



PRODUCTIONS IN A LEAGUE OF THEIR OWN

Working closely with leading eSports companies, Ross is pioneering the development of unique eSports oriented production solutions.

Bring the sizzle

Captivate fans with game characters and environments brought to life through augmented reality and virtual sets.

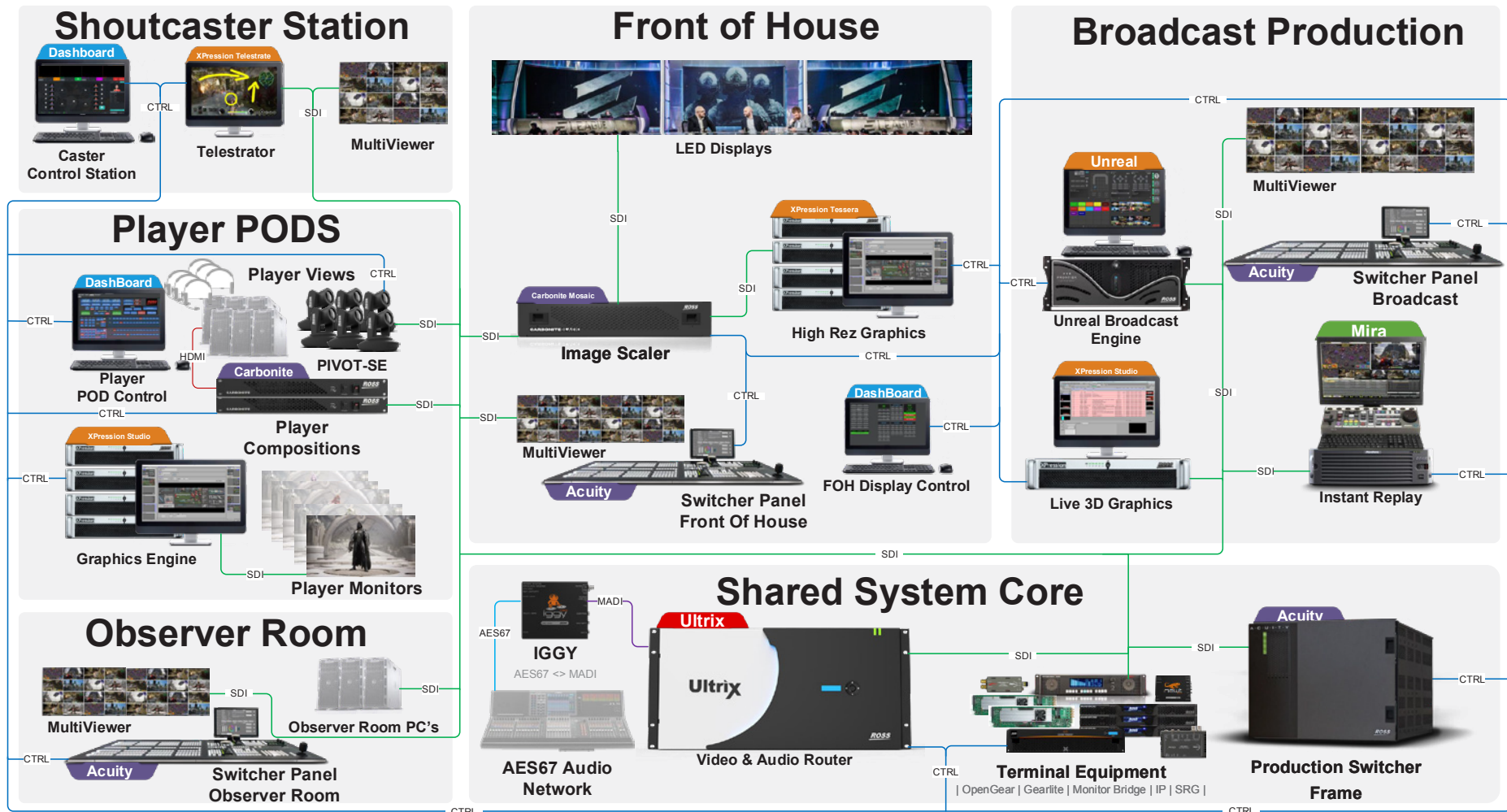
Unify the production

Ross solutions provide more efficient use of equipment and simplified operation supporting the key elements you need including Shoutcaster, Player Pods, Observer Rooms, Player Streams, Front of House screens and Broadcast & Streaming outputs.

Choose a great partner

With over 45 years of experience and well-known for top-notch technical support - you can count on Ross to be there when you need it most.





Ultrix

- > Up to 144x144
- > Full MADI Audio integration
- > Embed Any audio to any output
**Useful for individual player streams*
- > Optional 3G Frame Syncs on every input
- > Clean / Quiet Switch on every output
- > Non-Blocking Multiviewer with up to 100 PIPs per Head

Dashboard

- > Runs on any PC on the network
- > Build easy to use Touch Screen based custom workflows for any operator
- > Control and Monitor all Ross Gear
- > Ross Purchased Panels for robust turnkey applications

XPression | Unreal

XPression

- > Insert Graphics | Multi-Engine Canvas | Live Telestrator
- > Quick recall of Data backed Graphics

Unreal

- > Live Unreal Engine for Broadcast use
- > Full Augmented Reality when paired with Tracking data and UX Virtual control system

Acuity | Carbonite

Acuity

- > Large I/O and up to 8 ME's
- > Superior Device control & Automation
- > Supports up to 9 panels per Frame

Carbonite

- > Mosaic: Large screen Display processor
- > Solo: Compact, Cost effect small Switcher with HDMI Inputs & Built in Frame Syncs

Mira | Tria

- > Robust Server Architecture
- > Lightning fast clip recalls
- > Easy to use Replay interface with no Mouse clicks
- > Advanced Playlist support
- > Multi-User configurations
- > Fully configurable Bi-directional Channels

