

StoryboardXR

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Abstract

- Mixed reality app for the Apple Vision Pro
- Enhances filmmaking process by letting filmmakers plan their shots in 3D on location
- Builds on traditional storyboarding which reduces 3D spatial information to 2D
- Shots tracked relative to a world anchor



Fig 1: Sample scene with three frustra

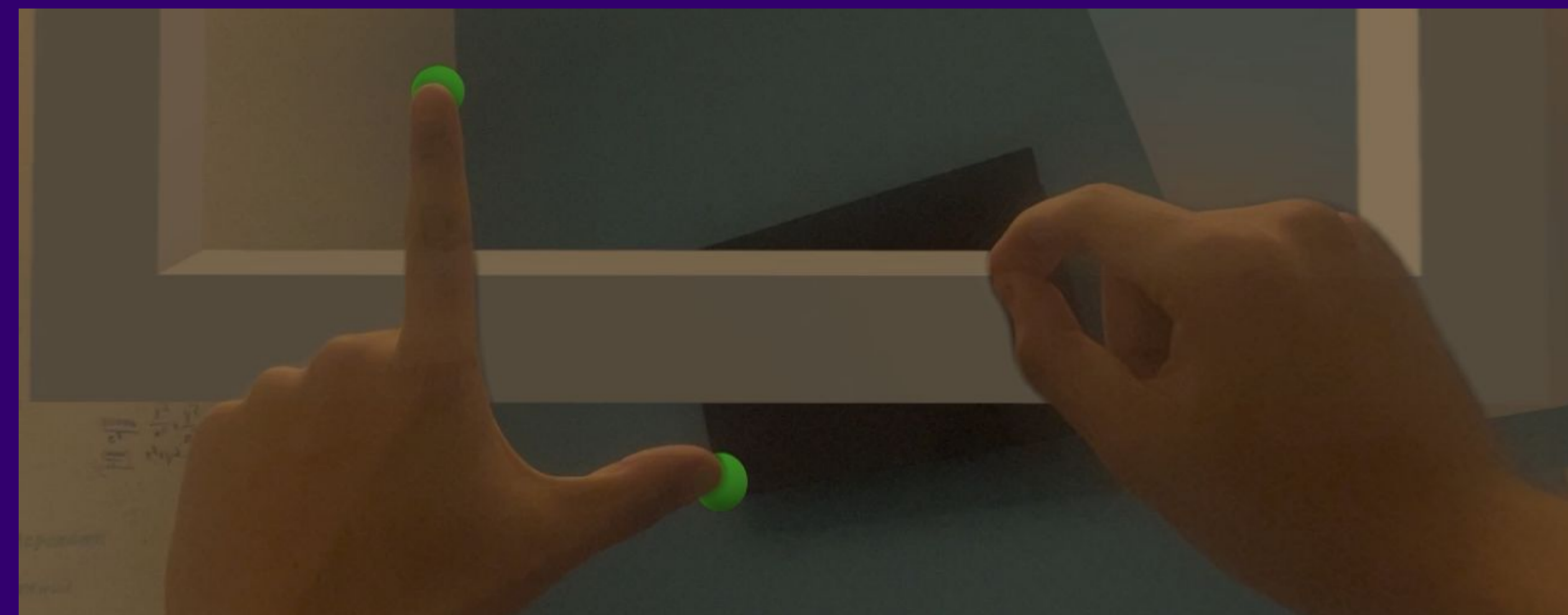


Fig 2: One version of custom gesture for frame spawn

Features

- Frame frustum placement
- Custom gesture control
- Hand tracking
- Saving and loading scenes

Future Work

- Export 3D scene into traditional 2D storyboard
- Plan camera transitions with keyframes and animation
- Multiple viewers and editors working on a scene at once

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