



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

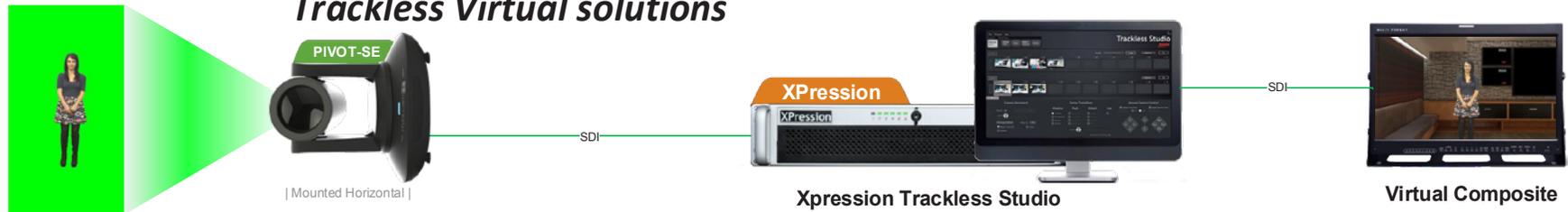
Deploy virtual solutions in small spaces which require fewer physical set pieces and less storage. Combine the best of traditional physical design and virtual design to eliminate the need for video walls and on-set monitors.

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.

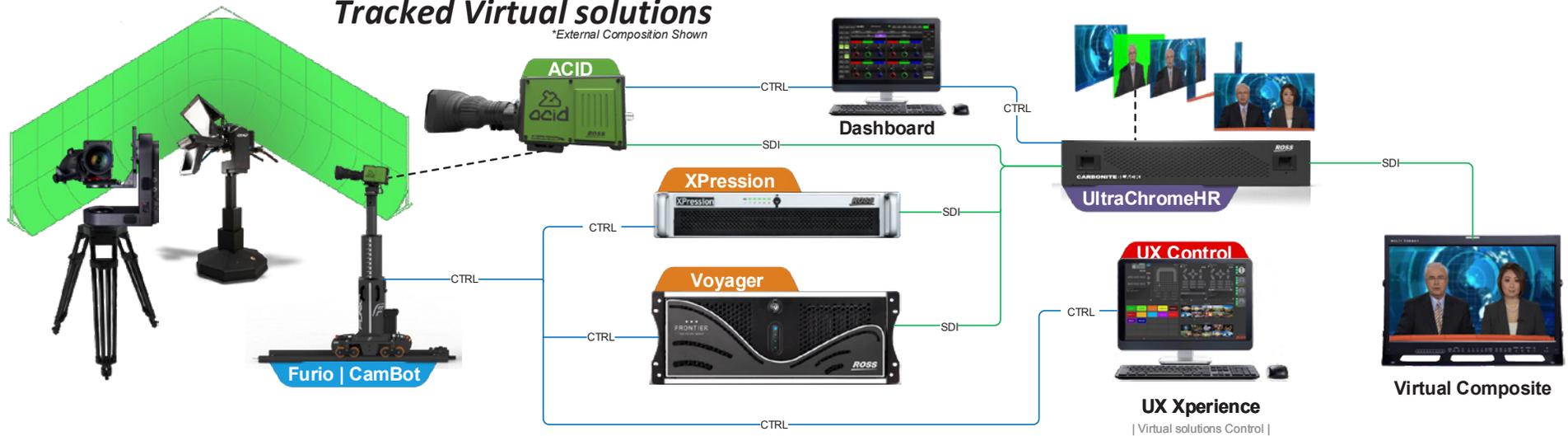


Trackless Virtual solutions



Tracked Virtual solutions

**External Composition Shown*



UX Control

- > Control all Camera chains from one interface
- > Quickly build and Save Tracking Calibrations
- > Trigger assets, Camera moves and more with Rosstalk triggers
- > Newsroom and Data integration

ACID & PIVOT

- ACID**
- > AC-H200 – 1080P / AC-Z50 1080i
 - > UC 0:4:4 output with Ultra Low Noise
 - > Full Dashboard control
 - > HDR Capable (AC-H200 only)
- Pivot**
- > 1080P 59.94 | Genlock | POE
 - > Dashboard Controlled

XPression | Voyager

- XPression**
- > User friendly Design and playout system
 - > MOS capable Virtual Engine
 - > Built for Dynamic Data driven Graphics
- Voyager**
- > Built on the Unreal Engine
 - > Support for both External and Internal compositing

Furio | CamBot

- Furio**
- > 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**
- > Heavy Duty Robust XY Pedestals with Tracking data

UltraChromeHR

- > 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 rendering
- > Dashboard Control
- > Supports Rosstalk

