



Nimble XR and Tesseract Esports

XR Set Extensions and AR Graphics for IQOO BGIS 2021

The Esports event IQOO BGIS 2021 took advantage of the vast experience and graphics expertise of Nimble XR and Tesseract Esports, with the creation of XR set extension and AR graphics for the live event, inspired by game visuals .

Tesseract Esports was founded in 2015 to elevate and transform the nascent gaming scene in South and Southeast Asia into a high profile and professional esports. Tesseract were also among the first to produce the biggest and most successful esports events and gaming activations in India at an unprecedented scale, paving the way for the growth of esports in the country. They have since gone to partner with game publishers, developers, brands and media platforms to produce large scale esports events and engagements and become one of the leading esports production houses in the Asia-Pacific.

For the production of the 2021 IQOO BattleGround Mobile India Series (IQOO BGIS 2021), the organizers' requirement was to have a virtual environment without a green background or a LED wall. To

achieve this, Tesseract partnered with Nimble XR, a leading virtual production company in India that has been dipping their feet into the esports broadcast market over the past few years – taking the tried and tested 'battle-proven' Brainstorm real-

time engine and expertise from the world of elections and real-world sports broadcasting and translating it into an esports offering that really delivers.

The show featured a number of sets with a



main one in which the presenters were commenting the game and conducting the whole show. The main challenge for the show was that the physical studio space was limited and the client wanted to showcase a large studio, at a grand level, at the same time which should also reflect the look and feel of the videogame.

The objective was to enhance storytelling by using the power of high-quality virtual production, without requiring a big chroma back wall or LED wall, for which Nimble XR created the virtual environment, the outdoor light and virtual environment dynamic changes as the game progressed. Each game map had a different outdoor light and environment, which was triggered on the show producer's call.

Nimble XR proposed Tesseract to use a physical set and on top of it create an Extended Reality Set Extension, basically a virtual set on top of the real one, using Brainstorm InfinitySet with Unreal Engine, which received the live video feed from a tracked camera in a jib, using Mo-Sys' "Star Tracker" tracking. InfinitySet created the virtual set extension in real time and then sent the composed scene to the PCR for the final output.

On top of the the virtual environment, the show also required the inclusion of

additional AR elements to illustrate the game scoring and team results. The virtual set was developed in Unreal Engine and integrated in InfinitySet. All AR graphics were designed in Unreal Engine as well, and integrated with InfinitySet to change the data of the Unreal assets when required, using InfinitySet's UnrealControl.

Nimble's designs and set extension worked perfectly to simulate such a largeer "world", fulfilling the requirements of the customer by cleverly using virtual and extended reality while enhancing the look and feel and spectacularity of the show. They recognize that InfinitySet allowed for a simplified workflow that allowed for a quick start, with greater flexibility and a low learning curve for the operators.



"Our aim is to enhance the esports gaming experience by combining a plethora of technologies which allows us to innovate and create an enriched & engaging experience for the audience. The key aspect about this set, which I admire, is its scalability and the experience it offers while in live broadcast. It makes you feel like you are walking through in a game environment."

Veer
Production Director,
Nimble XR