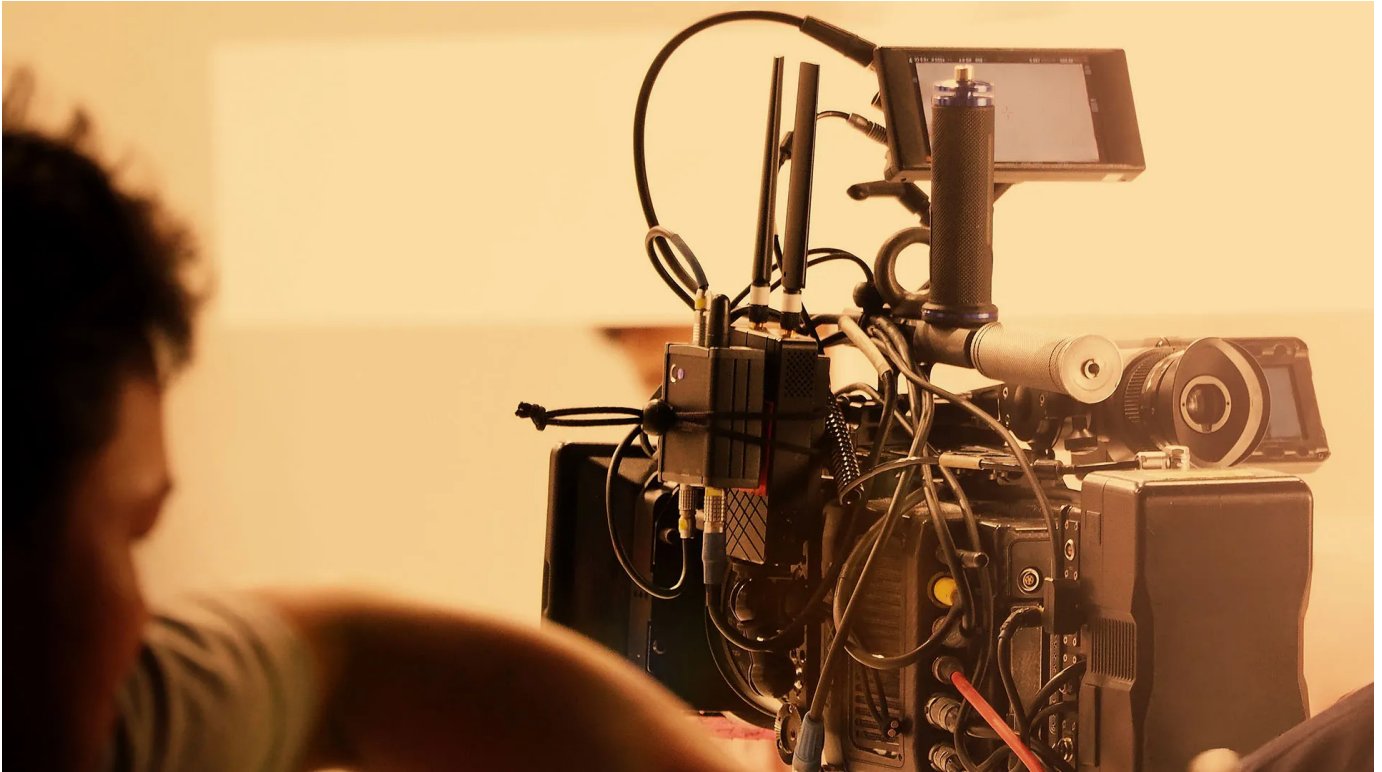


Live animation! Tec students are pioneers in Latin America



Bachelor of Digital Arts degree students at the Tec's State of Mexico campus have produced a short film with technology never before used in Latin America

24/07/2024

Carlos Fernando Vicencio Olvera

Bachelor of Digital Arts degree students at the [Tec's State of Mexico campus](#) were the **first in Latin America** to use a new camera system capable of projecting interactive **real-time** animations.

It all started with the **Virtual Production** project carried out by the [Space Boy](#) company, which consists of the **planning, production, and execution** of live events using **special effects and mixed reality**.

Students also had the opportunity to use the **motion capture** laboratory at the [Tec's Mexico City campus](#), integrating both the campus's **filming equipment** and that of the company.

This collaboration resulted in the creation of one of the largest **digital animation laboratories** in the history of **Mexico**, made up of **18 filming devices**.



Bachelor of Digital Arts students working together with the Space Boy team.

Using real-time interactive animation

*“**Space Boy** is one of the **few studios in Mexico** that specializes in the use of this technology, so we decided to **work on an agreement** through which it was possible to train our students.*

*“The organization **was very pleased with the students’ performance**, so it invited them to collaborate on a **film production**,” said **Fernando Vicencio**, director of the **Bachelor of Digital Arts degree** at the **State of Mexico** campus.*

This production is part of a **collaboration** between **Space Boy** and **ZEISS**, a **leading German optics company** that is currently developing its cinema area: [**ZEISS CinCraft Scenario**](#).

In order to demonstrate and implement the **Virtual Production** technique, ZEISS proposed giving **Tec students** the opportunity to participate in the **production of a short film** to Space Boy.



Students from the Tec's State of Mexico campus working on the short film entitled SVEN.

SVEN: A short film made with cutting-edge technology

SVEN is the title of the short film that tells the **story of a dancer** who must fight against adversity in order to give **one of her best** performances.

Using **digital production** techniques and constant **motion capture** through cameras provided by **Space Boy**, the actress will **interact in real time** with her

digital representation.

*“The **magical interaction** we are working on in this production means that the protagonist will **make contact** with her younger self: this meant **generating a 3D model** of the child version of her character,” explained the academic.*

This generated a **unique learning experience** for the students who participated in the project, as well as **high-quality results**.

“The organization was very pleased with the students’ performance, so it invited them to collaborate on a film production.”

A **professional internship** offered by **Space Boy** will soon be available at an institutional level, which will teach students how to use **high-end digital equipment** in the best possible way.

In addition, it is expected that **Bachelor of Digital Arts** students will collaborate **next year** on the creation of a **new production** wholly structured and directed by themselves.

*“It’s very exciting to see students participating in this type of project. They’ve shown that they **have the ability** to work in a **professional environment**,” concluded **Vicencio**, the director.*

The tentative dates for the **short film’s release** are between September and October 2024, with the possibility of a premiere at the **State of Mexico campus theater**.

SVEN will be available afterwards on the official **ZEISS CinCraft Scenario** website.

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