LUCID STUDIO: BEYOND THE LENS
VIRTUAL SOLUTION CONTROL CENTRE

Lucid Studio is a highly flexible and customizable control platform designed for virtual productions. Whether it’s Augmented Reality, Virtual Studio or XR Virtual LED Studio, Lucid Studio offers an easy-to-use intuitive graphical user interface. Lucid provides seamless integration with tracking systems and real-time 3D rendering engines such as XPression and Voyager. It is a complete redesign of the legacy UX platform, with significant changes to the underlying code, and the graphics interface. Lucid Studio offers unparalleled customizability, flexibility and accessibility to all types of operation and operators. Lucid Studio is used for virtual set camera calibration, scene manipulation, media replacement, event triggering, MOS newsroom integration, animation control, robotic camera movement control and much more.

CUSTOMIZABLE INTERFACE
Highly flexible and customizable UI allows the users to modify the GUI based on the production stage. Saving and recalling layouts reduces reaction time, streamlines the production, and significantly increases the speed of operation.

EXTENSIVE INTEGRATION
Lucid Studio supports most tracking system, tracking protocols, and camera mounts in the industry. Don’t make compromises; work with the right tracking solution for your production.

PRODUCTION CONTROL
Lucid was designed to optimize live production operations and increase operator efficiency. Real-time reaction to changing production circumstances and needs was never easier or faster.
In order to improve our overall workflow tools, we integrated with Streamline MAM system. The integration allows the user to drag and drop assets from Streamline to an:
- Event action
- Event in the sequencer
- Router target

Lucid Studio now offers integration with Brompton API.
This integration supports polling the Brompton wall processor, retrieving the preset list, and trigger presets on command.

We keep adding support for new tracked PTZ cameras which can be selected from Lucid Studio’s mount drop-down list. New PTZ models from Sony and Panasonic in particular are now supported. Please contact us to get the full list of supported cameras.

**Chroma Key Panel**
In Lucid Studio 6.1 we added a Chroma key control panel. This panel offers full control over the Chroma Key parameter of Voyager. It also offers the ability to create Chroma Key presets and assign them to all or individual engines.

**Improved 3rd Party Integration Through Web Browser and Web API**
The most recent version of LUCID (6.3) offers an optimized and improved embedded web browser experience. This allows operators to access native controls for 3rd party products while still working within the LUCID environment. The Web API allows for easier integration with 3rd party hardware devices as well, such as the Streamdeck panel from Elgato, which can be used to recall events.
This can also be done from a mobile device leveraging the same Web API.

**Color Correction**
In version 6.26 we added a Color Correction panel to Lucid Studio. This panel have full control over Voyager Tone Mapper values and offers the ability to create color correction presets. These presets can be assigned to individual engines, or to all connected engines.

**Chroma Key / Color Correction Actions**
With the ability to create Chroma Key and Color Correction presets, we added the ability to call these presets from an Event. This allows the user to activate presets and change parameter values during the show without opening the Unreal editor.

**Streamline Integration**
In order to improve our overall workflow tools, we integrated with Streamline MAM system. The integration allows the user to drag and drop assets from Streamline to an:
- Event action
- Event in the sequencer
- Router target

**Brompton Integration**
Lucid Studio now offers integration with Brompton API.
This integration supports polling the Brompton wall processor, retrieving the preset list, and trigger presets on command.

**PTZ Camera Support**
We keep adding support for new tracked PTZ cameras which can be selected from Lucid Studio’s mount drop-down list. New PTZ models from Sony and Panasonic in particular are now supported. Please contact us to get the full list of supported cameras.
GENERAL SYSTEM STATUS
Shows status of tracking and rendering services

TRACK GRID
Shows the overall tracking topology

POSITION CONTROLS OF 3D OBJECTS
Move any object within the 3D space

WEB BROWSER
Connects to any Web Server, which enables native control of web-enabled 3rd party devices

TRACK SETUP
Allows setup of tracking and calibration

ROUTER CONTROL PANEL
Routes source to virtual destinations (eg. on-set monitors)

EVENTS CONTROL PANEL
Triggers complex events from one button press

www.rossvideo.com/Lucid