disguise powers Alan Walker's NIO Day virtual concert

Norwegian DJ Alan Walker was invited to play a virtual concert titled "World of Walker" for electric vehicle manufacturer NIO's annual product launch day. Co-produced by Norwegian music company MER, UK-based xR specialists 80six and China and Malaysia-based multimedia content creators Super Bonfire, the short set would highlight tracks from Walker's first two albums and offer a sneak peek at a forthcoming single.

In this case study, you will find out how disguise's Extended Reality (xR) workflow helped Super Bonfire and 80six create astonishing virtual worlds culminating in an exhilarating live performance in just three weeks. The end result: a live show representative of one of today's most ambitious DJs worldwide.

At a glance

Teams spanning across the UK, Malaysia and China had just eight days of production to create a mixed reality 'alternative universe' in line with Alan Walker's disruptive cinematic vision.

Featuring a medley of five songs and with two vocalists alongside Alan Walker, the virtual concert was intended to capture Walker's distinctive live shows and offer an immersive, futuristic viewing experience that would tie in with the forward-thinking spirit of NIO Day, the Chinese car manufacturer's own event showcasing new EV car models.

Each of the five songs would be performed in a new, visually arresting location. The show would open on a rock orbiting a planet, and would finish with Walker and singer Torine flying above the clouds at dusk. There would be stops on the way in a pulsing digital club, a metallic rocky landscape, and an ornate palace of ice.

The challenge

Limited timeframes, multiple locations

From the moment of conception, Super Bonfire had just three weeks to put together the content for an eight-day production done by 80six, with only a single day shoot for the actual concert.

Together they had to produce a spectacular show that would look flawless and capture the world-beating standards of Alan Walker, whose single is certified as Platinum.

"We were creating the content in such a short amount of time and needed to build the stage to shoot it in an even shorter period in order to give ourselves room to shoot the footage we needed," says Super Bonfire CEO, Jason Kirby.

"We had teams in three time zones working 24 hours a day to put this together. The logistics of it were complicated."
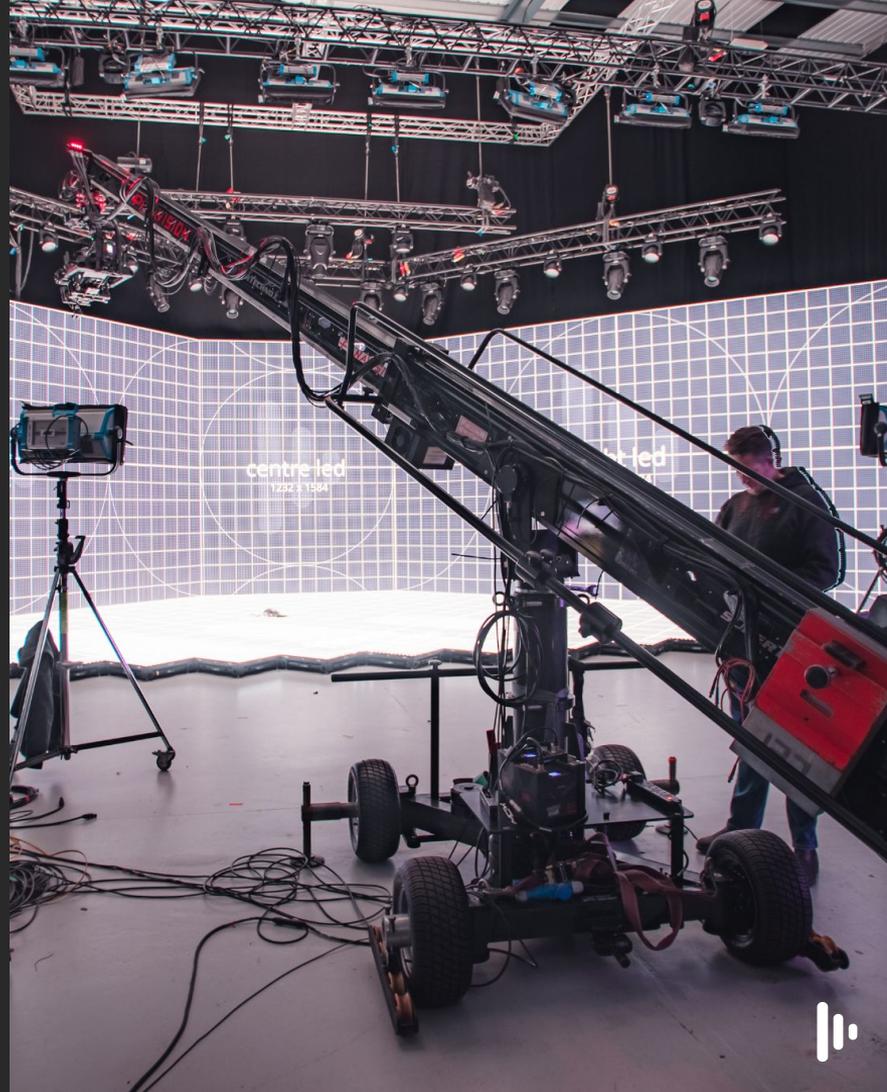
The solution

Super Bonfire began building the impressive landscapes that Walker would perform in, using a partner's studio in Kuala Lumpur, Malaysia to test their work. Meanwhile, their partners 80six were in the UK, building the custom xR stage that the final shoot would be completed on.

The award-winning technology suite supporting the xR workflow was powered by two disguise vx 4 and four rx II media servers working together with Unreal Engine and Notch graphics engines and camera tracking system Mo-sys StarTracker and a Technocrane on which the SONY Venice camera was mounted.
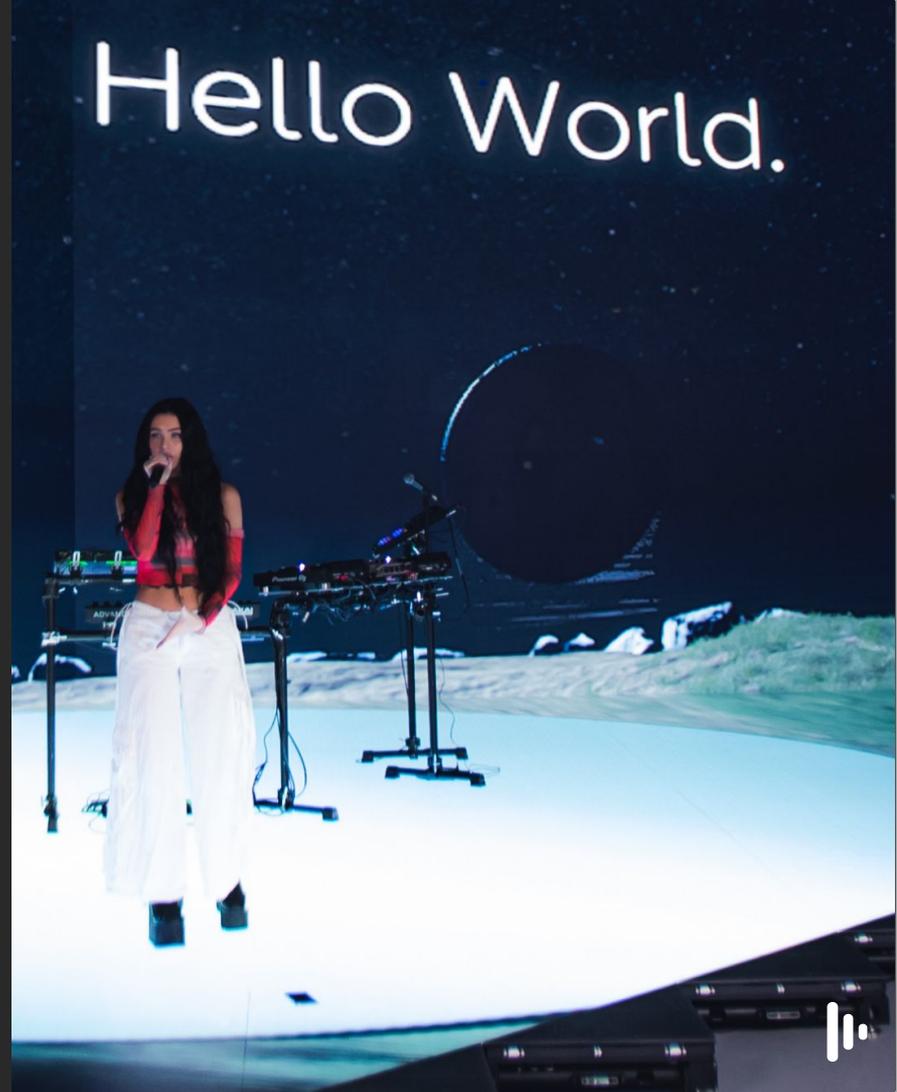
The solution

"The disguise workflow allowed us to build in a lot of flexibility across both the Unreal Engine and Notch projects, which gave us more room to improvise and maneuver when shooting on site," says Kirby.

disguise's groundbreaking virtual zoom feature allowed the team to zoom in and out of each scene, shooting in a virtual space that extended far beyond the physical limits of the LED screens.

> " "With virtual zoom, we created a variety of complex camera movements by zooming in and out or panning beyond the physical constraints of the gimbal and Technocrane, creating an enhanced virtual performance space. Additionally disguise's colour calibration has particularly improved with the latest software release, speeding up the workflow and taking us less than ten minutes to get the colour calibration done."
>
> **Paul Nicholls, Head of Virtual Production & Real-Time Technology at 80six**

The results

The ambitious xR performance, boasting more than three million views on Youtube, skilfully merged 80six's leading extended reality expertise and experience in the integration of real-time technologies, with Super Bonfire's creative genius in delivering high-value multimedia content.

One of the big advantages of filming in an xR studio is the impact on the artist's performances. Unlike shoots on green screen sets, xR studios allow artists to immerse themselves in their environment and interact with their surroundings.

In the Alan Walker concert, audiences might spot a moment where German singer Au/Ra casually hops over a raised bar in the landscape. It's a playful moment, completely improvised and possible only because the xR set allowed Au/Ra to see the virtual elements around her.

Success

3 weeks	**8 days**	**1 day**	**3.6M+**
to create content	spent in production	to shoot the final concert	views on Youtube

80six and Super Bonfire proved that xR technologies can be relied upon to deliver outstanding visual content even with a limited pre-production time, whilst avoiding the perils intrinsic to such a new set of immersive technologies. The finished virtual concert was released on NIO Day, just three weeks after the teams started work on the project. It has since been viewed over 3.6 million times.

"It's always good when we get to work with disguise! The back-end support from them has been great and we learn a lot from them everytime we do a project. There is so much support available, not only technically, but also through the wider disguise network. Being a part of it gives you access to a world of industry leaders in this field. Without the support from disguise, this project would not have been possible," says Kirby.

Watch the full virtual concert

disguise equipment used

vx 4

The vx 4 has been engineered to playback video at higher quality, smoothness and resolution than ever before.
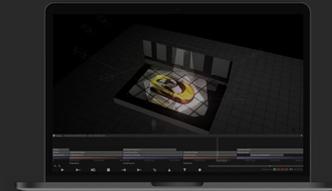**Find out more**

rx II

With rx II, you have the power to create photorealistic, high quality real-time graphics, displayed directly on your screens and virtual sets.
Find out more

Designer

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

In partnership with:

MER CONTENT

Director: Kristian Berg
Director: Mads Neset
Producer: Madeleine Kviljo
Executive Producer: Gunnar Greve
Director of Photography: Morten Forsberg
Musical Director: James Daniel Njie Eriksen
Backline & Playback Engineer: Nikolaj Gloppen
BTS Photo: Mo Sarmadawy
Edit: Mads Neset
Edit: Kristian Berg
Logger: Sondre Fagerborg
Colorist: Didrik Bråthen
VFX: Wirat Johannessen

SUPER BONFIRE

Executive Producer: Jason Kirby
Project Managers: David Ran, Shukri Yunos
Lead Producer: Charlotte Chong
Creative Director: Kaism Lim
Animation / VFX Directors: Azhan Karim, Kaism Lim
Art Director: Zhao Xiang Li
Style Frame Design: Zhao Xiang Li, Azhan Karim, Miao Lang
Online Team: San Nai
Video Editor: Lumi, Yuan Yuan
XR Technical Director: Carl Loo
UE Lead: Bart, Nini Tan
UE Artists: Azhan Karim, Madnas, Syazwan Nazzaruddin
Blueprint Engineers: Hao Chen Guang, Benny Chong
Notch Creative Animation: Anius
Notch Animator: Bounce
CG Leads: Kaism Lim, Azhan Karim
Lead Compositors: Azhan Karim, Madnas
Compositors: Syazwan Nazzaruddin, Zhang Min Min, Guo Zhen Yu
3D Animation: Azhan Karim
Animation Support: Lv Dong Yang

VIRTUAL PRODUCTION STUDIOS BY 80SIX

Production Director: Dan Hamill
XR Producer: Petra von Schalien
Executive Producer: Jack James
Technical Director: Paul Nicholls
Systems Engineers: Laurence Dobie, Pete Hume
Brompton Engineer: Stuart Thatcher
LED Technicians: Jules Blagg, Adam Barthorpe
disguise Support: Annalisa Terranova
Unreal Artists (on-set): Antonino Scodrani, He Sun
Notch Artist (on-set): Alex Wilson
Mo-sys Technicians: Martin Parsley, Asi San
Gaffa: Gary Churchil
Rigger: Tim Williams
Audio: Sonny Evans, Andy Carrington
1st AD: George Nelson
1st AC: Mike Linforth
2nd AC: Liam Reardon
DIT: Moses Jeremiah
Video Playback: Philippe Clavier
Remote Head Operator: James Davis
Grip 1: Tony Shults
Grip 2: Michael Farrell
Grip 3: David Bradshaw
Crane Technician: Tim Plunket
Hair & Make-Up: Carla Ramsey
Runner: Melina Bryant

disguise

80 SIX

SUPER BONFIRE

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:

Join the disguise Community platform:

Join our e-learning programme:

Find out more about disguise:

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