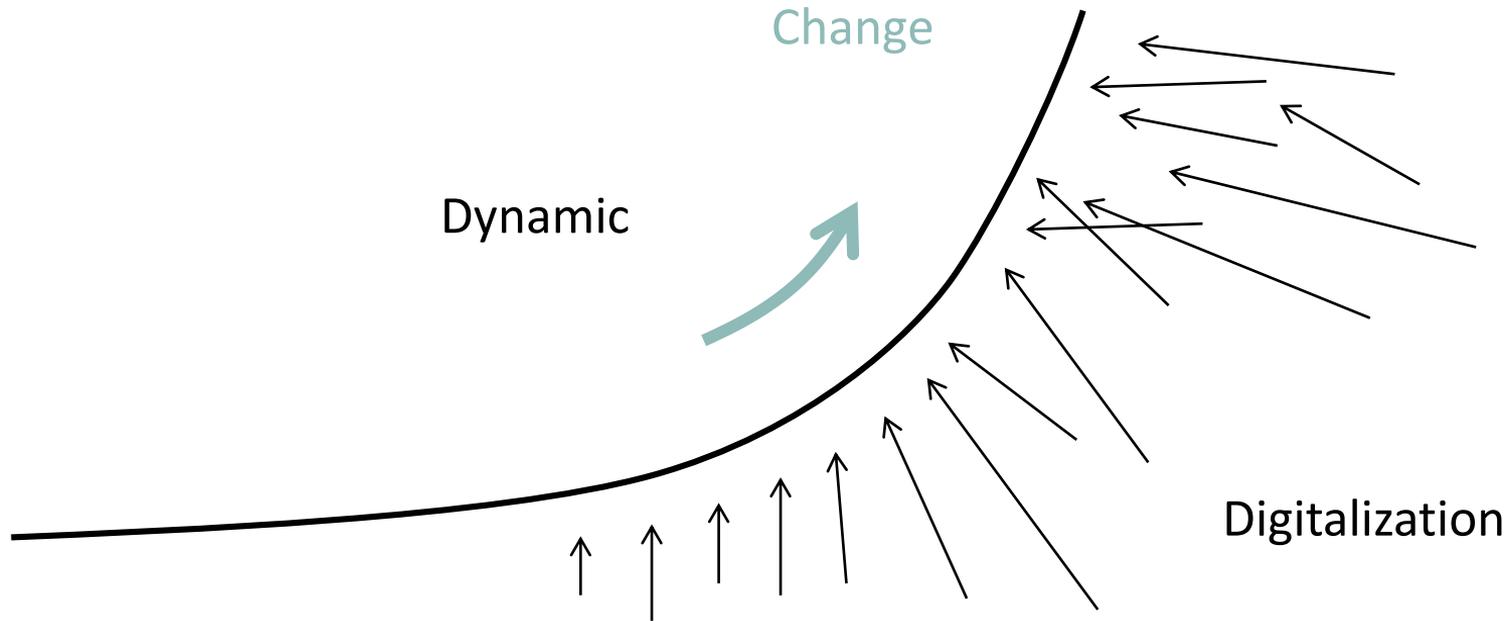
Virtual humans.

Crossing the uncanny valley.





Digitalization pushes the boundaries





3D humans development.

Feasibility

Virtual human by Zbynek Kysela
lead character artist / soii

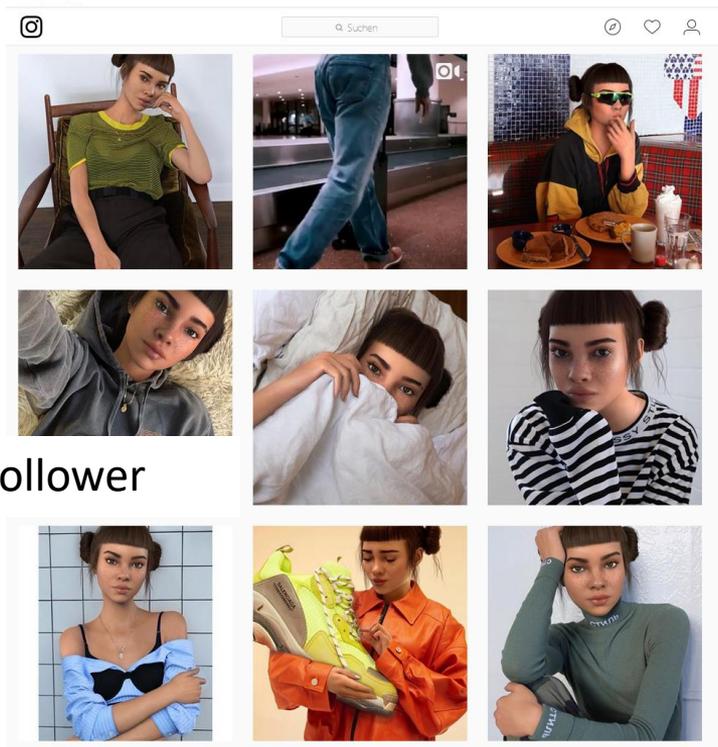


Over 1 Mio follower

3D human as a virtual



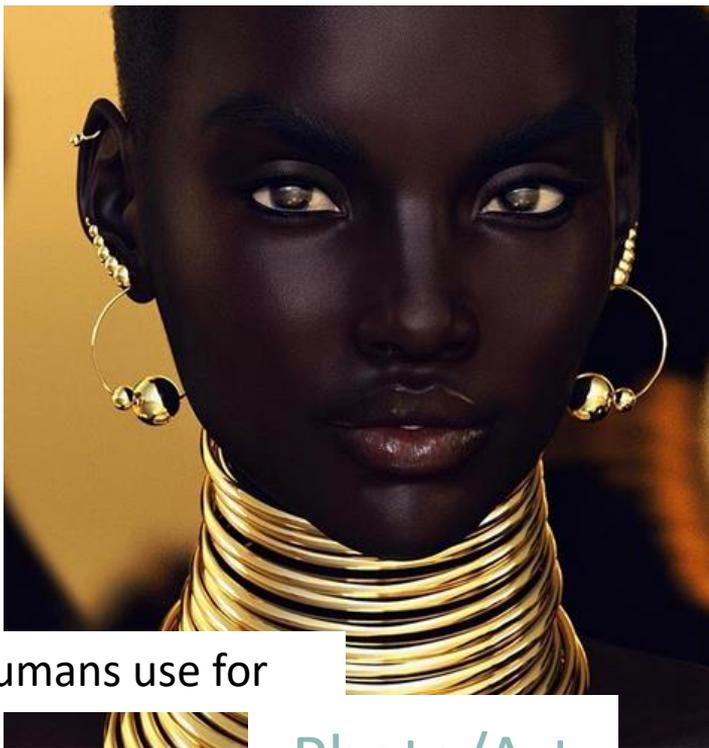
Influencer



Kommentar hinzufügen ...

...

Instagram-Star Lil Miquela
www.instagram.com/lilmiquela



3D humans use for

Photo/Art



Supermodel by photographer
Cameron James-Wilson
www.instagram.com/shudu.gram

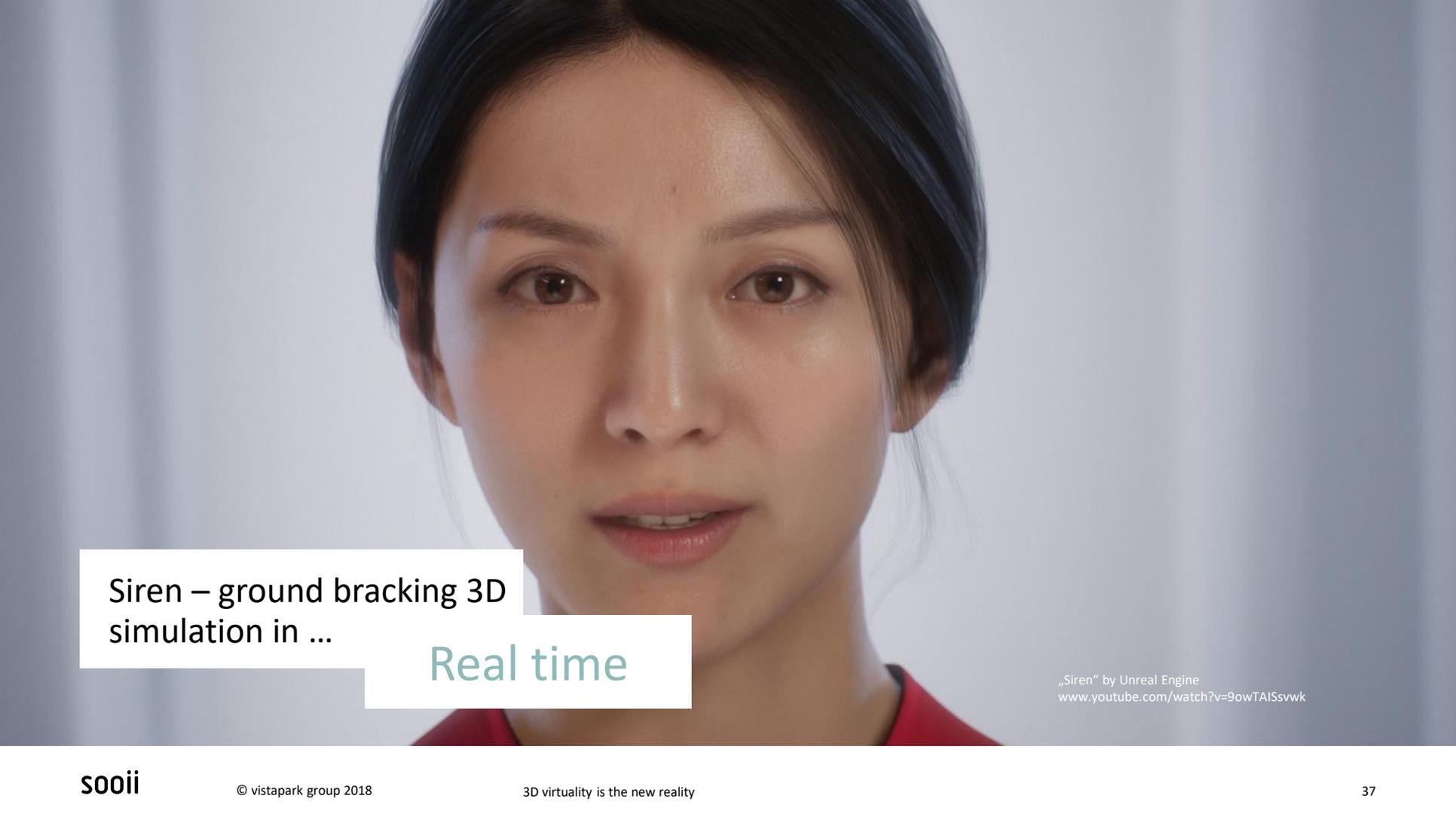




3D humans in advertising

Animation

Aco Face by Important Looking Pilots
<http://ilpvfx.com/projects/face>



Siren – ground bracking 3D
simulation in ...

Real time

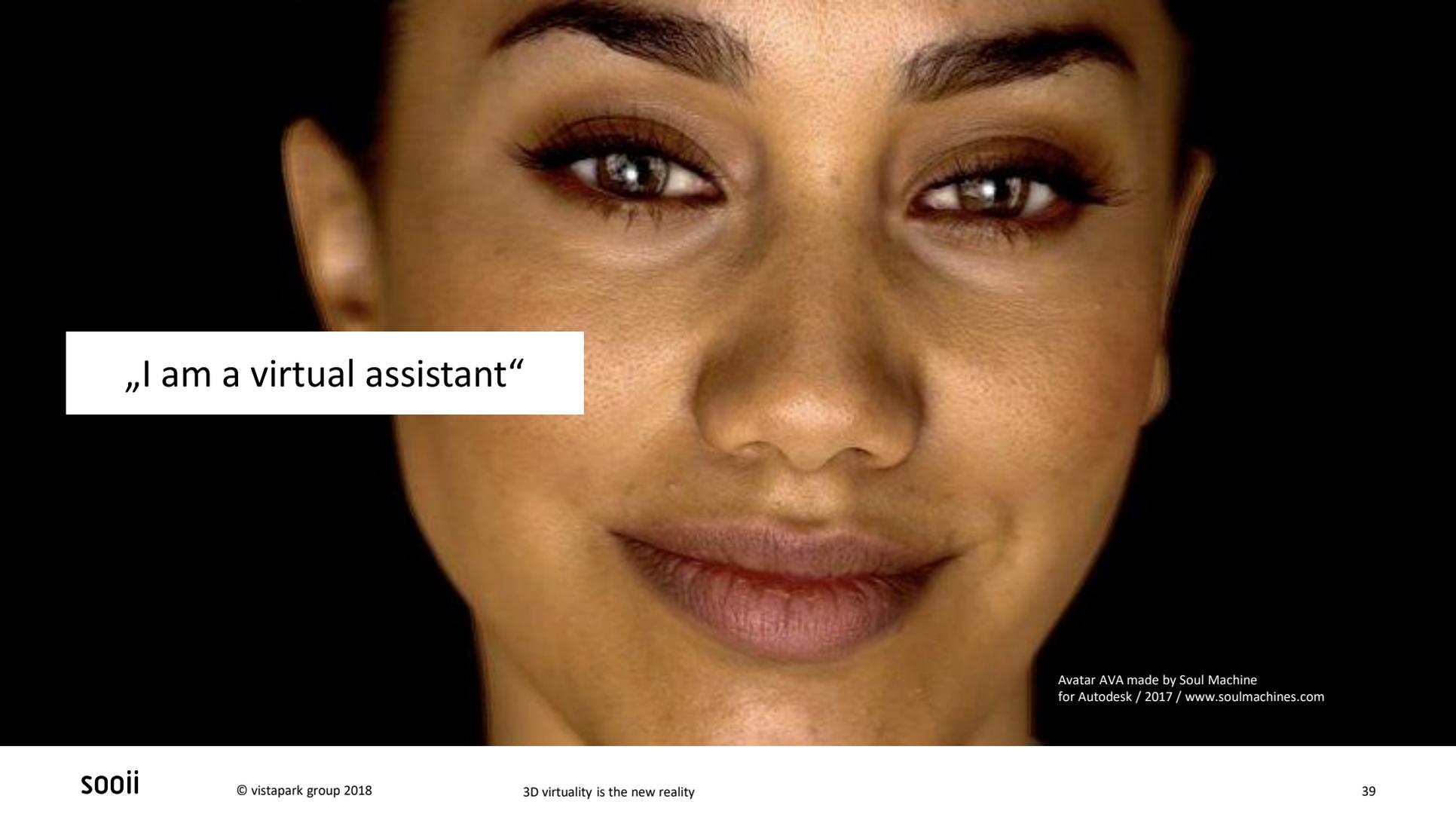
„Siren“ by Unreal Engine
www.youtube.com/watch?v=9owTAISvwwk



3D humans in real time



Motion Capture

A close-up, high-resolution image of a woman's face, focusing on her eyes and upper lip. She has dark, well-defined eyebrows, large brown eyes with long, dark eyelashes, and a slight smile. The lighting is soft and even, highlighting the texture of her skin. A white rectangular text box is positioned on the left side of her face, containing the text „I am a virtual assistant“.

„I am a virtual assistant“

Avatar AVA made by Soul Machine
for Autodesk / 2017 / www.soulmachines.com

Emotional responsive
artificial human with

KI

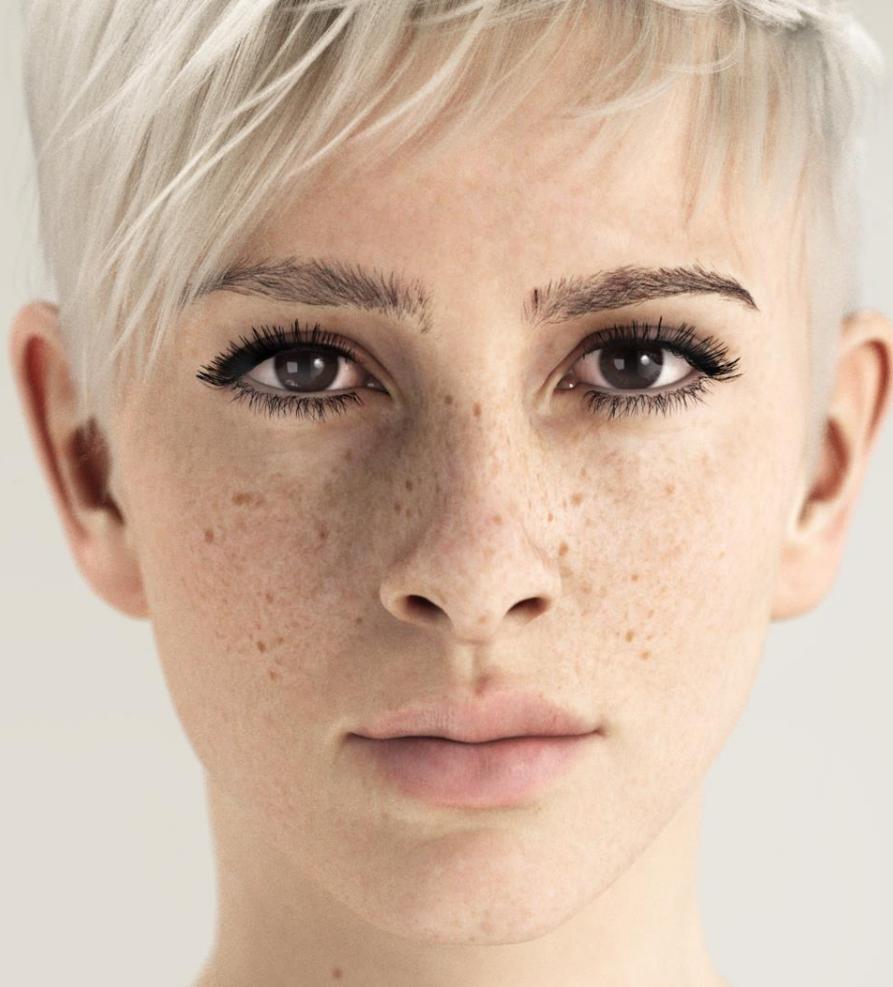


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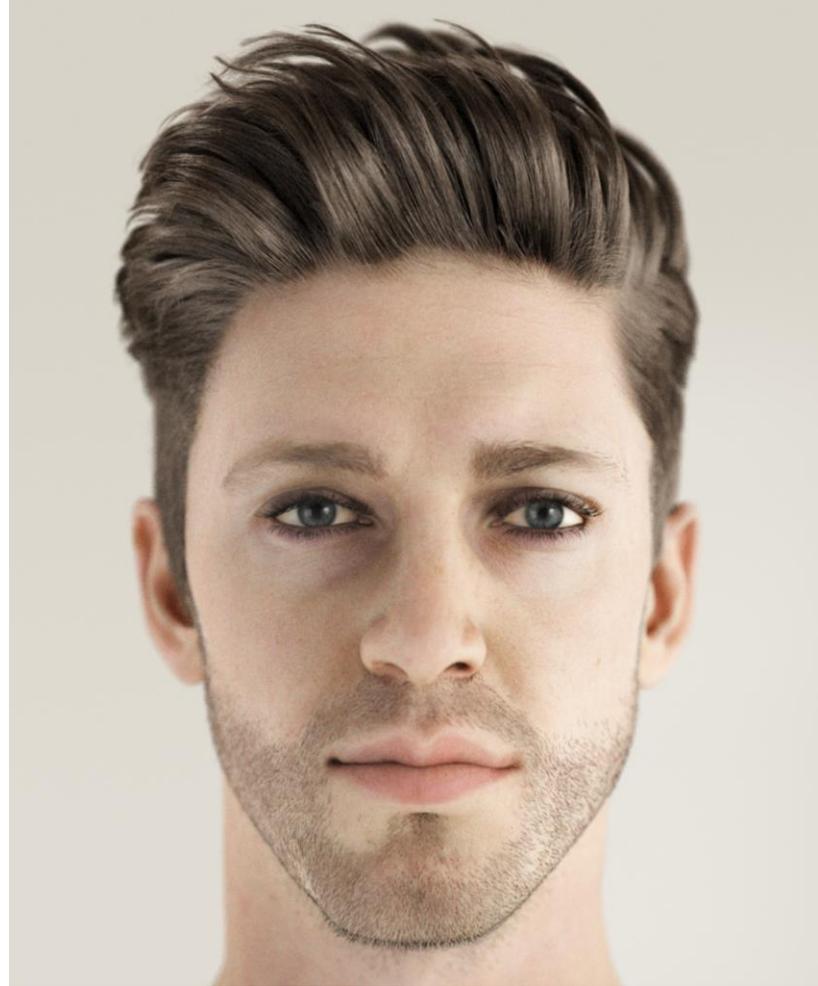
Business development and cooperation

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Full
CGI





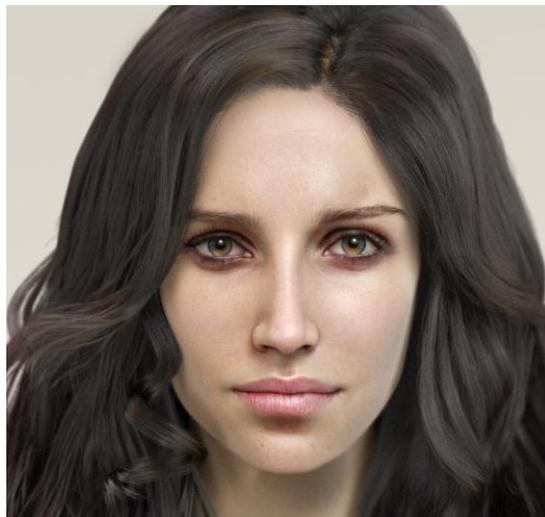
Full
CGI

sooii virtual models

WOMAN
MEN



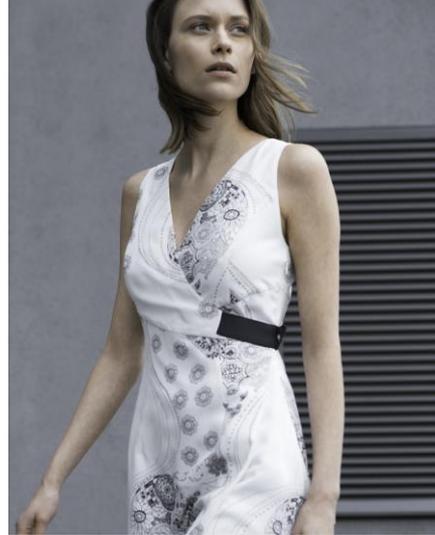
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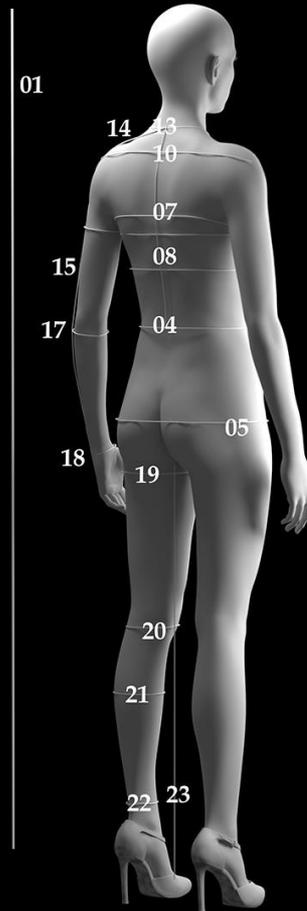
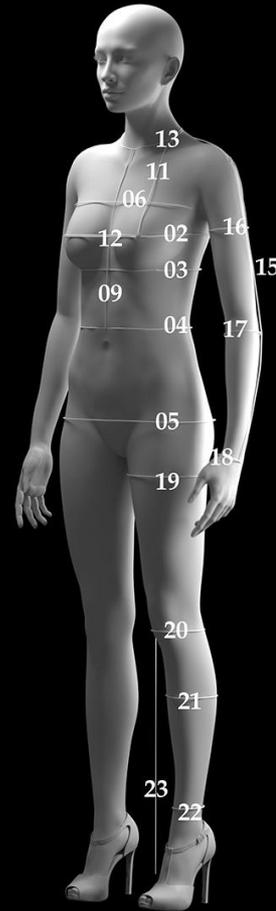
Annia



Marco



01 Height:	174 cm
02 Oberbreite brustumfang:	88 cm
03 Unterbrustumfang :	74 cm
04 Tailienweite :	69 cm
05 Huefweite:	92,5cm
06 Vorderbreite :	36 cm
07 Rueckenbreite:	34,5cm
08 Rueckenlaenge:	40,8cm
09 Vorderlaenge:	37,5cm
10 Shoulder_ shoulder:	42,7cm
11 Brustposition_Hsp:	27,5cm
12 Abstand brustpunkt zu bust:	18,5cm
13 Halsumfang_Neck:	36 cm
14 Shoulder bis mitte:	22 cm
15 Armlange_von_schultersleve:	62 cm
16 Oberarmumfang:	26,6cm
17 Ellbogenumfang:	23 cm
18 Handgelenkumfang:	16 cm
19 Oberschenkelumfang line:	55 cm
20 Knieumfang line:	36 cm
21 Wade line:	34 cm
22 Fesselumfang:	21,5cm
23 Innenbeine bis boden:	84 cm



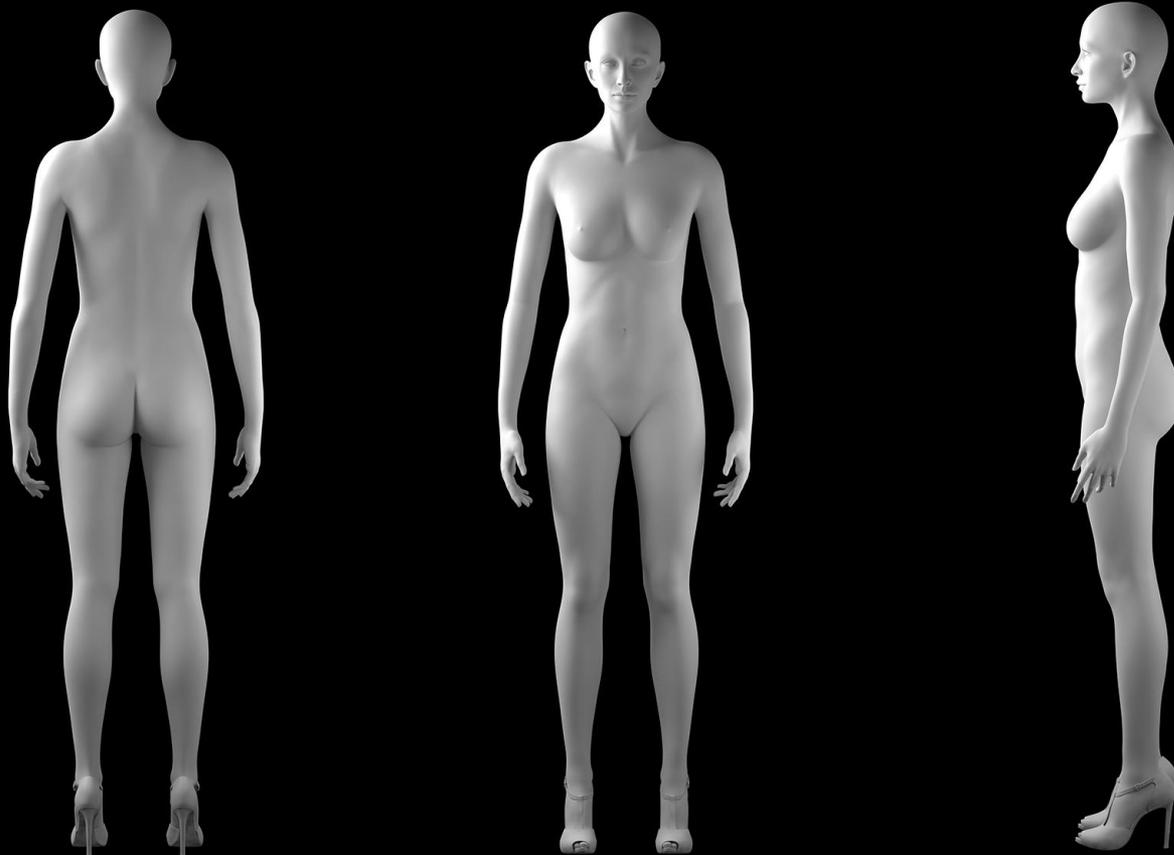
Vidya
Virtual Fitting
Model













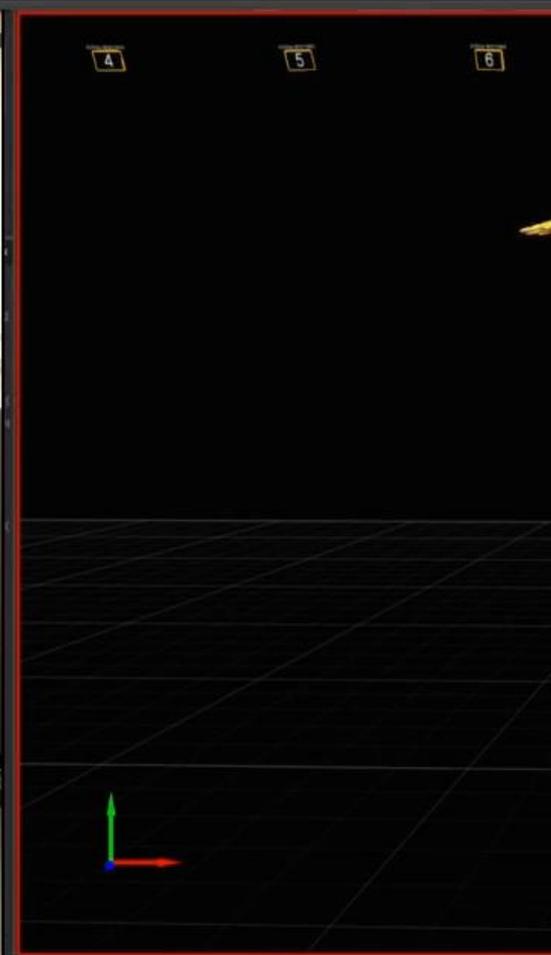








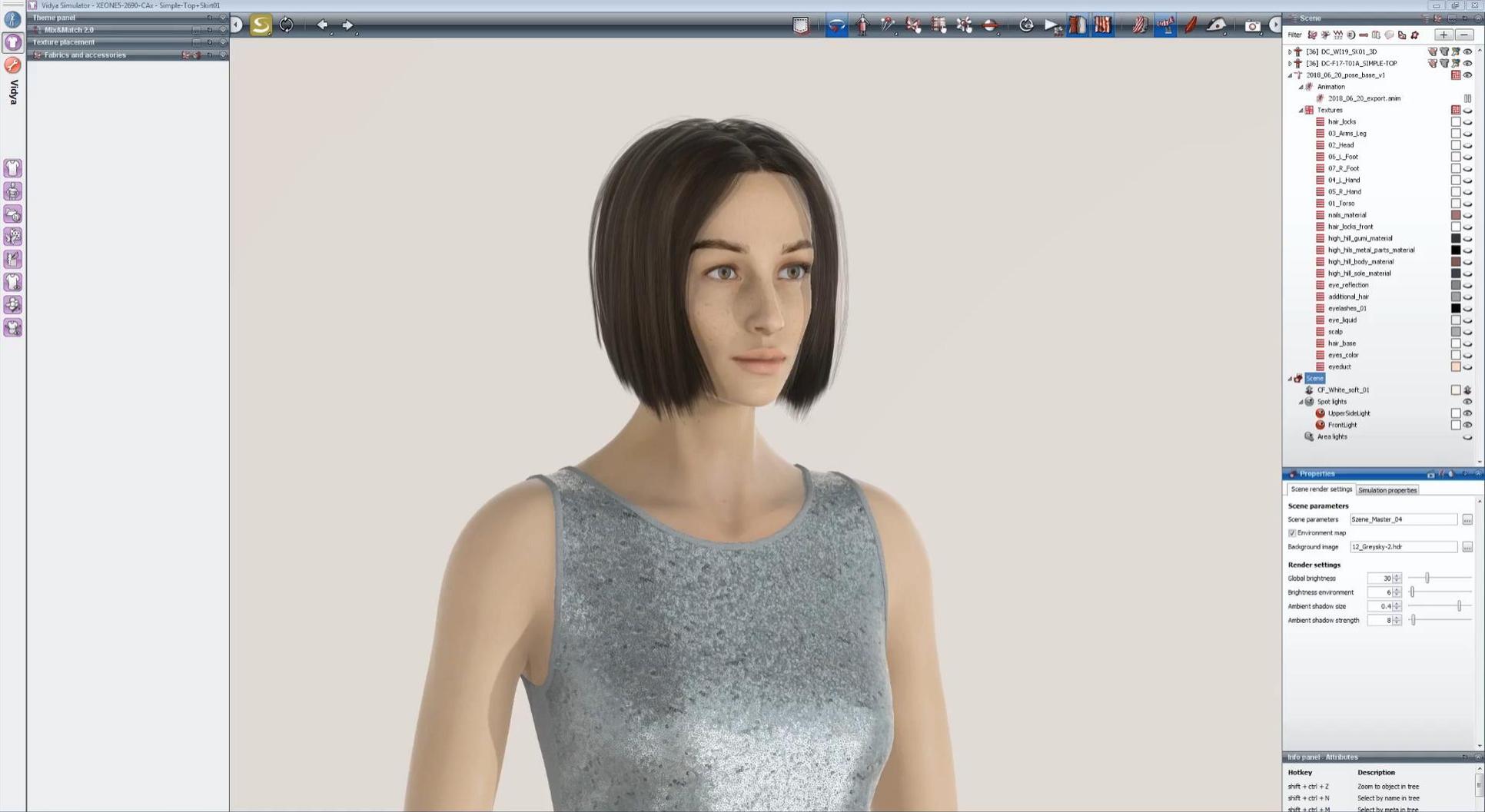




Take Name: T09_expressivePosing_001







- Scene
- [36] DC_W19_SK01_3D
 - [36] DC-F17-101A_SIMPLE-10P
 - 2018_06_20_pose_base_v1
 - Animation
 - 2018_06_20_export.anim
 - Textures
 - hair_locks
 - 03_Arms_Leg
 - 02_Head
 - 06_L_Foot
 - 07_B_Foot
 - 04_L_Hand
 - 05_B_Hand
 - 01_Torso
 - male_material
 - hair_locks_front
 - high_hi_guni_material
 - high_hi_metal_parts_material
 - high_hi_body_material
 - high_hi_side_material
 - eye_reflection
 - additional_hair
 - eyelashes_01
 - eye_liquid
 - scalp
 - hair_base
 - eyes_color
 - eyeduct
 - Scene
 - CF_White_soft_01
 - Spot lights
 - UpperSidelight
 - Frontlight
 - Area lights

Properties

Scene render settings | Simulation properties

Scene parameters

Scene parameters: [Scene_Master_04] [...]

Environment map: [12_Greysky-2.hdr] [...]

Render settings

Global brightness: [30] [Slider]

Brightness environment: [6] [Slider]

Ambient shadow size: [0.4] [Slider]

Ambient shadow strength: [8] [Slider]

Info panel | Attributes

Hotkey	Description
shift + ctrl + Z	Zoom to object in tree
shift + ctrl + N	Select by name in tree
shift + ctrl + M	Select by meta in tree

Sooii virtual models is a Vision,
that become a reality.

With vidya and you!

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Thankx

References / Sources

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- Site 38 Instagram-Star Lil Miquela / www.instagram.com/lilmiquela
- Site 39 Supermodel by photographer Cameron James-Wilson / www.instagram.com/shudu.gram
- Site 40-41 Making of Aco face by Important Looking Pirates | CGMeetup
CGMeetup / am 10.07.2015 veröffentlicht
Making of Aco face by Important Looking Pirates Vfx Breakdown from ILP on CGMeetUp
www.cgmeetup.net/home/?s=+Important+Looking+Pirates
ACO – Face / <http://ilpvfx.com/projects/face>
- Site 42-44 Unreal Engine / am 21.03.2018 veröffentlicht
Siren Real-Time Performance | Project Spotlight | Unreal Engine
<https://www.youtube.com/watch?v=9owTAISsvwk>
- Seite 45-46 AVA made by Soul Machine for Autodesk / 2017
<https://www.soulmachines.com/>