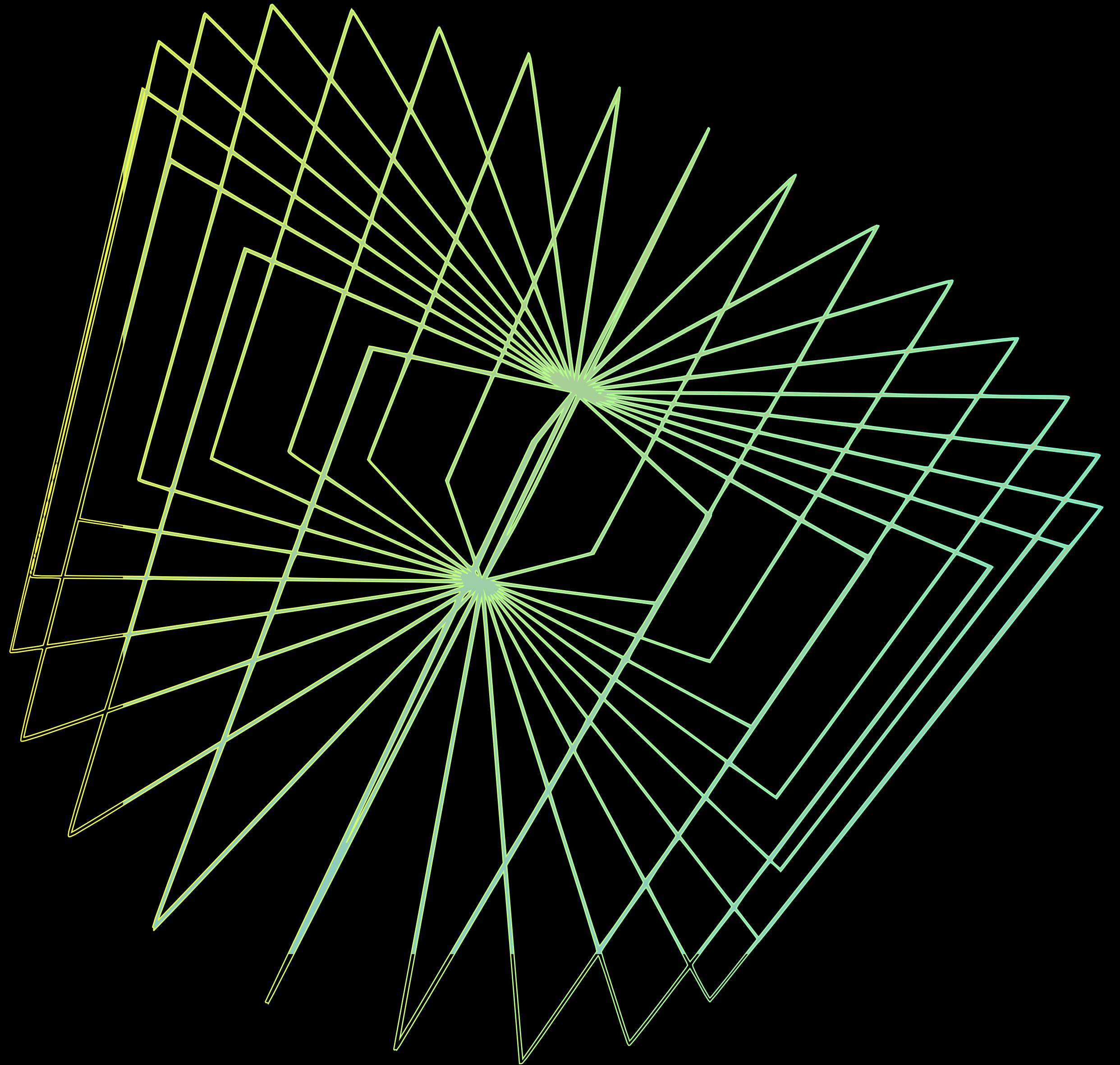DISGUISE LEARN

Start learning with Disguise

Your guide to mastering
Disguise workflows

About Disguise

Disguise is the platform to imagine, create and deliver spectacular visual experiences. Our award-winning extended reality (xR) solution, has powered over 600 immersive real-time productions across live entertainment, film and episodic TV, corporate presentations and live broadcast programmes in more than 50 countries for artists and brands like Katy Perry, Billie Eilish, Netflix, Amazon Prime, Siemens, Verizon, Eurosport, MTV, ITV and more.

With an ever-increasing global partner network and working alongside the world's most talented visual designers and technical teams in live events, TV broadcasts, films, concert touring, theatre, location-based experiences and corporate and entertainment events, we are building the next generation of collaborative tools to help artists and technologists realise their vision.

Recognised as a 2022 Financial Times Tech Hero and as the recipient of a 2022 Science, Technology and Engineering Emmy, we have majority backing from investment firm Carlyle Group, with Epic Games taking a minority stake.
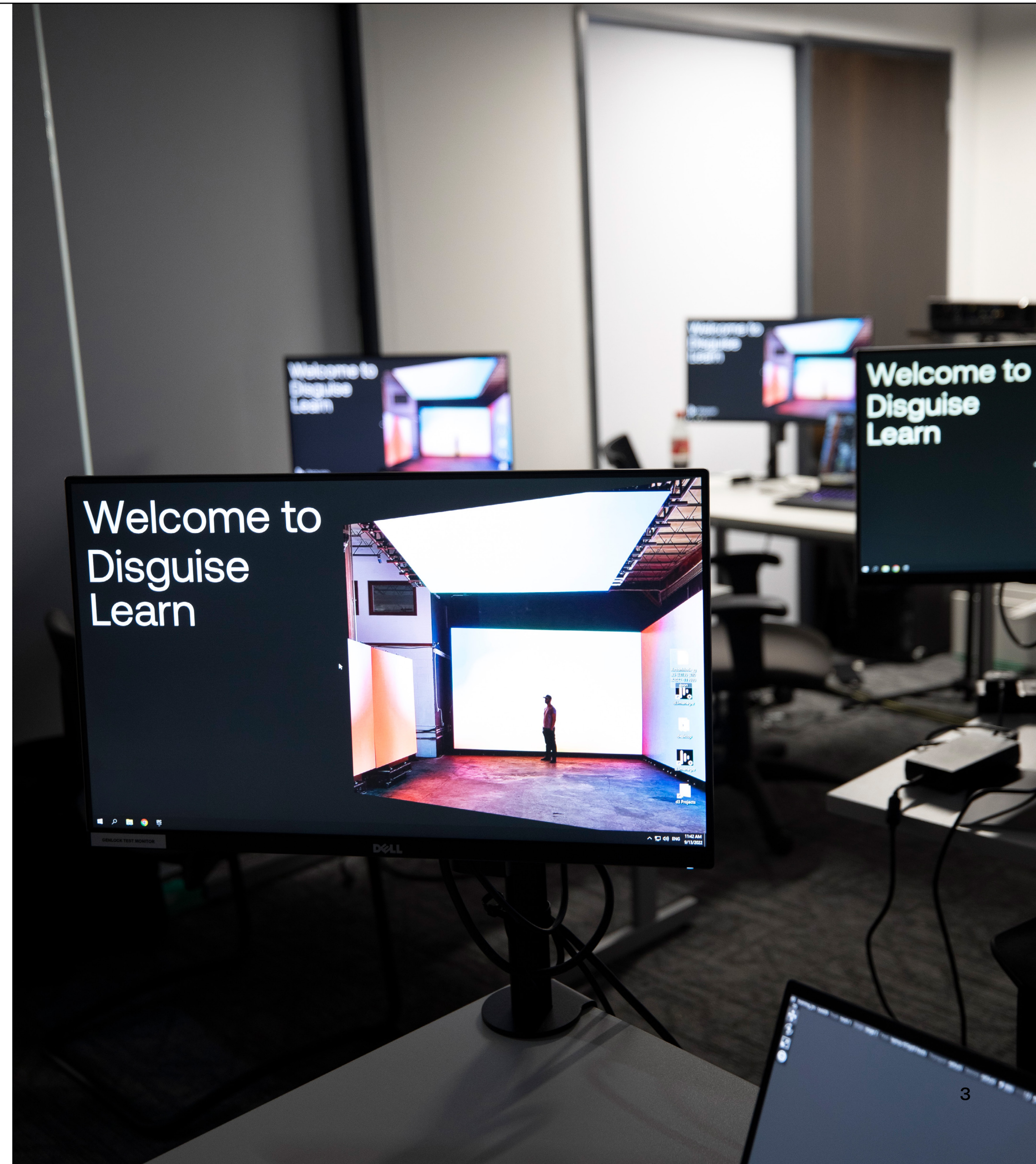
What is Disguise Learn?

Disguise Learn is our ecosystem of learning materials, worldwide partners, online courses, and classroom workshops that enable current and prospective Disguise users to learn and develop their understanding of our systems and software.

Disguise Learn provides opportunities to create your own tailored learning experience to become a master of Disguise technologies. Whether you are a novice or a seasoned professional, Learn will enable you to develop your skills.

Utilising a learner centric approach, Disguise Learn keeps our learner's needs at the heart of everything we do. We provide a variety of training options that cater to different learning styles and offer you the opportunity to learn at any time.

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Blended learning

At Disguise, we realise that life is busy, especially for our community of users who are delivering amazing projects. That is why we utilise a blended learning approach with the option to learn and practice at home with our online training, and the added opportunity to attend our in-person workshops. With this, you can create a learning experience that works for you.

Our modular online training offers Disguise education when you need it. Whether you are at home, or on-the-go, you can access information and learn about Disguise systems.

For those looking to step into detailed, advanced workflows or who prefer an interactive environment, we offer classroom training sessions led by one of our team of expert trainers, so you can spend time learning with the physical hardware.

All of our courses are part of tailored industry learning pathways that guide you to relevant content for your industry.

Get recognised for your progress

Disguise Learn provides a variety of different certifications and badges that can be earned and displayed as a public endorsement of your knowledge and skills with Disguise systems and tools.

Our certifications are awarded for a variety of learning activities, such as completing our learning pathways, becoming a certified Disguise trainer or taking part in our Virtual Production Accelerator programme.
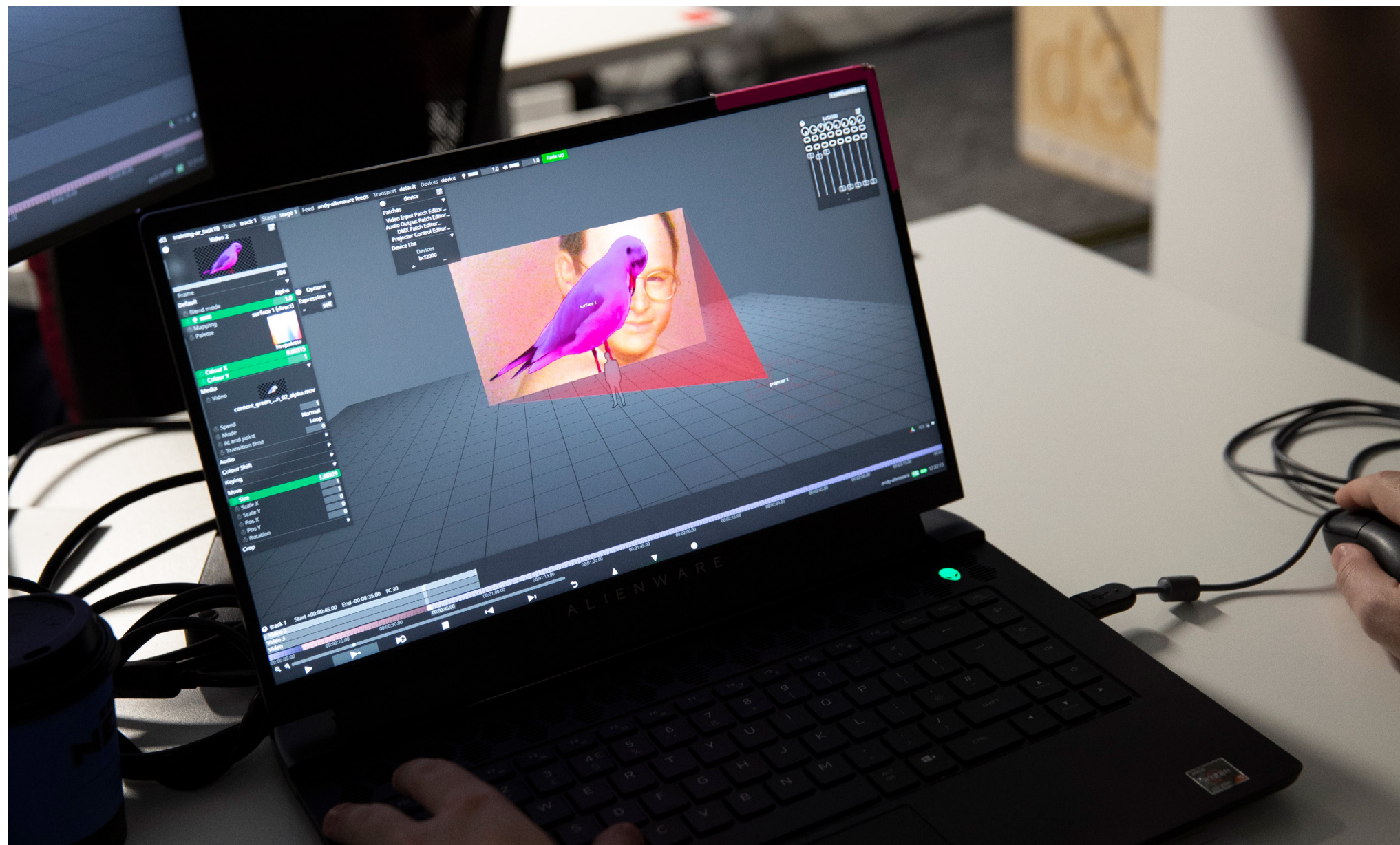
Training partners

We know that location and language can be factors in attending our classroom training courses.

To improve the availability and accessibility of our classroom courses Disguise has a worldwide network of certified training partners, who offer the same learning experience delivered by Disguise. Learning from one of our Disguise partners provides the same experience and benefits as learning directly from Disguise. You will receive the same relevant certifications and learn from a Disguise-certified trainer.

Online courses

A key part of Disguise Learn is our online learning platform. We offer on-demand, video
and interactive content that ranges from getting started with Designer to expert xR
workflows. This online platform hosts dozens of bite-sized courses, so you can learn
exactly what you want and when you want. Courses are organised into guided learning
plans, so you can understand which courses relate to your area of focus.

Below are some examples of the learning plans available on our platform:

● **Designer Essentials**

A series of 20 courses that compile the essential knowledge
needed to understand the key functions of the Designer software,
and how to get going with your first project.

● **Broadcast Workflows**

Learn the essentials of Designer required for a broadcast setting,
along with more advanced course content such as AR, performing
the technical calibrations needed for aligning onscreen content
to the virtual set extension, and integrating real-time content via
RenderStream.

● **Virtual Production Workflows**

Grasp an understanding of the basics of Disguise, and then
explore advanced virtual production workflows including 2.5D
workflows, 2D driving plates, and streaming generative content
into Disguise via RenderStream.

Classroom courses

BOOK YOUR COURSE

● **Designer Essentials**

In our Essentials course you'll learn everything you need to know to get started with Disguise. You will learn how to use the Disguise production toolkit's main features including the timeline, stage, output feeds, network setup and device setup. This course can be accessed through our e-learning platform or taken in the form of a 2-day classroom course.
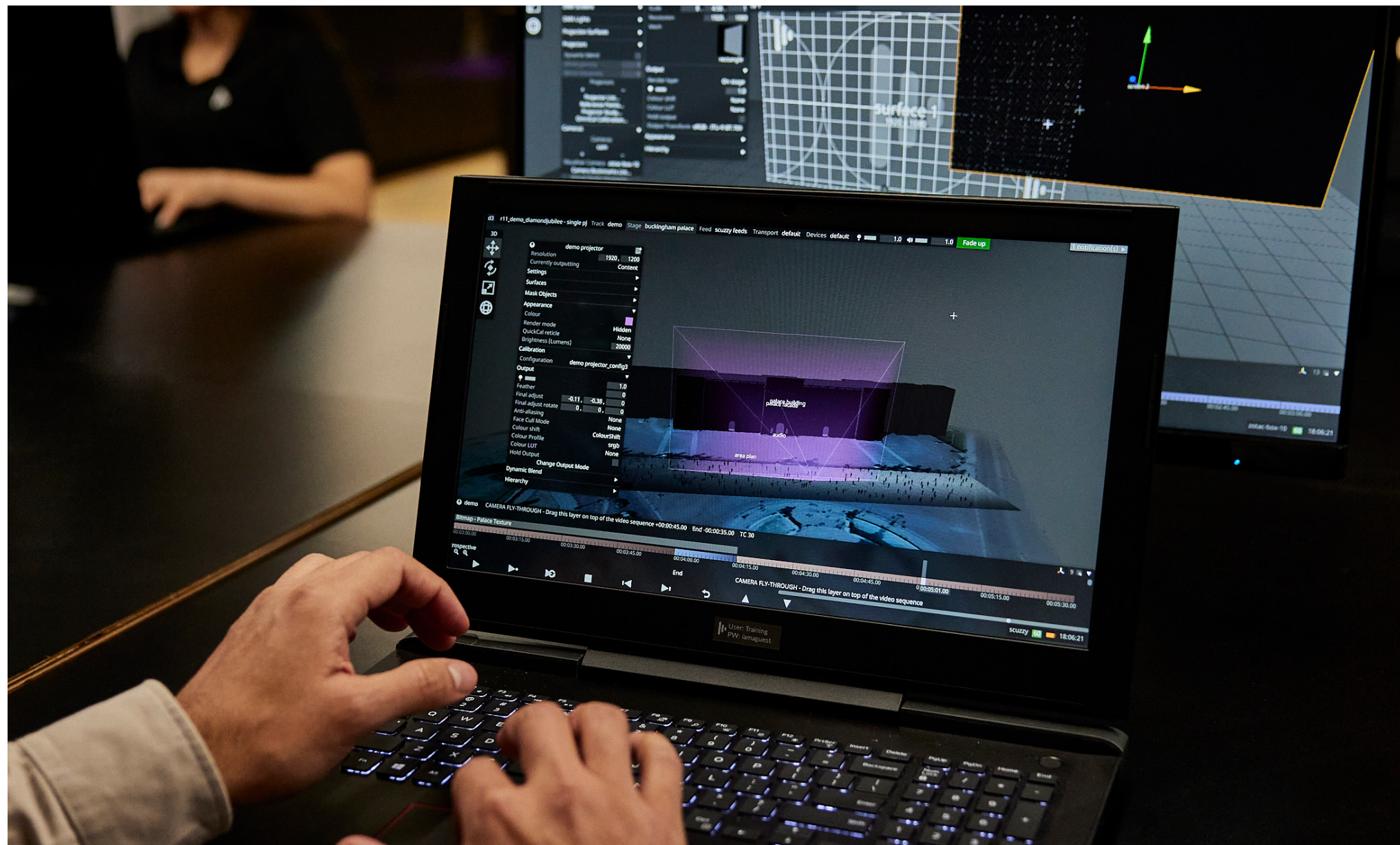
Course Duration: 2 days

● **Creative Sequencing Workshop**

This workshop is intended to give you the opportunity to apply the knowledge you've learned in Essentials as you complete a series of practical tasks crafted to reinforce the techniques needed for structuring and sequencing a variety of projects.

Course Duration: 1 day

Classroom courses

BOOK YOUR COURSE

● Systems Integration Introduction

If you want to integrate a variety of systems into Disguise, such as lighting consoles, OSC devices, and automation systems, then this course is for you. Understand how to take manual control of your project using external devices. Here we will learn how to connect different systems, how to control and manage inputs and outputs, and utilise different protocols for communicating and controlling devices within Disguise so that they work as a fully coordinated system.
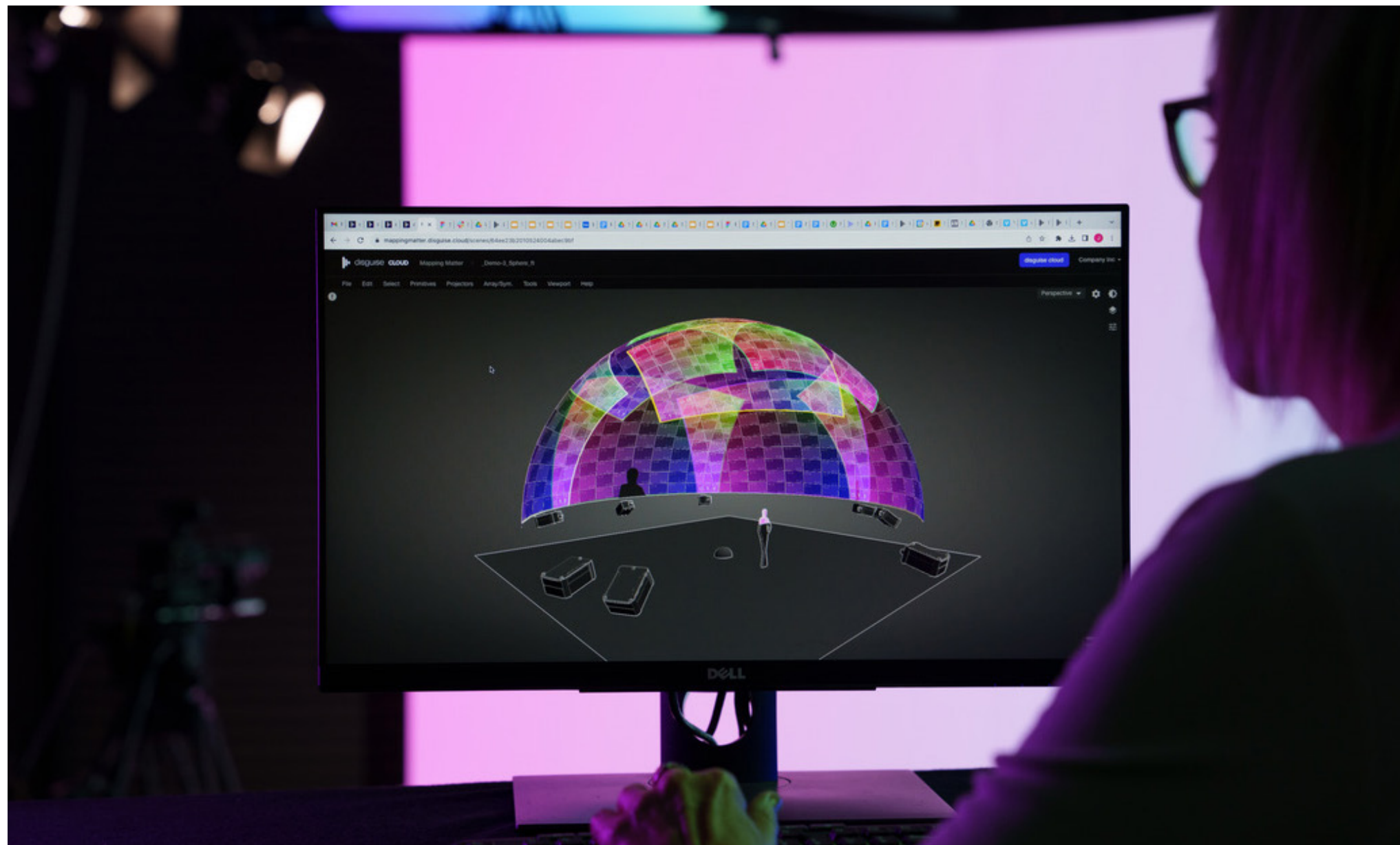
Course Duration: 1 day

● Pre-Production Workflows

This course teaches 3D modelling and UV mapping techniques. Trainees learn how to create 2D and 3D objects for use as LED screens and projection surfaces within Disguise, while also exploring the process of creating content templates using software such as Illustrator, After Effects and Blender.

Course Duration: 2 days

Classroom courses

BOOK YOUR COURSE

● **DMX Workflows**

This course will explore DMX-related features within the Disguise production toolkit including DMX tables and screens, pixel mapping, and an introduction to DMX sockpuppet along with lots of hands-on practical examples.

Course Duration: 2 days

● **Projection Workflows**

This course is designed for professionals aiming to master projection solutions in Designer software. Participants will learn to create, map, and deploy complex projections for live events and installations, covering essential tools and workflows to integrate projections seamlessly into their projects. Ideal for designers and technicians, this course equips learners with the skills to execute impactful visual displays efficiently. Users will learn essential tools and workflows with Disguise for dynamic blending, uv mapping, output mapping and working with a variety of projectors.

Course Duration: 2 days

Classroom courses

BOOK YOUR COURSE

● OmniCal

This course covers the complete OmniCal workflow whilst looking at some of the key features, such as quick align and re-shape. This is a practical course giving you the chance to try everything yourself, and will demonstrate the OmniCal alignment workflow in practice, as well as other key workflows such as Rig Check and Deformation.

Course Duration: 1 day

● xR Workflows

In this course you will step onto a real xR stage and learn the techniques needed for setting up and delivering a successful xR project. You will begin by setting up a new project, then move over to the xR stage for hands-on experience of configuring the xR stage yourself while learning effective troubleshooting techniques.

NOTE: This course does not cover third party hardware or applications.

Course Duration: 3 days

Classroom courses

BOOK YOUR COURSE

● **ICVFX Workflows**

This course is designed for professionals seeking to master ICVFX workflows using disguise technology. Participants will learn to design, optimise, and implement virtual production solutions, covering key areas such as previsualisation, volume design, RenderStream integration, and advanced lighting techniques. Tailored for creatives and technicians, this course provides the essential skills to deliver seamless, high-impact virtual productions efficiently.

Course Duration: 3 days

● **VADA**

This course is designed for professionals aiming to excel as design team members for Virtual Production using Disguise technology. Participants will explore content creation and asset gathering for driving plates, 2.5D workflows, Unreal Engine, and RenderStream integrations, gaining hands-on experience in building and optimising virtual environments. Covering essential topics like scene optimisation, VAD collaboration, and real-time rendering techniques, this course equips creatives and technicians with the skills needed to deliver visually stunning and efficient productions.

Course Duration: 2 days

Accelerator programme

The Virtual Production Accelerator is a multi-phase course that covers the specific Disguise workflows created for virtual production including 2D driving plates, setting up a 2.5D scene, and controlling Unreal Engine scenes via RenderStream. The Accelerator programme also includes the opportunity to participate in an actual shoot on a virtual production set as well as lectures from industry experts on a range of topics including colour management, cameras and lenses, and VAD integration.

The Disguise Hands-on Workshop includes:

- 2.5D Workflows
- 2D Driving Plates
- 360 Degree scenes using spherical mapping
- Green Screen Workflow
- xR System calibration

The Unreal Engine Hands-on Workshop includes:

- Installing RenderStream Plugin into your UE project
- Configuring your UE project for control via RenderStream
- Exposing Parameters to RenderStream
- Using the RenderStream layer to control the UE scene

In the production phase you can expect to learn:

- Real world production with state-of-the-art tech on a real virtual production stage
- Controlling the UE environment via RenderStream
- Configuring camera shots at the direction of the DP

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Trained by Disguise

We are proud to say that we have trained over 600+ companies on how to use Disguise workflows.

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The course had a great variety of topics on show building and system connectivity, along with a strong focus on practice through repetition.

This was a huge step up in quality and I now feel very well informed as a general operator.

Alex Mueller
Wideband Productions

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Start learning with us

Build experience, improve your knowledge and master Disguise by choosing to train with us.

If you would like to start your learning journey, or would like to discuss any of the training options then please contact us using the information below:

→ Email us at training@disguise.one

→ Visit our website

→ Start learning with us

DISGUISE LEARN