

# Improving Collaboration on Real-Time Projects with Perforce Helix Core

PERFORCE





Past projects



Our partners





**AWAY**



LIGHTFALL

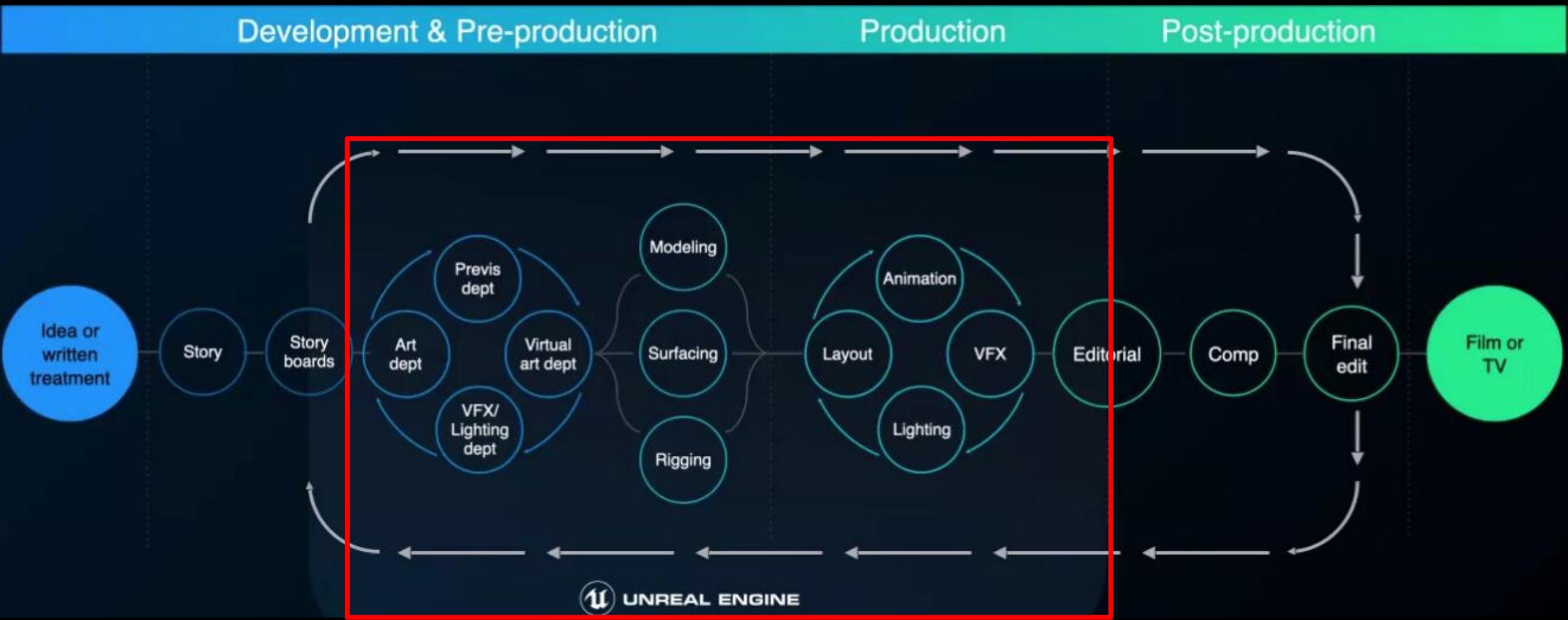


TED 2022

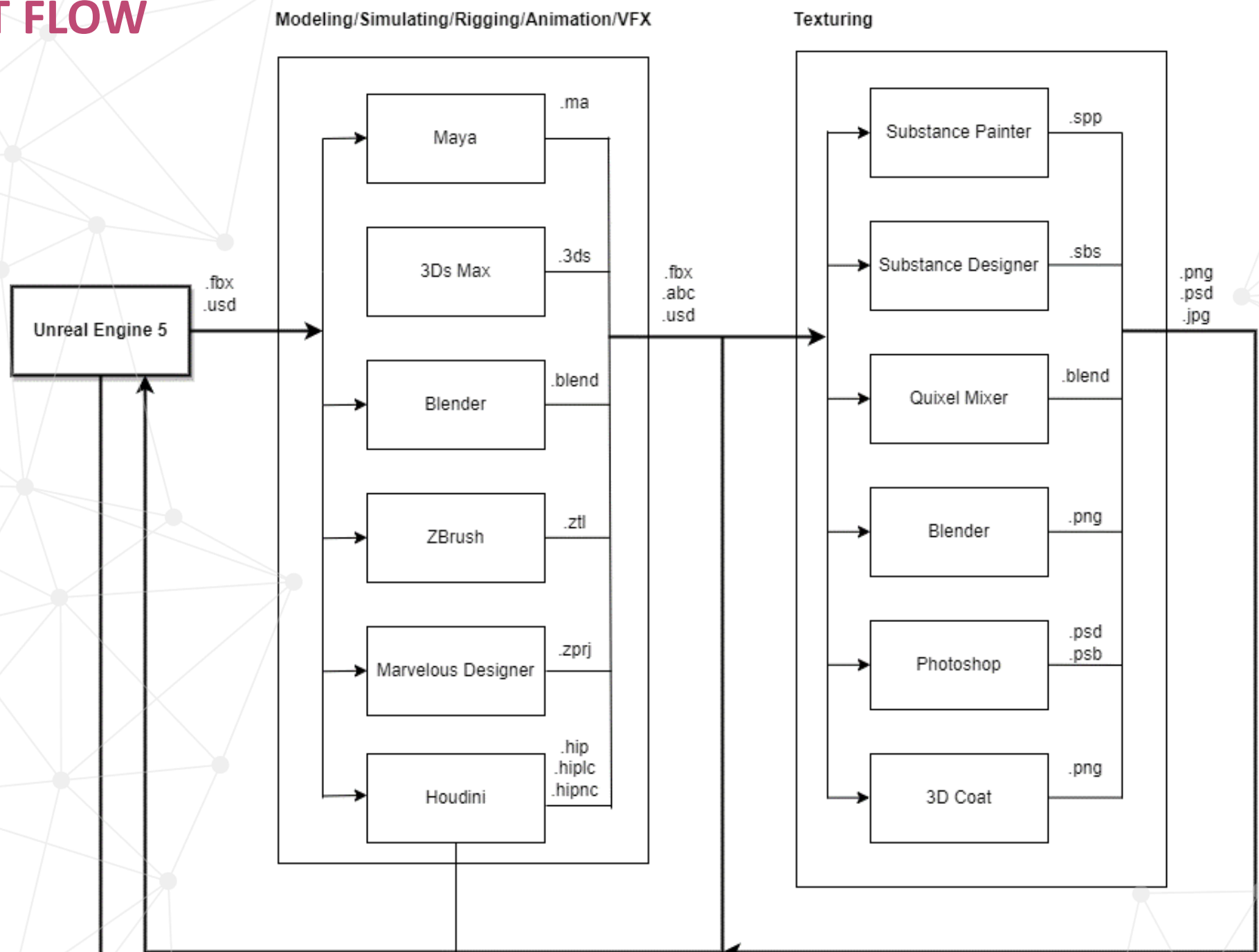


**LIGHTFALL – CG ANIMATED PRODUCTION**

# CG ANIMATION WORKFLOW



# DCC ASSET FLOW



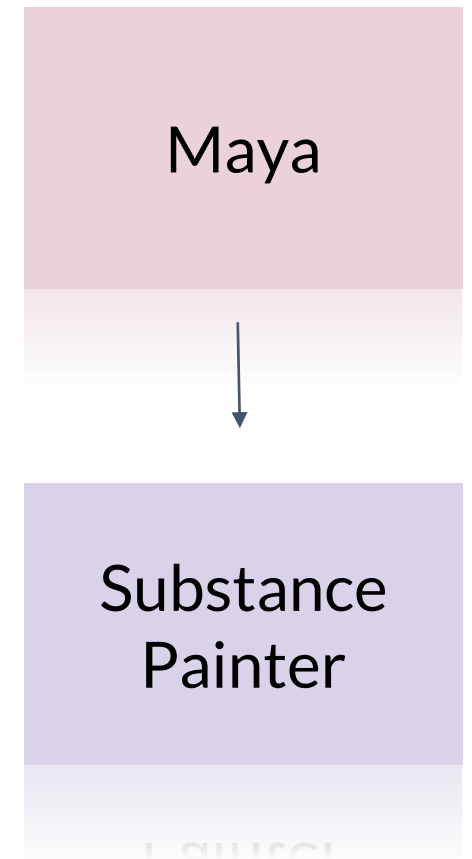


# ASSET JOURNEY OF A WINDMILL



# ASSET JOURNEY OF A WINDMILL

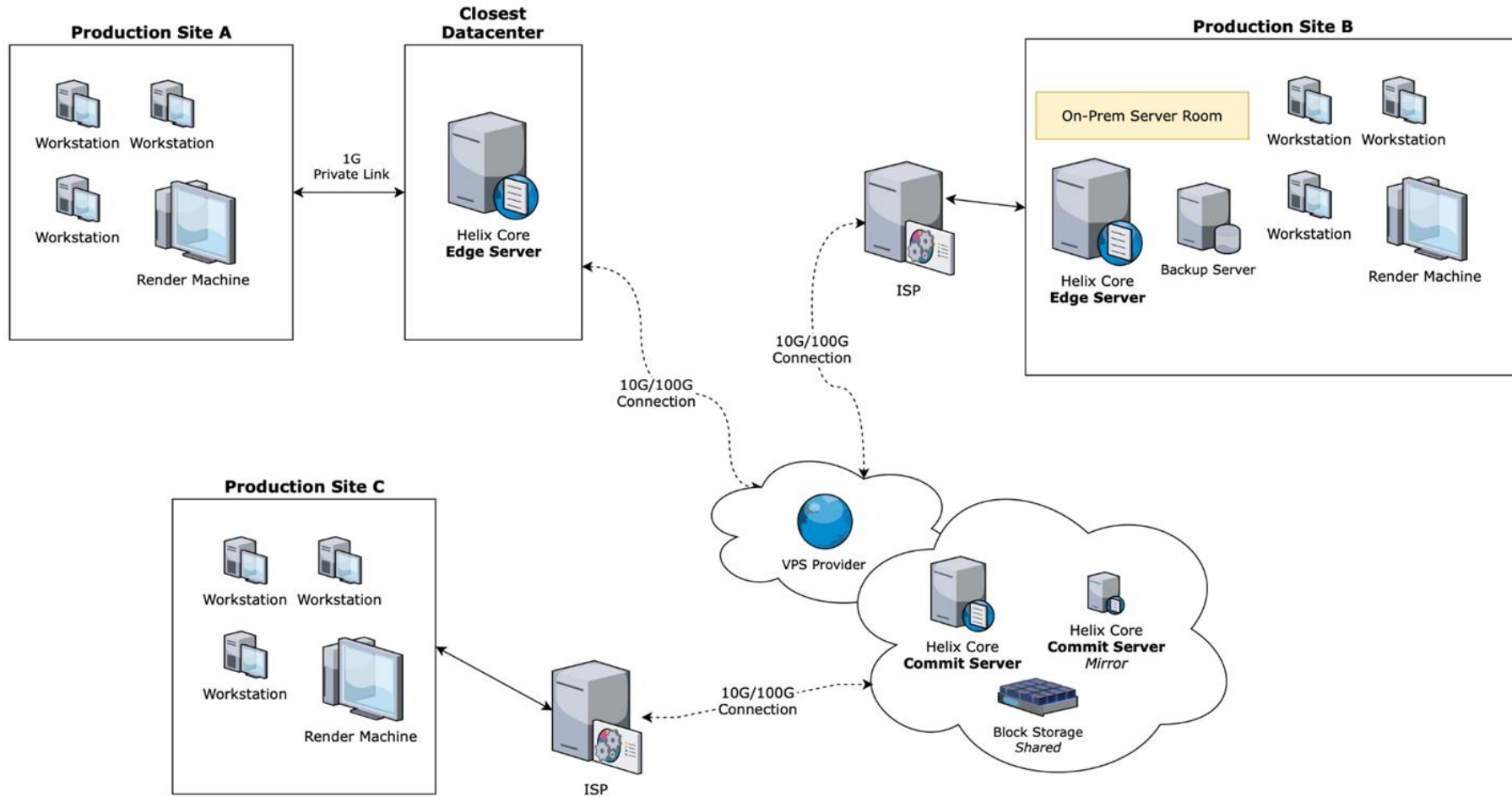
1. **Producer** -> Initialize task chain
2. **Layout Artist** -> Export Blockout Form and Publish
3. **3D Artist** -> Change blockout form to high poly mesh to textures. Export, Publish.
4. **Producer** -> Approves the new high poly mesh with textures
5. **Layout Artist** -> Import new HP Mesh with textures. Set material and textures. Place in scene.
6. **Producer** -> Approves mesh placement



# Lightfall - Full CG Animation



## ICVR Multi-Site Production - Network Diagram



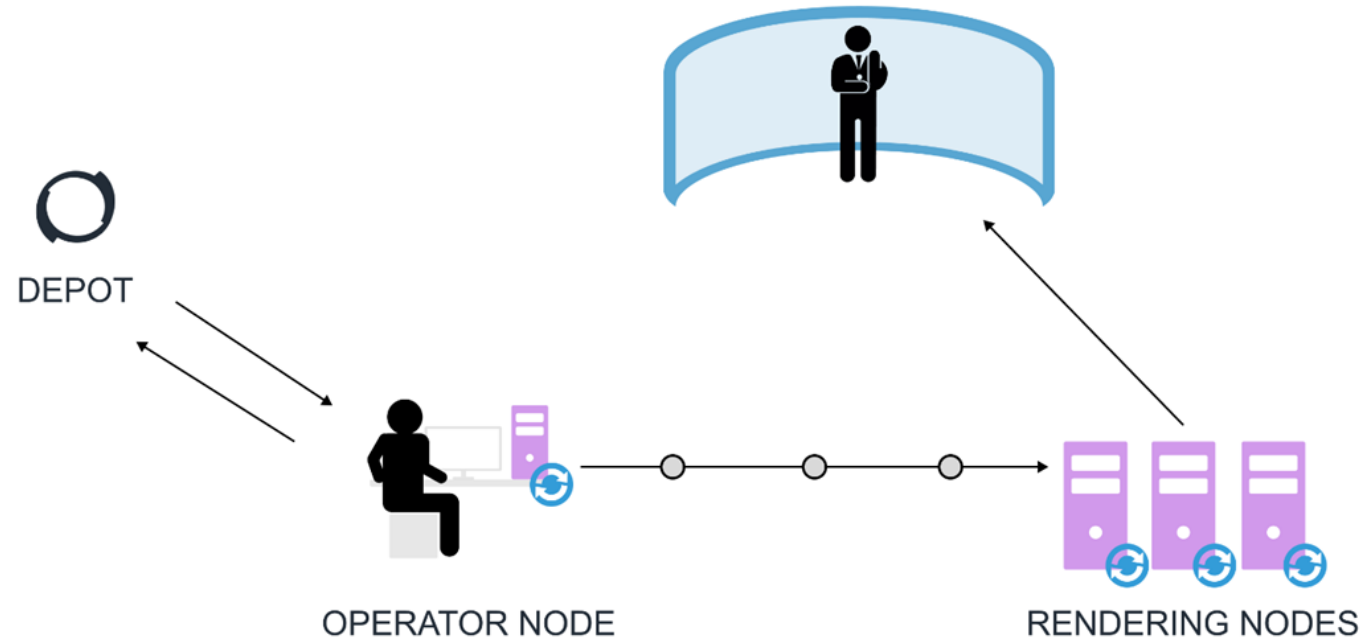


**AWAY – LED WALL PRODUCTION**

# AWAY - LED Wall



## PERFORMANCE



# AWAY - LED Wall



Switchboard

Configs Settings

Sequence **Default** Slate Scene Take **2**

Add Device Level: GreenStage

Engine CL Project CL 2308

Unreal Devices	IP Address	Changelist
Control	192.168.1.7	P. 2308

nDisplay Devices	IP Address	Changelist
★ Node_2	192.168.1.20	
★ Node_1	192.168.1.15	

nDisplay Monitor

Node	Host	Connected	Driver	PresentMode	Gpus	Displays	SyncRate	HouseSync
Node_1	192.168.1.15	no	n/a	n/a	n/a	n/a	n/a	n/a
Node_2	192.168.1.20	no	n/a	n/a	n/a	n/a	n/a	n/a

Console: Exec Refresh Mosaics Fix ExeFlags Minimize Soft Kill

Debug

```
[20:25:37][D]: Config File: D:\Program Files\Epic Games\UE_4.27\Engine\Plugins\VirtualProduction\Switchboard\Source\Switchboard\configs\ICVR_HPA.json updated
[20:25:37][D]: Node_1: device status change: DELETE
[20:25:37][D]: Node_1: device status change: DELETE
[20:28:17][D]: RsyncServer launch: D:\Program Files\Epic Games\UE_4.27\Engine\Extras\ThirdPartyNotUE\SwitchboardThirdParty\cwrsync\bin\rsync.exe --daemon --no-
[20:28:18][D]: Config File: D:\Program Files\Epic Games\UE_4.27\Engine\Plugins\VirtualProduction\Switchboard\Source\Switchboard\configs\ICVR_HPA.json updated
[20:28:18][I]: RsyncServer.monitor: [log] 2022/07/27 20:28:18 [808] rsyncd version 3.2.3 starting, listening on port 873
[20:28:29][I]: Connecting to 192.168.1.7:2980
[20:28:29][D]: Control: device status change: CONNECTING
[20:28:29][D]: Control: device status change: CLOSED
[20:28:29][I]: Control: cstst_project with id 3a7f679d-e2fc-45ac-9595-4f2fd348fe87 was successfully started
[20:28:30][I]: Control: Program with id 3a7f679d-e2fc-45ac-9595-4f2fd348fe87 exited with returncode 0
[20:28:30][D]: Ended cstst_project 3a7f679d-e2fc-45ac-9595-4f2fd348fe87
[20:28:30][I]: Control: Project UE_427 is on revision 2308
[20:28:32][D]: Control: device status change: DISCONNECTED
[20:28:39][I]: Connecting to 192.168.1.7:2980
[20:28:39][D]: Control: device status change: CONNECTING
[20:28:39][D]: Control: device status change: CLOSED
[20:28:39][I]: Control: cstst_project with id e1962c7d-7a5c-430f-a8bf-bcc175d1b9de was successfully started
[20:28:40][I]: Control: Program with id e1962c7d-7a5c-430f-a8bf-bcc175d1b9de exited with returncode 0
[20:28:40][D]: Ended cstst_project e1962c7d-7a5c-430f-a8bf-bcc175d1b9de
[20:28:40][I]: Control: Project UE_427 is on revision 2308
[20:29:11][D]: Config File: D:\Program Files\Epic Games\UE_4.27\Engine\Plugins\VirtualProduction\Switchboard\Source\Switchboard\configs\ICVR_HPA.json updated
```

Multiuser Session MU\_Session

## UE Switchboard



# Unreal Game Sync + Fastbuild

The screenshot displays the Unreal Engine interface with three main components:

- Left Panel (File Explorer):** Shows the project structure under `//UE4/Dev-Documentation/Samples/Tutorials/FPSProject/FPSProject.uproject`. The `FPSProject.uproject` file is highlighted with a yellow arrow pointing to the UnrealGameSync window.
- UnrealGameSync Window:** Shows the Unreal Engine logo and a table of sync operations. A yellow arrow points from the highlighted file in the left panel to this window. The table contains the following data:

Change	Time	Author	Description
Sunday, February 18, 2018			
3896668	7.29PM		#loc
Monday, February 15, 2018			
389200	10.45PM		#loc
3893090	9.16PM		#loc
- Right Panel (FPSMap View):** Shows the Unreal Engine editor in perspective view. A yellow arrow points from the UnrealGameSync window to this panel. The editor displays a 3D scene with a central structure and a character. The `World Outliner` and `Content Browser` are visible on the right side.



# College of Virtual Production

[perforceu.perforce.com/catalogue](http://perforceu.perforce.com/catalogue)

## Current Course List:

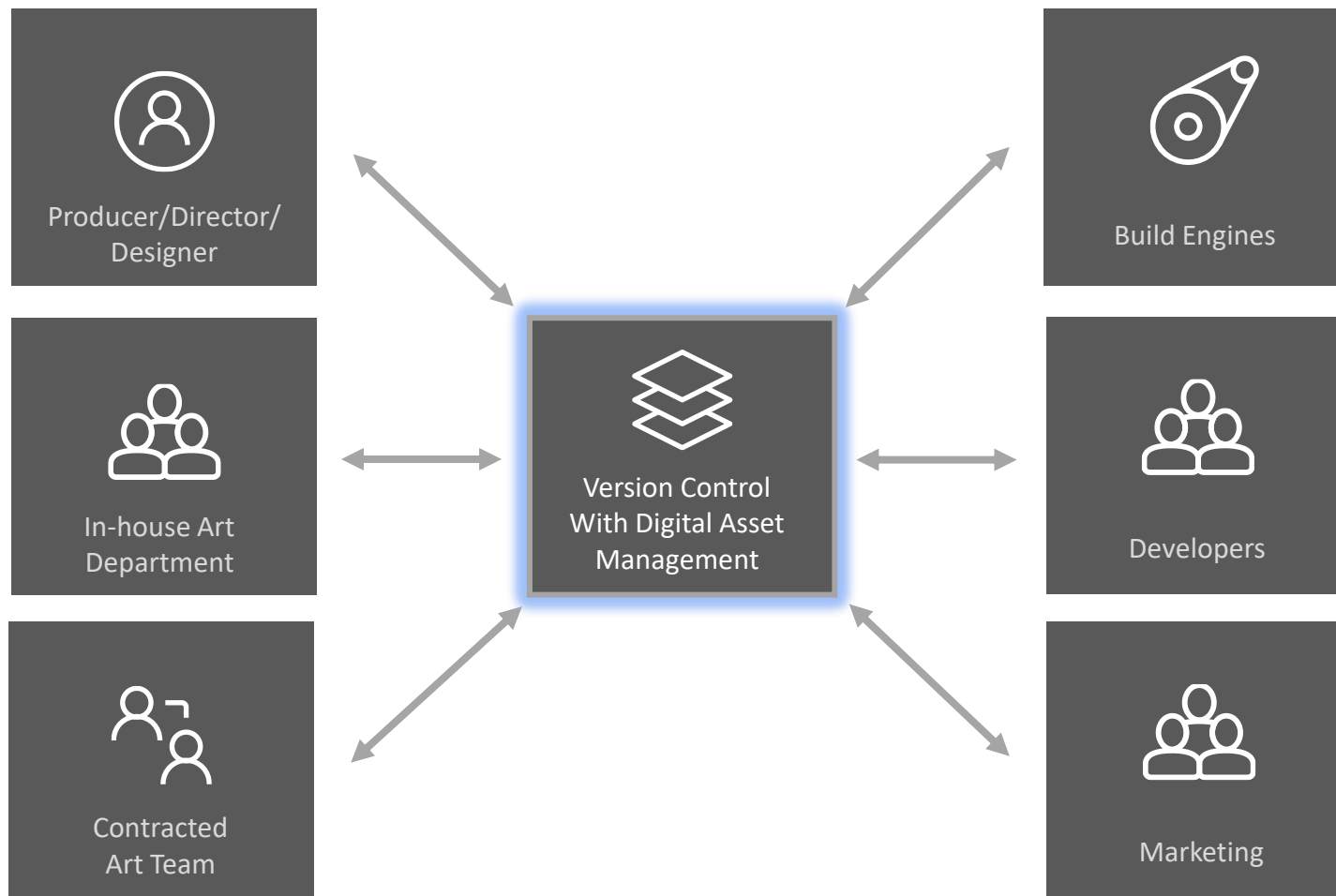
- Virtual Production 101
- Introduction to Perforce Helix Core Source Control
- Perforce Helix Core Work Principals
- Perforce Helix Core Advanced Work Principals
- Merging and Collaborating with Unreal Engine
- Advanced Unreal Virtual Production & On-Set Workflows







# HelixDAM



Projects

# Visual Repository

Favorite projects **HB**

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Recent assets








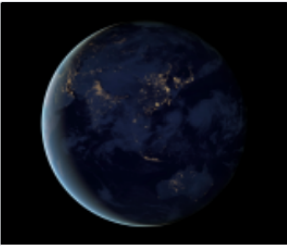




flying-car-just-car-no-boxes....  
a day ago



HelixDAM  [Filters](#) ? KC

[Projects](#) [Favorite projects \*\*HB\*\*](#) [Browse assets](#)

Recent assets

 flying-car-just-car-no-boxes.... a day ago	 flying-car-just-car.fbx a day ago	 Sniper_Rifle.fbx a day ago	 Sniper_RifleTexture-Packed.... a day ago	 cyborg_mask1.psd a day ago
 earth_from_space.mp4 2 days ago	 UI_sounds.ogg 2 days ago	 stepstone_1.wav 2 days ago	 stepwood_2.wav 2 days ago	 stepstone_2.wav 2 days ago



cyborg\_mask1.psd  
a day ago



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**Helix Core**

[perforce.com/vcs/virtual-production-studio-pack](https://perforce.com/vcs/virtual-production-studio-pack)

**Helix DAM**

<https://www.perforce.com/products/helix-dam>



**QUESTIONS?**