

# 2020/10/25 - Short Movie Update

I've been working on a short film to introduce the feature. You can follow all the details here: [Short Film](#)

I decided to go with a future timeline of the world of the feature script. The feature script can then be told through the eyes of the main character in the future world.

One of the technical difficulties I've been considering in this incarnation of the short I'm working on is it's gonna be an amalgamation between a live shoot and 3D animation. I don't mean some 3D animation integration in live shots. No. It'll be two storylines, one told in 3D and one told in live animation. It'll be best to create the 3D characters to look like the live actors.

I'm thinking of using a few tools: [meshroom \(AliceVision\)](#), [meshlab](#) and MB-Lab. Basically, do 3D scans of my actors. Clean up the footage and bring it into blender. Then manually adjust the MB-Lab model to match the actor's 3D scan. I'll probably need to play around with it to see if it'll work. Theoretically it should, but we'll see.