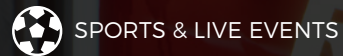




UNREAL BASED RENDER PLATFORM



SPORTS & LIVE EVENTS



NEWS



VIRTUAL STUDIO



MOBILE



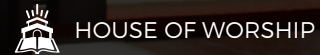
ESPORTS



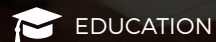
GOVERNMENT



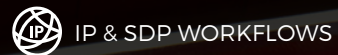
CORPORATE



HOUSE OF WORSHIP



EDUCATION



IP & SDP WORKFLOWS



Voyager from Ross brings the power of Epic Games' Unreal 4 games engine to virtual sets and augmented reality environments. Voyager offers the best of all worlds - hyper-realistic rendering combined with smooth workflow integration capabilities.

## Features/Benefits

- Voyager uses the Unreal 4 gaming engine by Epic Games bringing superior graphics capabilities.
- Easy to use interface for calibration, pre-production and on-air control.
- Full integration with MOS based newsroom system workflows.
- Future proof solution with support for 12G and 2110 IP formats.

# **HiGH** **IMPACT** **EFFICIENCY**

UNPRECEDENTED REALISM CREATED QUICKLY AND ACCURATELY

INTUITIVE UX INTERFACE WITH CAMERA CONTROL

## **STUNNING EFFECTS**

Hyper-realistic rendering capabilities and textures with a wide range of dynamic effects such as real-time shadows, reflections, particles, and physical effects.

## **UNPARALLELED TOOLSET**

Developed by the same team that produced the market's fastest growing CG engine, Xpression, Voyager's workflow and integration toolset is unparalleled.

## **ENHANCED LEVELS OF INTEGRATION**

Voyager provides support for dynamic data integration with DataLinq, integration with MOS based newsroom systems, and Dashboard Integration through UX.



HIGHLIGHTS

