



Voyager Trackless Studio

Stunning Virtual Graphics Simplified.

Voyager Trackless is an all-in-one virtual production tool that utilizes Epic Games' Unreal rendering engine which provides photorealistic environments. Voyager Trackless is designed to be used with a green screen either in-studio or on location and covers a wide range of workflow types.

With its simple interface, the entire production can be driven by the talent with little to no technical expertise. Workflow types include:

- ◆ Specialty sports segments
- ◆ Enhanced weather broadcasts
- ◆ Elections Sets
- ◆ News studio on a budget
- ◆ Mobile/OB production
- ◆ Corporate communications
- ◆ Distance learning



Simple and Cost Effective

Voyager Trackless Studio is an affordable entry point into virtual set production. As an all-in-one solution with internal chroma key, live inputs, clips and 3D graphics, the platform covers all your virtual production needs and doesn't require any additional tracking hardware or software, as it relies solely on stationary cameras.



Business Flexibility

By using a virtual studio rather than a physical set, a single studio can be used for multiple productions with minimal financial investment. Voyager Trackless Studio makes it quick and easy to change set designs from show to show.



Boost Engagement and Awareness

The stunning visuals created by Voyager Trackless Studio can enhance your overall production quality, leading to improved brand awareness and increased viewer engagement.

The Power of the Voyager Platform

The Voyager graphics platform is powered by Epic Games' Unreal Engine, which enables users to create hyper-realistic rendering with real-time shadows and reflections.

Stunning Sets

Voyager Trackless Studio offers a range of 6 pre-designed sets that come installed as part of the solution, and these can be further customized by the end user or by Ross' Rocket Surgery Creatives Services team.

Intuitive and Flexible Control

The Voyager Trackless Studio platform offers an easy-to-use UI designed specifically for trackless workflows. Other remote control methods are also available (Mobile, Streamdeck panel, XKeys, Ross Dashboard).

Multi-Format Production

Voyager Trackless Studio offers full support for a range of formats, including HD/UHD/4K production, 12G and IP workflows, HDR, and wide color gamut.

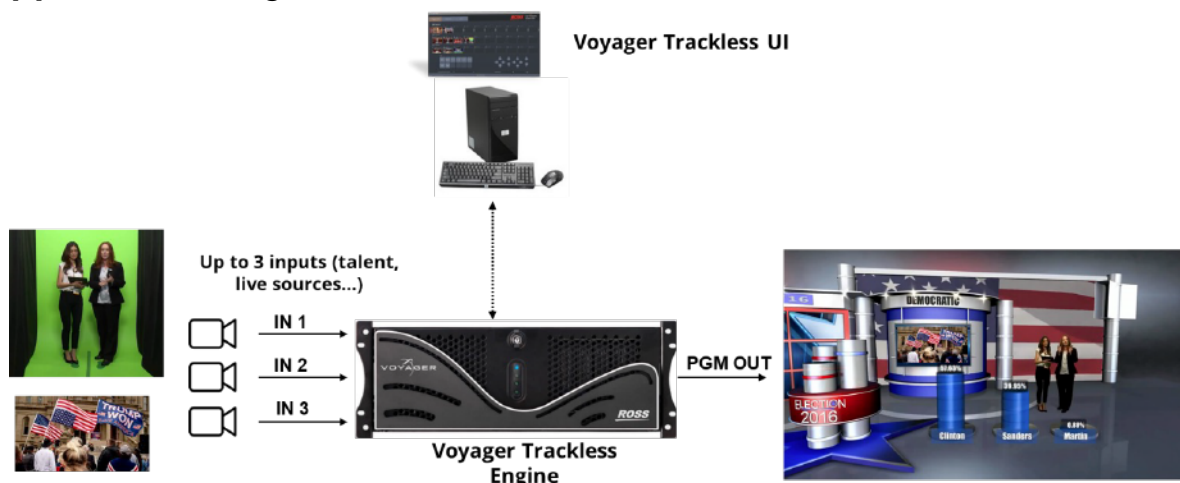
Data Integration

Driving graphics with external data into Voyager trackless is straightforward with Voyager's external data capabilities. Voyager Trackless is linked to the XPression Datalinq™ server, to parse data from multiple external data sources and feed it directly into Voyager Trackless.

Integration and Remote Control

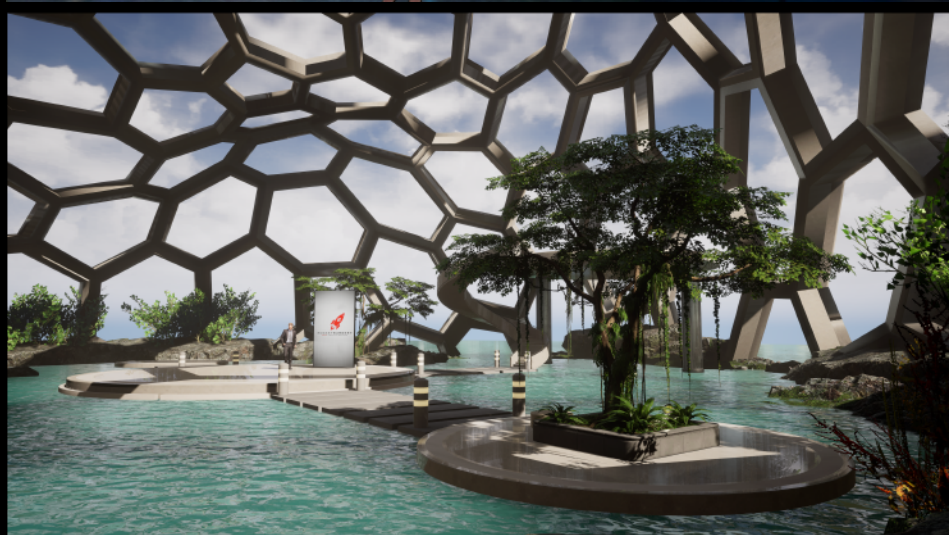
Voyager Trackless Studio is part of the Ross ecosystem, enabling full integration with other Ross products and providing several different remote control methods to choose from.

Application Diagram



Stunning Designs

Voyager Trackless comes with six pre-installed sets which can be fully customized to suit your needs.



Hardware	
Chassis	4RU rack frame
Power Supply	960W EPS 12V Hot-Swappable 1+1 redundant power supply
Storage Media	3x 1TB SSD RAID 5
System Drive	2x 256GB SSD RAID 1 (Mirrored)
Media Drive	1.8TB
CPU	Intel® Core™ i9-10900X Cascade Lake 10-Core 3.7 GHz LGA2066 165 W
Mainboard	ASUS WS X299 SAGE
RAID Controller	LSI® MegaRAID® SAS, 9361-8i
Memory	64GB DDR4
GPU	NVIDIA Quadro RTX A6000 48GB GDDR6
Q/S	Microsoft® Windows® 7 Professional, 64-bit
Output Boards	Matrox DSXLE4/8/100F OR Matrox DSX LE5L/4/100LP/12G (required for UHD) OR AJA Corvid 88 3G

Dimensions	
Height	4RU 6.9" (17.6cm)
Width	16.9" (43.0cm)
Depth	23.3" (59.92cm)

Included Accessories	
Rackmount Kit	Slide rails, handles, and mounting hardware
Keyboard	Standard USB PC Keyboard
Mouse	USB Mouse
Security Key	USB License Key pre-installed internally to be run on Voyager Trackless Engine
Software	Voyager Trackless Engine Software on USB drive. Voyager Trackless Studio Software (control UI) on USB drive.
Warranty	12 Month System Warranty (parts / labor and software updates)

Video Formats	
SD to 1080p Support	480i 29.97Hz (NTSC), 576i 25Hz (PAL) 720p 50Hz, 720p 59.94Hz 720p 60Hz, 1080i 25Hz 1080i 29.97Hz, 1080i 30Hz 1080p 29.97Hz, 1080p 50Hz 1080p 59.97Hz, 1080p 60Hz 1080psf 23.976Hz 1080psf 24Hz 1080psf 25Hz 1080psf 29.97Hz 1080psf 30Hz Custom Formats
#of inputs supported	3 (1 in UHD)
#of outputs supported	1

Other	
Genlock	Blackburst, Tri-Level Sync, Lock to Input Source of Free-Running
Timecode	LTC input supported via 3rd party PCIe board
GPI	Unlimited RossTalk Smart GPI over TCP/IP through Lucid Studio

Video Standards	
SD	SMPTE 259M
HD	SMPTE 292M, SMPTE 424M -AB
IP	SMPTE 2022-6, SMPTE 2022-7, SMPTE 2110