



## VIRTUAL STUDIO



### **REAL WORLD VIRTUAL PRODUCTION**

To produce a hyper-realistic virtual environment, a compelling 3D design with precision camera tracking and calibration are essential. A Ross end-to-end virtual solution provides the highest-level of quality with an easy-to-use workflow and consistent results.

#### **Tell better stories**

Create stories with multiple virtual monitors, floating augmented reality elements, and customizable virtual sets to enhance your weather, sports, news, elections, and talk / variety shows.

#### **Do more for less**

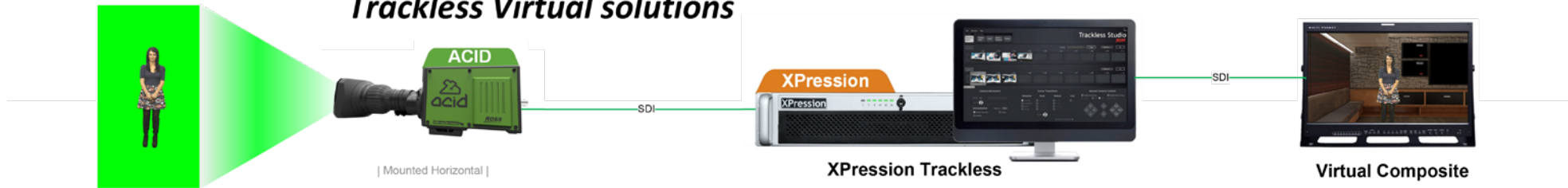
Deploy virtual solutions in small spaces which require fewer physical set pieces and less storage. Combine the best of traditional physical design and virtual design to eliminate the need for video walls and on-set monitors.

#### **Increase flexibility**

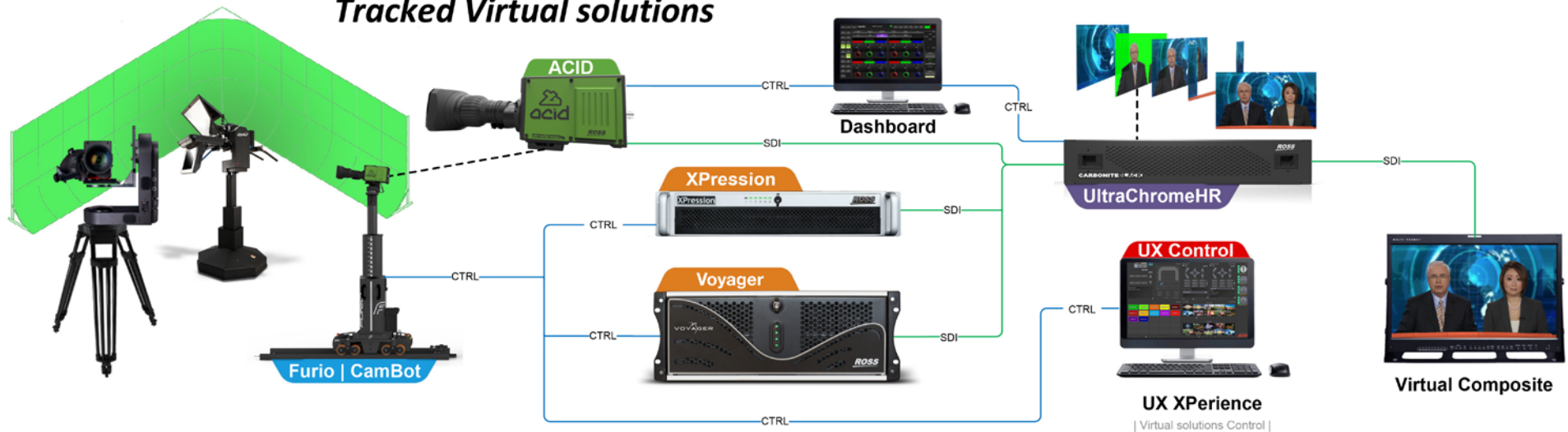
Quickly change a set, deploy a new look or share studio space with no downtime for construction, moving set pieces or competition for physical set space.



## Trackless Virtual solutions



## Tracked Virtual solutions



### ACID

#### Broadcast Video Camera

- AC-H200 - 1080p edition
- AC-Z50 1080i edition
- UC 0:4:4 output
- Full DashBoard control
- Ultra low noise
- HDR capable (AC-H200 only)

### FURIO | CAMBOT

#### Furio Track-Based Camera Motion System

- Provide tracking data with PT heads, lifts and full dolly systems
- Dolly provides ultra smooth on air moves free of errors, perfect for virtual environments

#### CamBot Free-Roaming Pedestal Camera System

- Heavy duty robust XY pedestals with tracking data

### XPRESSION | VOYAGER

#### XPression 3D Motion Graphics

- User friendly design and playout system
- MOS capable virtual engine
- Built for dynamic data driven graphics

#### Voyager Graphics Rendering Engine

- Built on EPIC Games Unreal 4 Engine
- Support for both external and internal compositing
- MOS capable virtual engine

### ULTRACHROME HR

#### Multi-Channel Chroma Keyer

- Up to 4 chroma keys per system
- Full 4:4:4 chroma keying from ACID
- Built in input delay for up to 8 inputs
- Full compositing of camera and renders
- Output fill & key for internal composition
- DashBoard Control
- Supports RossTalk

### UX XPERIENCE

#### Virtual Solutions Control

- Control all camera chains from one interface
- Quickly build and save tracking calibrations
- Trigger assets, camera moves and more with RossTalk triggers

