



CASE STUDY

La Soirée Extraordinaire immerses artists in 43 virtual scenes powered by Disguise

When French TV's "La Soirée Extraordinaire" wanted to present an extraordinary evening of song to audiences in a never-seen-before way, they called upon Paris-based creative studio Blue Node Paris to immerse artists in unique xR and AR worlds.



At a glance

In this case study you will see how Blue Node Paris utilised the Disguise xR workflow to shoot 43 musical numbers in four days featuring xR, AR or a combination of both to transport performers to other worlds.

TV production company DMLS TV approached Blue Node Paris to help execute the unusual concept for the show – a first for any French musical artist on broadcast TV. With typical music shows featuring a presenter and artists performing on a big screen behind them, working with extended reality (xR) and augmented reality (AR) was a whole new frontier for DMLS TV.

By using xR and AR backdrops for “La Soirée Extraordinaire,” broadcast on French television network M6, one of the show’s singers, Julien Doré, could be transported from a forest cabin to a Grand Canyon filled with dream-like animals. Similarly, Duo Vitaa and Slimane turned into queen and king on a giant chessboard floor of a chateau ballroom capturing the TV audience’s attention.



The challenge

43 scenes in five weeks

With just a five-week turnaround to produce the show, Blue Node's CGI specialists developed tools so creatives could work quickly and efficiently with the artists on the virtual elements for each track. Blue Node Paris collaborated with D/LABS for artistic direction and 2D content; Pure View XR Studio (powered by Virtual Display Services) for xR production; and technical services provider AMP Visual TV on tests for the cameras and camera switching. Blue Node Paris also worked closely with the lighting department and Director for the show, Julien Faustino.

The main challenge was integrating all the diverse elements required for each of the 43 very unique tracks. Blue Node Paris Partner, Thomas Besson, teamed with AMP to test the cameras using mini-scenes, so they'd know exactly what they had to do on-site at the La Seine Musicale concert venue, where all the tracks were shot.



The solution

On set, Blue Node Paris utilised two Disguise VX 4 media servers and four RX render nodes with RenderStream to power the impressive amount of photorealistic virtual scenes developed in Unreal Engine. Five of the ten cameras were tracked using stYpe's camera tracking system, including one mounted on a Louma crane, one Microfilms moving head, one on a Microfilms dolly and one on a pedestal.

Kristaps Liseks, Co-founder and Technical Director at EVOKE Studios, was brought in to head up the Disguise operators. The 12-hour shoot days wrapped at midnight when the night team began checking the integrations for the next day's production.



“We could not have done this without Disguise. Disguise is an xR specialist and a robust delivery solution. When you have 12 scenes a day to deliver, you need to prepare your timeline to switch from one to another. [With Disguise] you can just click, shoot and go. Disguise is native Unreal so it allows you to deliver content on big screens.”

Pierre-Guy di Costanzo
Co-founder

The results

The producers of “La Soirée Extraordinaire” ultimately created enough material to fill two shows: airing in June and September respectively and setting a new benchmark for music entertainment on French TV.



Success

Having completed such an intense production, the Blue Node team gained confidence and agility with the Disguise xR workflow. When another xR project came up two days later they found they were able to shoot four scenes for French artists five times faster than before.

Watch the highlights from behind the scenes

[Watch now](#)

5

weeks' turnaround

4

days shooting

43

tracks shot

5

tracked cameras



Disguise equipment used



DESIGNER

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

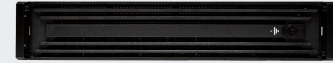
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VX 4

Optimised for playing up to four times uncompressed 4K60 and lossless 10-bit video, the VX 4 powers content of the highest quality at any scale.

[Find out more](#) →



RX

RX is our dedicated system for hosting content render engines, enabling new possibilities for scale out rendering.

[Find out more](#) →

In Partnership with

Broadcaster: M6

Production: DMLS TV

xR Production: Pure View XR Studio – VDS

Artistic Direction: D/LABS

xR/AR content: Blue Node Paris

Director: Julien Faustino

DOP: Frédéric Dorieux

OB Van: AMP VISUAL TV

LED Screens: IVS

Camera Tracking: stYpe

Crane: Louma Systems

Remote cameras: Microfilms

Disguise Operators: Kristaps Liseks (EVOKE Studios),
Chloé Harel, Filipe Martins



BLUE NODE

PURE VIEW

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.

Get in touch

Get Started