

VR0

LEFT VIEW



RIGHT VIEW



Ross Robotics VRzero

INTRODUCING THE VRZERO, THE ANSWER TO DYNAMIC AR/VS ENVIRONMENTS.

The ability to interact with different sets, people, virtual elements, and graphics is quickly becoming the most engaging way to captivate an audience. To create such a compelling environment, every movement must be reliably and accurately tracked. Such data can be obtained in many different ways ranging from highly sophisticated to simplified and adaptable. In response to a simplified environment, there is a need for a fully manual solution designed to support tracking in Virtual Sets and Augmented reality.

The newest addition to the Ross virtual portfolio, the VRzero is an external interface module that reads tracking data from encoded fluid heads on all 4 axes (Pan, tilt, zoom and focus). The absolute encoders in the fluid head interface with powerful Ross electronics in the VRzero to provide a synced IP data stream into a 3D render engine such as XPression or Frontier.

The VRzero is being packaged with Cartoni™ encoded fluid heads, where it sits comfortably between the pan bars of the fluid head. The Cartoni-based packages include all necessary accessories, including a universal power supply, mounting bracket, and cables.

The ideal solution for dynamic AR/VS environments such as sports, variety shows, webcasts, small studios and on location broadcasts, the VRzero offers a truly flexible and unique option to precisely match and track real-world images

