

Customer Needs for the Tractile Virtual Camera Controller for Film Use

Question/ Prompt	Customer Response	Interpreted Need
What is your vision of success for this project?	For anyone who has a basic understanding of film and unreal engine to pick up the device and be able to use it without too much guidance	User-friendly between industries of education and film
	Easily exchangeable between cinematographers	Adaptable to different filming styles
	Having a completed project that can be used	Finished product
	For the user to be able to change lighting and frame shots	Adaptable and usable features that are on current systems.
What equipment needs to be integrated into this project?	Unreal Engine is used throughout the industry when creating CGI digital space.	Integration of Unreal Engine with the controller.
	iPad provides positional data to move around digital space	Use of an iPad as part of the controller or a screen and processor that will show the feedback from Unreal Engine and send positional data to a computer running Unreal.
What are you looking for in terms of the performance of the product?	The iPad display will move seamlessly within the 3D space created while using the controller	Low latency between the iPad (or tablet-like device) and movement within 3D space
	The device should start off as simple and have the ability to add features from the virtual space	Adaptable to feature integration with Unreal Engine
What is the target audience?	This will be designed first for the professional film industry and then be used for education purposes	Designed with camera functions in mind for professional use.

These questions were addressed and answered in a meeting with the team and the sponsor where the scope of the project was addressed along with the general vision of this project. These needs

will continue to expand with more communication with the sponsor and members of the markets our project is designed for.