

UX 5

VIRTUAL SOLUTIONS CONTROL



SPORTS & LIVE EVENTS



NEWS



VIRTUAL STUDIO



MOBILE



ESPORTS



GOVERNMENT



CORPORATE



HOUSE OF WORSHIP



EDUCATION



IP & SDP WORKFLOWS



UX makes it easy to control virtual sets and augmented reality environments, bringing together tracking data, lens calibration, render engine control, playing video clips in virtual monitors, turning on and off set pieces, and more.

Features/Benefits

- Highly flexible and customizable user interface for virtual sets and augmented reality.
- Integrates with a wide range of tracking systems.
- Optimizes live production operation and increases operator efficiency.
- Makes calibration and set up easy.

HiGH **IMPACT** **EFFICIENCY** AMAZING VIRTUAL PRODUCTIONS SIMPLIFIED OPERATION

HIGHLIGHTS

UX 5.0

Version 5.0 expands the impressive toolset of UX and enhances its workflow and connectivity capabilities.



DATALINQ INTEGRATION

UX 5.0 adds integration with DataLinq, XPression's data source integration engine, allowing connection to a variety of data sources and stats services and connecting them directly to Voyager AR and VS scenes.

MOS WORKFLOW

UX 5.0 brings MOS to ARVS for the first time, making a highly efficient workflow for news and sports news productions.

PLAYOUT

UX 5.0 adds the ability to create CG styled rundowns for ease of operation, and the option to play these rundowns from OverDrive.

