



YOOM

NEXT GEN DIGITAL HUMAN CREATION ENGINE

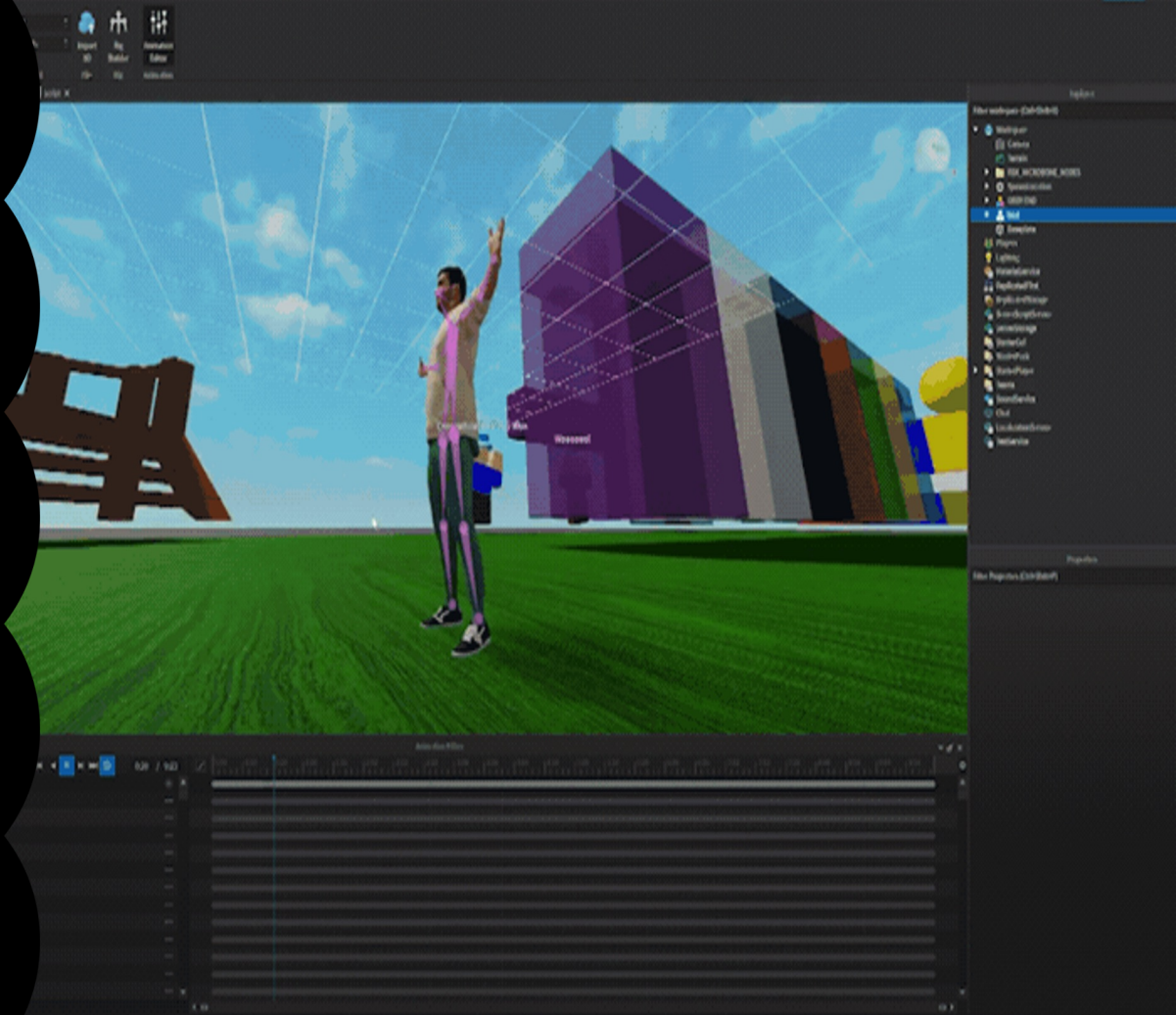
ABOUT YOOM

LEADING POWERHOUSE IN AI 3D RECONSTRUCTION

A DEEP TECH COMPANY DEVELOPING A PROPRIETARY AI 3D TECHNOLOGY THAT ENABLES THE CREATION OF PHOTOREALISTIC AND AUGMENTED DIGITAL HUMANS WITH HIGHLY ACCURATE APPEARANCE AND MOTION AT A LARGE SCALE.

YOOM IS COMMERCIALY ACTIVE IN THE U.S., EUROPE, MIDDLE EAST & APAC. YOOM'S PROFESSIONAL DIGITAL HUMAN CREATION PLATFORM IS CURRENTLY INSTALLED IN STUDIOS WORLDWIDE.

USE CASES [\(LINK\)](#)



ABOUT YOOMAN

NEXT GEN DIGITAL HUMAN CREATION ENGINE

1 HIGH FIDELITY
Maintains the natural fluid motion and texture fidelity of volumetric video for all NPCs & Avatars

2 AI-BASED AUTOMATED PIPELINE
One solution that encapsulates motion capture, rigging & skinning, texturing, avatar building and cleanup

3 FASTER DELIVERY
Automatically output :60 of 3D animation in less than 4 hours, editable, photorealistic NPCs at scale

4 NATIVE INTEGRATION
Output standard formats & file sizes (Alembic, FBX, more) - no plugin or training required

5 RETARGETING
Automated rigging, skinning, and retargeting provides the ability to blend various captured human characters movements.

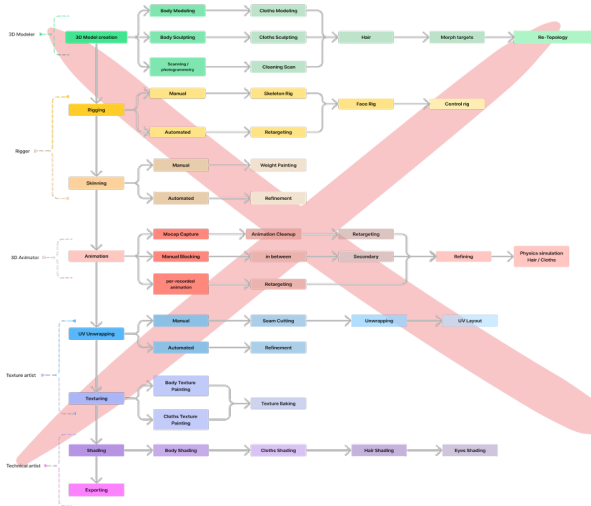


CHARACTER CREATION SIMPLIFIED

MAN-MONTHS PER MINUTE OF ANIMATION

DAYS PER MINUTE OF ANIMATION

TRADITIONAL 3D PIPELINE



YOOM ENGINE

GAME ENGINE

APPLICABLE FOR
CHARACTER
CREATION
PIPELINES

CAPTURE

PROCESSING



YOOMAN CHARACTER CREATION PIPELINE SOLUTION

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YOOMAN IN-ENGINE GAME DEMO

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YOOMAN CHARACTER CREATION BUILD UP

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YOOMAN PLATFORMS INTEGRATION

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YOOMAN CHARACTER CUSTOMIZATION



YOOMAN HAIR TESTS



YOOMAN VIRTUAL PRODUCTION



EXAMPLES



YOOMAN OUTPUT:

INITIAL CAPTURE PROCESS



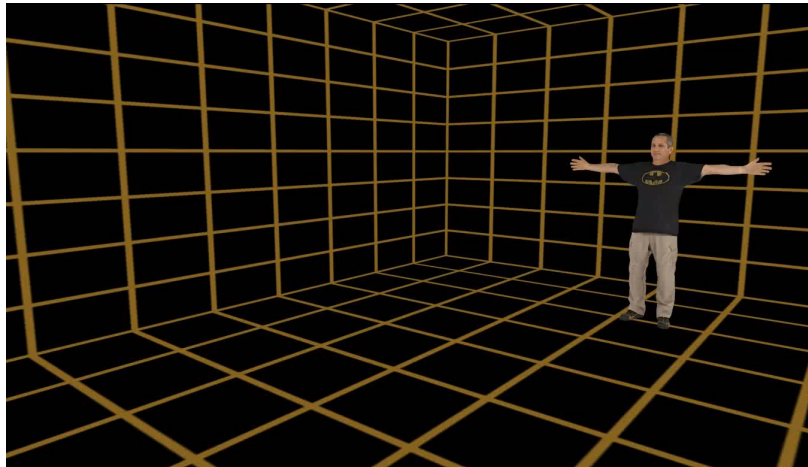
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YOOMAN OUTPUT:

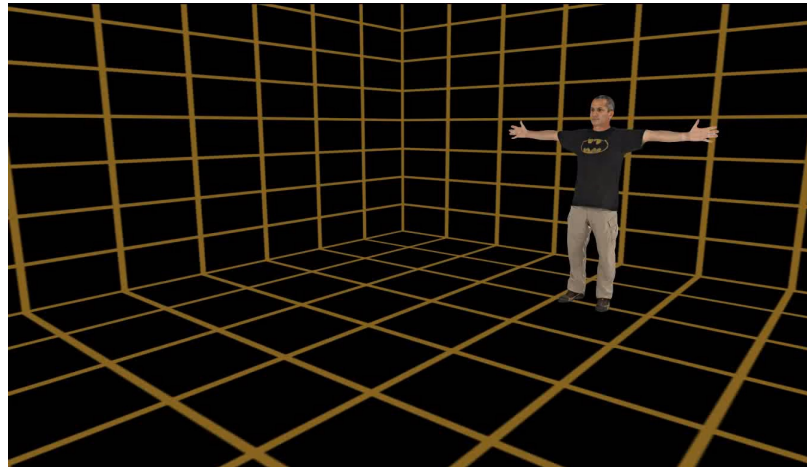
SIDE BY SIDE (~1:1 CONVERSION)

OUR PROPRIETARY AI DRIVEN TECHNOLOGY TRANSFORMS VOLUMETRIC VIDEO INTO AN INDUSTRY STANDARD RIGGED, SKINNED REPRESENTATION WITH LIMITED LOSS OF FIDELITY.

Rigged & Skinned Model



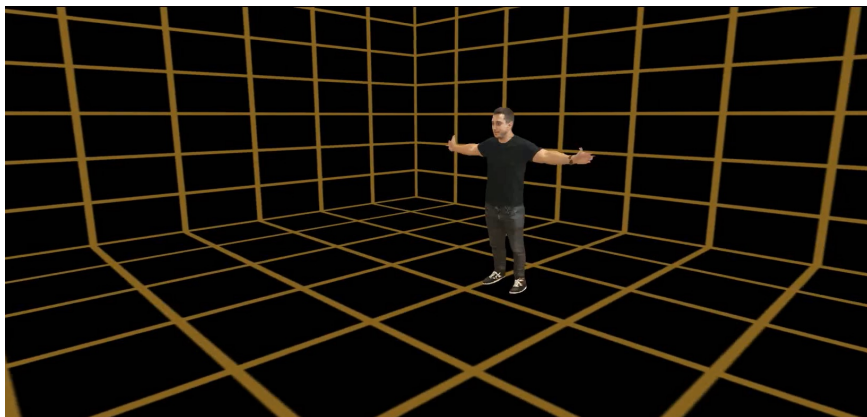
Volumetric Video



YOOMAN OUTPUT:

RETARGETED AUTOMATIC RIGGING & SKINNING

OUR TECHNOLOGY ENABLES AUTOMATED MOTION RETARGETING + AUTOMATED RIGGING AND SKINNING TO ANY DIGITAL HUMAN OR AUGMENTED DIGITAL HUMAN, REGARDLESS OF BODY TYPE



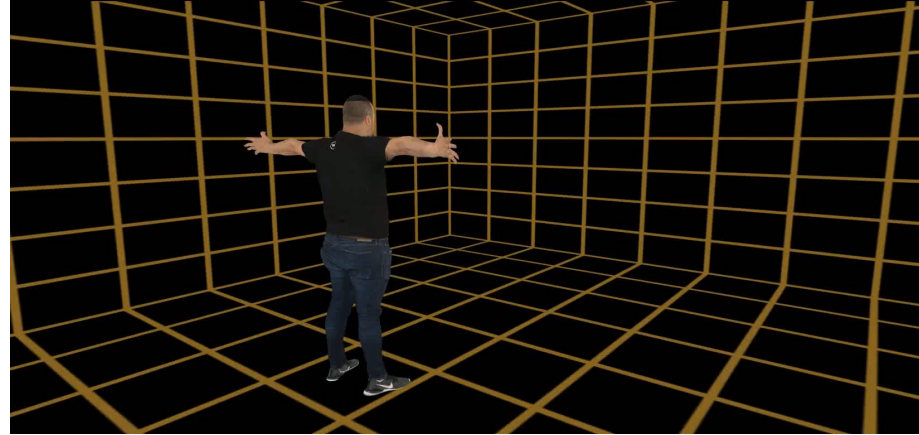
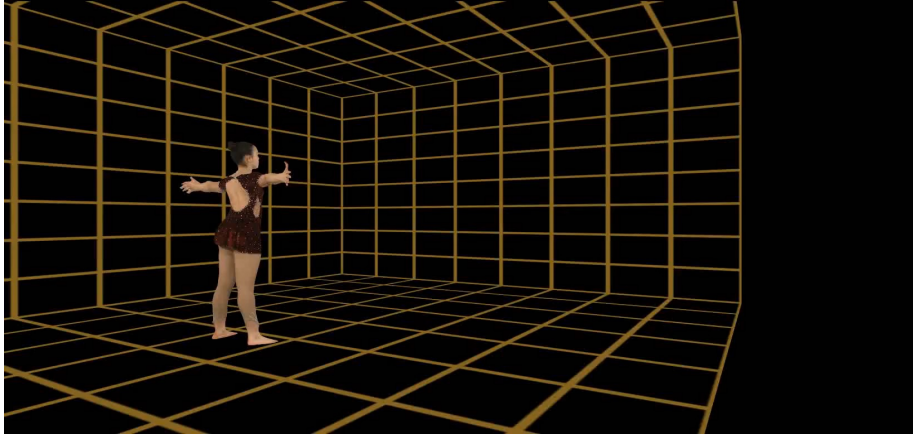
ABOVE CAPTURES DERIVED BY AI FROM A SINGLE PICTURE OF A T-POSE CAPTURED WITH A MOBILE PHONE



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YOOMAN OUTPUT:

RETARGETED AUTOMATIC RIGGING & SKINNING



STUDIO T-POSE CAPTURES WITH FULLY AUTOMATED RIGGING + SKINNING + MOTION RETARGETING BETWEEN DIFFERENT BODY TYPES



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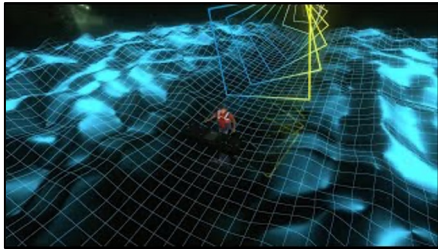
APPENDIX



USE CASES

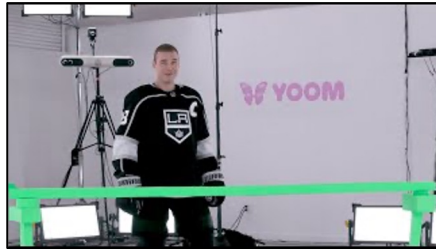
MUSIC

Paul Oakenfold's Perfectoverse



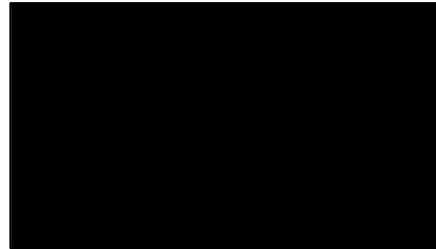
SPORTS

LA Kings' Dustin Brown Retirement



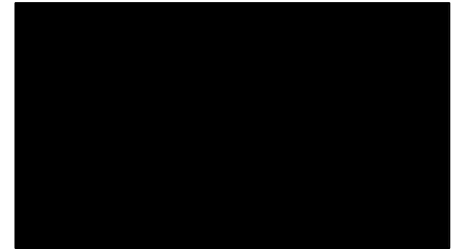
ENTERTAINMENT

Content series pilot



PERFORMING ARTS

Contemporary dancer



YOOM has established a home for artists, athletes, entertainers and brands to be at the forefront of new forms of content creation and interactive experiences.

[LINK](#)



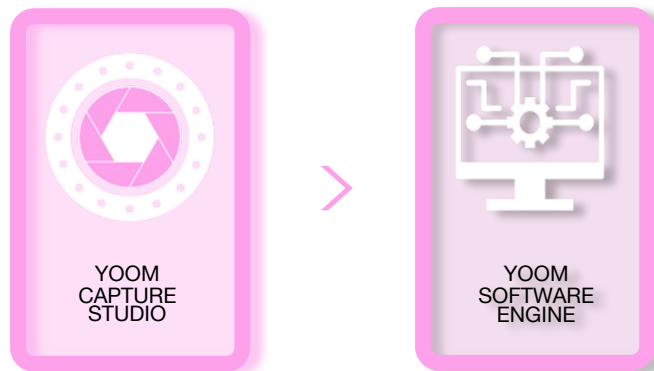
YOOM SOLUTION

UNLOCK THE NEXT GENERATION OF CONTENT CREATION WITH THE 'YOOMAN' ENGINE

- Simplifies the development of games across the PC, console & mobile production pipelines
- Create photorealistic digital humans & augmented characters
- Compatible across ALL real-time & VFX game engines
- Enables editing captures in different environments with ease

THE EVOLUTION OF VOLUMETRIC VIDEO

NEXT GENERATION PERFORMANCE CAPTURE



Create high fidelity, photorealistic digital characters

