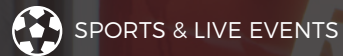




UNREAL BASED RENDER PLATFORM



SPORTS & LIVE EVENTS



NEWS



VIRTUAL STUDIO



MOBILE



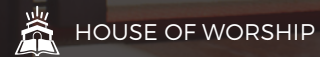
ESPORTS



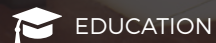
GOVERNMENT



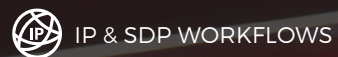
CORPORATE



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

VOYAGER 3.0

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

