

UNREAL BASED RENDER PLATFORM

SPORTS & LIVE EVENTS

NEWS

VIRTUAL STUDIO

MOBILE

eSPORTS

GOVERNMENT

CORPORATE

HOUSE OF WORSHIP

EDUCATION

IP & SDP WORKFLOWS

ROSS

Frontier, developed by The Future Group in collaboration with Ross Video brings EPIC games Unreal Game Engine technology to virtual sets and augmented reality. The result is audience captivating stunning photorealistic environments.

Features/Benefits

- Frontier uses the Unreal gaming engine by Epic games.
- Superior graphics capability.
- Designers can achieve realistic looks with greater accuracy and ease than ever before.
- Through the use of UX, it is possible to mix and match tracking protocols and camera mounts.



IBC Highlights



HYPERREALISM

As a result of its extensive graphics feature set, designers can achieve realistic looks with greater accuracy and ease than ever before.



REAL-TIME DYNAMIC SHADERS

Unreal4 allows the use of shaders to create realistic looking effects. From dynamic shadows, live-lights and light blooms, to reflections and refractions. These shaders and effects are applicable both in Augmented Reality and Virtual Studio environment.



REAL-TIME REACTIVENESS

UX control platform enables complete control over the production and offers a toolset to modify and tweak assets and textures from a simple GUI.

