

MGX Studios uses disguise xR to shoot car-chase scenes in action film ANKA

When “ANKA,” Turkey’s first car-chase action feature, opted to use virtual production to shoot car interiors, producer MGX Film turned to its MGX Studio division to provide the technology to make filming the scenes an efficient, reliable and smooth process that shortened production time.

In this case study, you will discover how MGX Studio used the disguise xR solution, with vx 2 and vx 1 media servers, to map the video content during the shoot and deliver the cinematic and realistic images that the production and film crew desired.



At a glance

MGX Studios aimed to create one-to-one, production-quality copies of physical locations in a short given timeframe, as well as make plate shots with a cinema camera and map them to the studio's LED video screen. Virtual production and xR technology were preferred to make shooting car interiors scenes and action scenes more comfortable and safe.

For the car chase scenes in the film, on-location shoots in hangars, garages, ports and other outdoor spots made it difficult to shoot action scenes without tying up the venues themselves. The MGX team captured photogrammetry and video recordings to take back to the studio and shoot these scenes within their LED volume, all powered by disguise xR.



The challenge

The main challenges involved capturing the on-site photogrammetry and video recording and creating the 3D copies of multiple locations in a short amount of time.

Instead of closing streets to get the desired shot, video scenes were shot and plates were created and mapped onto the LED video screen.

The camera movement and the content displayed on the LED video screen for the car interior shots was very fast, so some optimisation processes in Unreal Engine were deployed to enable the team to shoot very fast, radical and sharp camera movements smoothly without stuttering. Virtual production in the studio also had to be completed in a single day.



The solution

MGX Studio deployed one disguise vx 1 and three vx 2 media servers for the project, which allowed the team to manipulate and format video content and map it to the LED video screen while being flexible and comfortable as the production was underway.

Using photogrammetry and reference images, they created 3D copies of the physical spaces and composed scenes in Unreal Engine with lighting and texturing appropriate for the time of day. They also manipulated the video taken with the cinema camera and created plates to map onto the LED video screen. Instead of closing streets to shoot the desired scenes, **MGX created 3D copies of the location, transformed them into scenes in Unreal Engine and mapped the video plates in accordance with the shooting plan to make production more efficient, safe and comfortable for everyone.**

Director Süleyman Mert Özdemir and cinematographers Mehmet Başbaran and Eyüp Boz chose to map video plates onto the LED video screen and shoot the stationary car interiors in the studio, for a more cinematic and realistic look – complete with interactive reflections. In addition, the actors could better interact with the environment, and the cinematographers could see the ambience and locales outside the vehicle and plan shooting angles accordingly.



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“It was a great source of pride for us that some of the vehicle scenes for Turkey’s first car-chase action feature were shot in MGX Studio with virtual production. Taking advantage of disguise for the video content was a very positive experience in terms of video mapping and content control.”

**Mete Mümtaz, Virtual Production Operations Coordinator,
MGX Film**



The results

MGX Studio delivered the virtual production scenes for “ANKA” without any technical difficulties. Throughout the innovative experimental process of integrating anamorphic lenses with the disguise system, the disguise support team informed and stood by MGX resulting in an error-free, production-ready implementation of a new process.

The production did some innovative experimental work during production, too. Since the film’s exteriors were shot with Zeiss Master anamorphic lenses, the MGX team had to do spatial calibration on disguise with an anamorphic lens set. During this time, they were in touch with the disguise support team to seamlessly integrate anamorphic lenses into the disguise system.

“During the process of integrating anamorphic lenses into the disguise system, error-free and ready for production, the disguise team both informed and stood by us,” explains Mümtaz.



Success

1 week
spent in pre-production

5
different virtual
production scenes shot

1 day
spent shooting

MGX Studio's previous groundbreaking virtual production projects in Turkey demonstrated that certain scenes in a project like "ANKA" would benefit from virtual production.

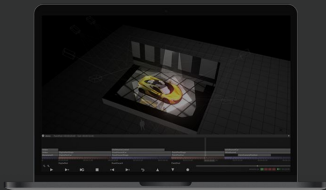
The studio is Turkey's first virtual production facility and has already delivered a number of high-profile productions, including projects with Netflix and the award-winning Turkish production company, [Autonomy](#).

The process proved to have a positive outcome for the feature film in terms of time, safety, efficiency, cinematic quality and comfort.



disguise equipment used

Designer software



Designer is the ultimate software to visualise, design, and sequence projects at every stage, from concept all the way through to showtime.

[Find out more.](#)

vx 2



Building on the strength of the vx 4, the vx 2 gives you the freedom to build out your technical capacity depending on the size of your production.

[Find out more.](#)

vx 1



The perfect addition to any small production, the vx 1 allows any project, of any size, to benefit from the power of the pro range.

[Find out more.](#)



In partnership with:

Producer: Müşvik Guluzade

Executive Producer: Buket Arkan Akbaba

Director: Süleyman Mert Özdemir

Production Designer: Ozan Akbaba

Cinematographers: Eyüp Boz

Action Director: Marc Schölermann

MGX Studio

Studio owner: Müşvik Guluzade

CTO and Studio Manager: Fatih Eke

Virtual Production Operations Coordinator: Mete Mümtaz

R&D Director Halit Gülmez

Virtual Production Engineer Ali Koç

Virtual Production xR Specialist Crew: Halil Yağlı, Mehdi Algu, Celil Göksu

Concept Artist: İlyas Sözüer

Social Media Manager: Kübra Karagöz



Get in touch!

Curious to know more about us? Want to master our production toolkit? Need support on your project? Our team will be happy to speak to you, whatever your query:

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