***Glossary:***

A **LED Volume** is a fully enclosed space where motion capture and real-time compositing take place so that virtual environments for TV and film can be easily produced in camera.

**Extended Reality** (xR) is a next-generation process for film, broadcast and live event production. xR empowers production teams to deliver Augmented and Mixed Reality within studio environments.

**Mixed Reality** (MR) combines camera tracking and real-time rendering to create an immersive virtual environment, visible live on set and shot directly in camera. Using high resolution LED screens or projection surfaces in the space, MR allows actors to be immersed in a virtual environment. Camera tracking technology enables the content on these screens to be generated in real-time, rendered from the point of view of the camera.

**Unreal Engine** is a game engine developed by Epic Games, first showcased in the 1998 first-person shooter game Unreal. Initially developed for PC first-person shooters, it has since been used in a variety of genres of three-dimensional (3D) games and has seen adoption by other industries, most notably the film and television industry. Written in C++, the Unreal Engine features a high degree of portability, supporting a wide range of desktop, mobile, console and virtual reality platforms.