

LUX^{AI} PRESENTS

ILLUMINA TWIN

Creative Europe Pitch 15.02.2026

Julia Kronenwett, Managing Director K5 Lux AI

Clarens Grollmann, CTO K5 Lux AI



Creative
Europe
MEDIA

Lighting plays a key role in Virtual Production



Lighting is key, whenever an LED wall is in use



As of today lighting in virtual production is a big issue

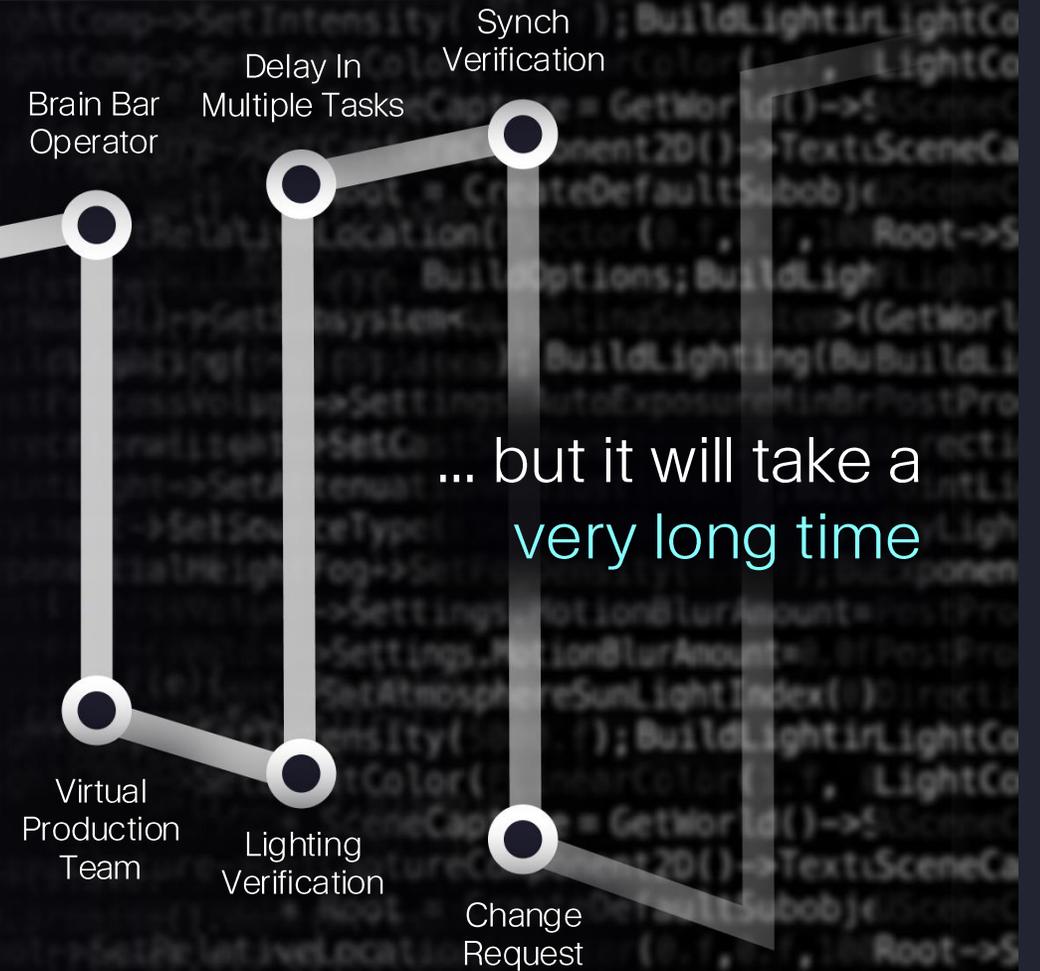
Real light can't go through the LED wall



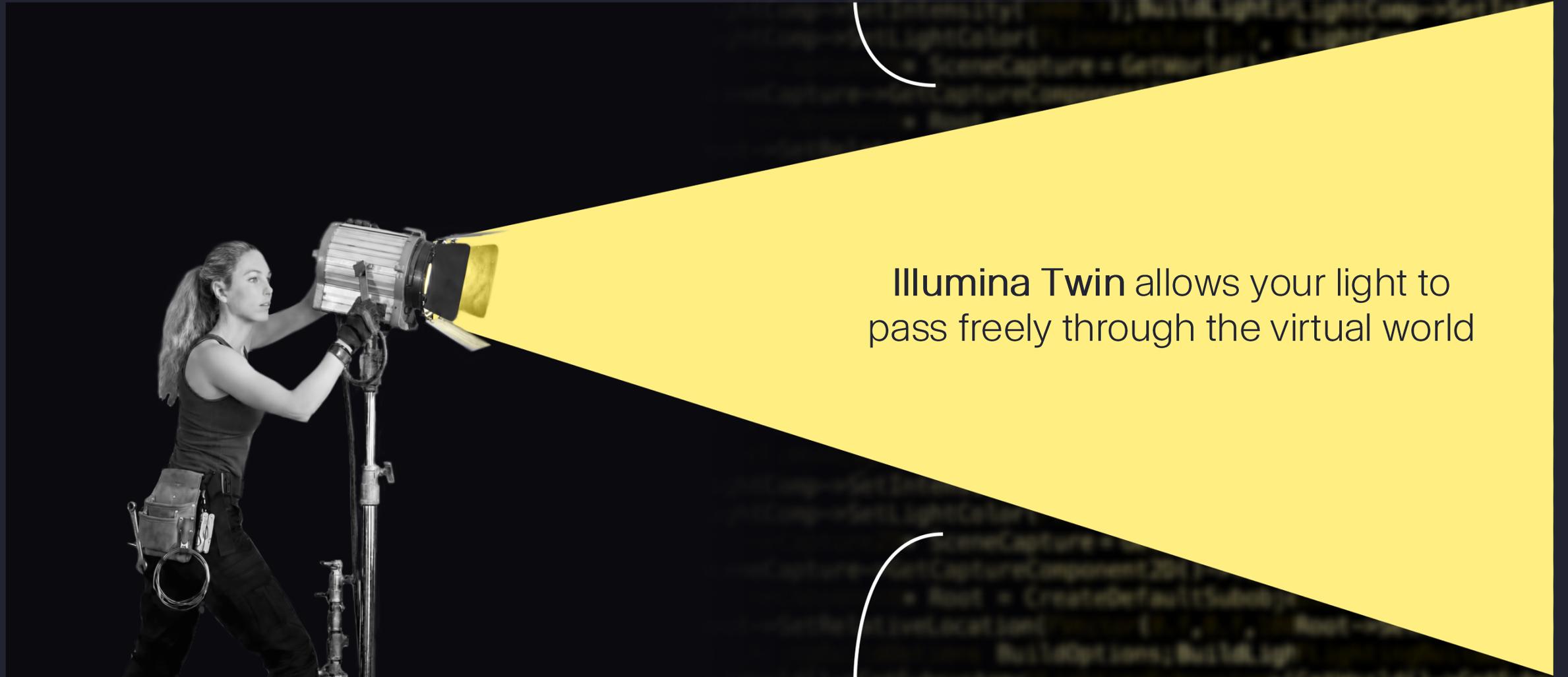
```
LightComp->SetIntensity(5000.f); BuildLightirLightCo
LightComp->SetLightColor(FLinearColor(1.f, 0, 0, 1));
ASceneCapture2D* SceneCapture = GetWorld()->ASceneC
SceneCapture->GetCaptureComponent2D()->TextiSceneCa
ASceneComponent* Root = CreateDefaultSubobjeUSceneC
Root->SetRelativeLocation(FVector(0.f, 0.f, 100));
LightingBuildOptions BuildOptions; BuildLightFLighti
GetWorld()->GetSubsystem<ULightingSubsystem>(GetWorl
BuildLighting(BuildOptions); BuildLighting(BuBuildLi
PostProcessVolume->Settings.AutoExposureMinBrPostPro
DirectionalLight->SetCastShadows(true); BuildLDirecti
PointLight->SetAttenuationRadius(1000.f); BuilPointLi
SkyLight->SetSourceType(ESkyLightSourceType::SkyLigh
ExponentialHeightFog->SetFogDensity(0.01f); BuExponen
PostProcessVolume->Settings.MotionBlurAmount=PostPro
PostProcessVolume->Settings.MotionBlurAmount=0.0f PostPro
DirectionalLight->SetAtmosphereSunLightIndex(0) Directi
LightComp->SetIntensity(5000.f); BuildLightirLightCo
LightComp->SetLightColor(FLinearColor(1.f, 0, 0, 1));
ASceneCapture2D* SceneCapture = GetWorld()->ASceneC
SceneCapture->GetCaptureComponent2D()->TextiSceneCa
ASceneComponent* Root = CreateDefaultSubobjeUSceneC
Root->SetRelativeLocation(FVector(0.f, 0.f, 100));
LightingBuildOptions BuildOptions; BuildLightFLighti
```

Virtual production operators are a bottle neck

Virtual production crew can recreate your light...



Illumina Twin is the solution



Illumina Twin allows your light to pass freely through the virtual world

Illumina Twin is your software to
synchronize real & virtual lighting

Illumina Twin is made for the film crew and requires a ready studio



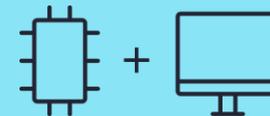
Film Crew



Existing lighting equipment & App



Virtual
Production
Studio



Hardware set-up & Software plug-in

Illumina Twin supports from Pre to Post



Film Crew

Pre Production

Shooting

Post Production



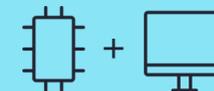
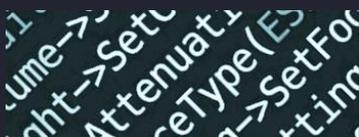
Real & Virtual
Pre-Lighting &
Patching



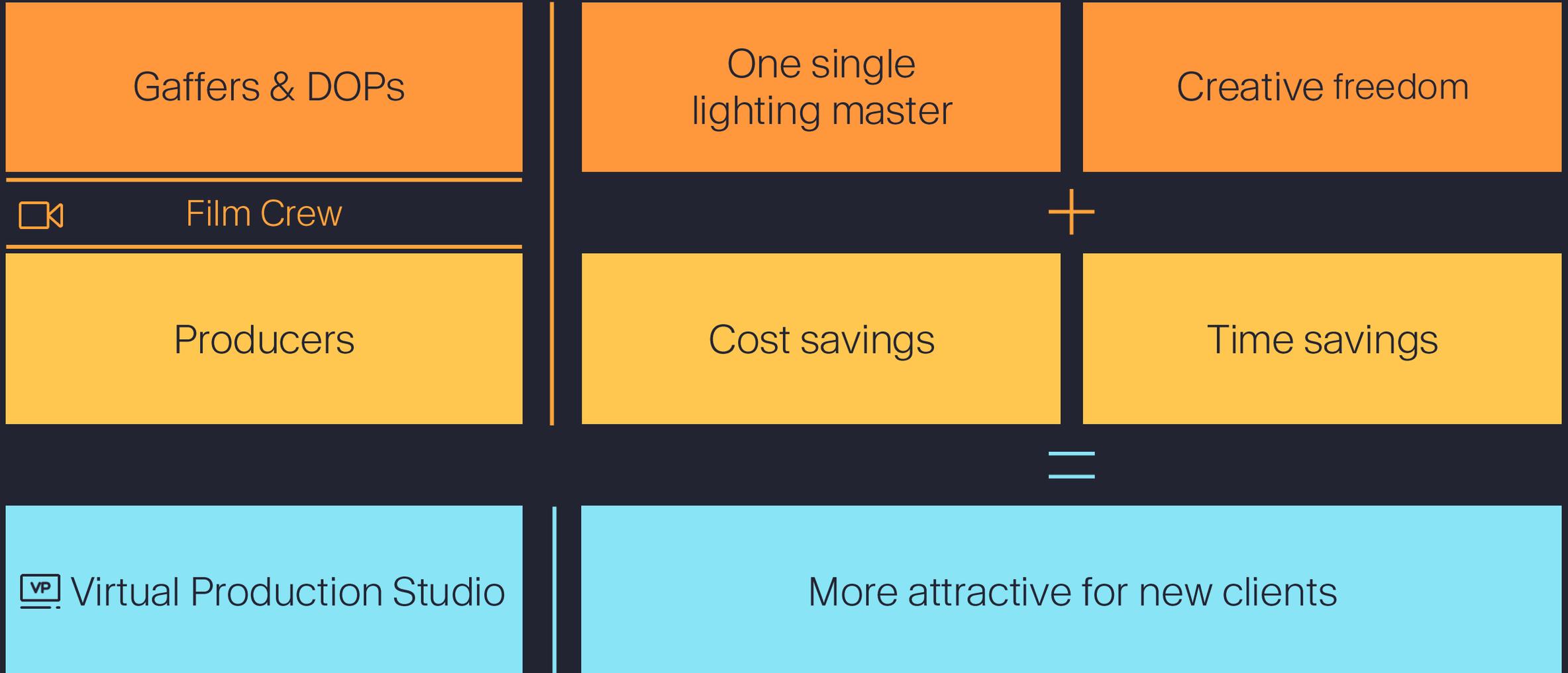
Master Lighting
Control



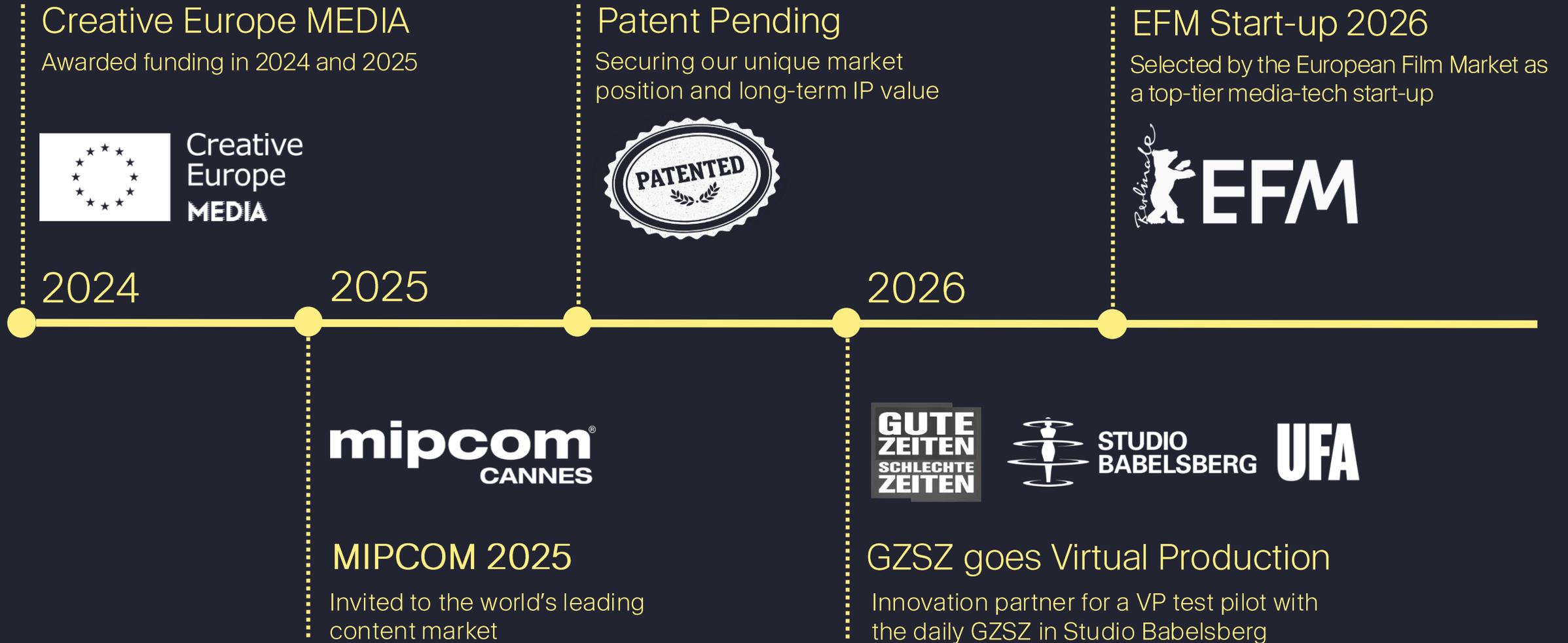
Light Model
Transfer



Everyone benefits from using Illumina Twin



Our latest achievements



Our Lux AI Team at Berlinale 2026



Julia Kronenwett
CEO Lux AI



Clarens Grollmann
CTO Lux AI



Bastian Buchgraber
Virtual Production Specialist



Oliver Simon
CEO, Founder, Seed investor

Our extended team:



Dr. Johannes Steurer
Senior Advisor



Dr.-Ing. Cedrique Fotsing
Senior Computer Vision Engineer



Guilherme Muniz
Senior Backend Engineer



Stefan Zimmermann
Senior Backend Engineer



Lukas Mougos
Computer Graphics Engineer



Mikhail Gofman
Intern

LUX ^{AI}

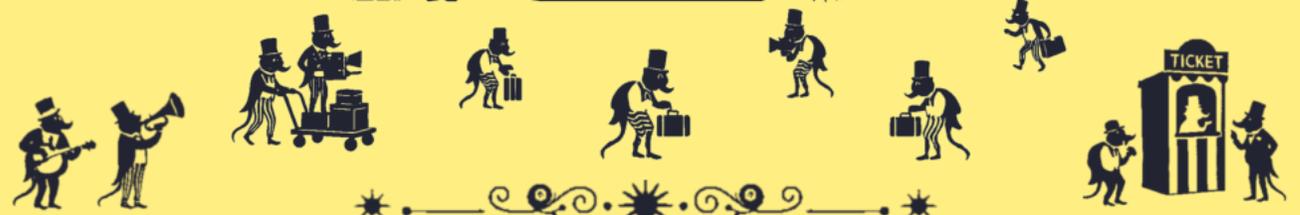
Julia Kronenwett
Managing Director K5 Lux AI

julia@k5luxai.com



The Flea Virtual Production Stage

The Tiniest & The Most Innovative



Come to visit us at
Stand 203
Gropius Bau 2nd Floor

