vizrt

Viz Arc

Solution Brief

User Overview

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Advancing the Artful Control of AR Graphics and Virtual Sets

Viz Arc, Vizrt's revolutionary augmented reality control solution, has established the new standard by which all other AR and virtual set control systems are measured.

With the introduction of Viz Engine 5, Viz Arc now offers the unique ability to drive AR graphics, virtual sets, Viz Engine, and Unreal® Engine graphics from a single interface. Direct control of Viz Engine's Precision Keyer, access to Viz Artist and Unreal 5 templates, as well as NDI® for video preview and PTZ camera control is also provided.

Why Viz Arc?

1 Maximize your storytelling with AR and virtual sets

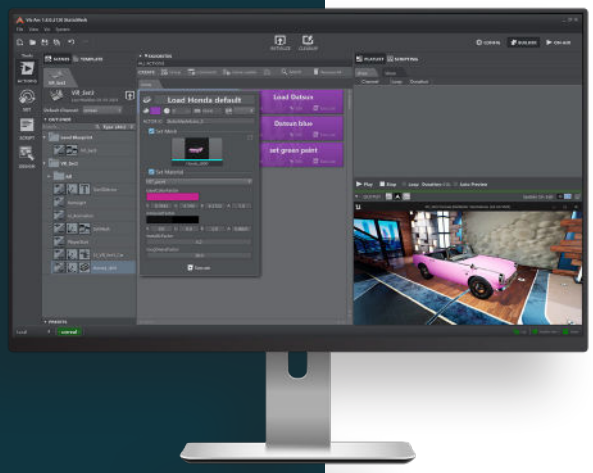
Offering the latest virtual design technologies, including light-wrapping, a denoiser, and multiple mattes, Viz Arc gives designers and operators superior flexibility.

2 Precise keying of your Presenter and AR graphics

Vizrt's Precision Keyer, also available as a Web interface, lets users perfectly immerse the presenter into a virtual environment, creating a clean and unobtrusive key with ultra-realistic results.

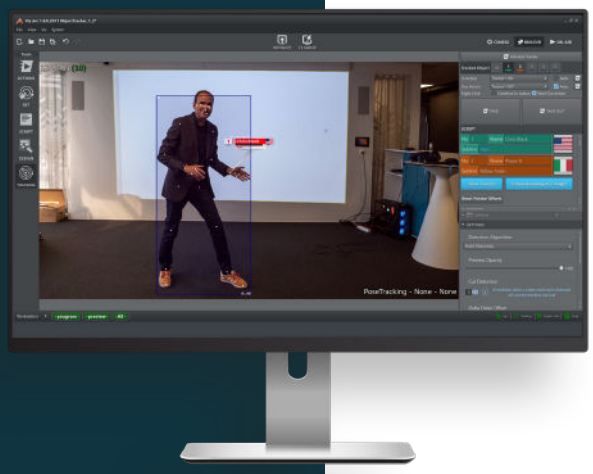
3 Viz Arc Control of live Vizrt and Unreal® content

Through Viz Engine 5's enhanced integration with Unreal Engine 5, Viz Arc can control Unreal content, such as text, images, objects, and materials with ease.



Command and Control of Unreal Engine Content

The introduction of Viz Engine 5 brought with it an enhanced integration with Unreal Engine 5. As a result, Viz Arc – through a new ControlObject integration – can control Unreal content, such as text, objects, geometry, and materials with ease. Designers will also appreciate the amount of control they now have, through Viz Arc, of the Level Blueprint, as well as the ability to send specific commands to Unreal Engine via the Viz Arc interface.



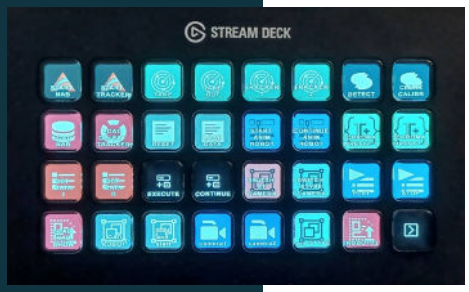
Improved Real-time Object Tracking

Tracking quality and performance is significantly increased with the release of Vizrt's award-winning Object Tracker, powered by Viz AI. A standalone software service within Viz Engine, it tracks multiple objects in real-time and lets you add graphics to enhance the viewer experience. Viz Arc adds to Object Tracker's capability with a new Pose Tracker, plus the ability to track the position and orientation of the talent's face within a virtual set.

New Elgato Stream Deck Plugin

Viz Arc supports a new Elgato Stream Deck plug-in which lets the user map actions from the Viz Arc GUI directly to a designated Stream Deck console button. The plug-in supports multiple Stream Deck profiles, each with its own 10-page set of buttons and dials.

Recent enahancements to enhancements to Viz Arc's Stream Deck integration adds an action to trigger Viz Arc shortcuts, and users can easily customize button background colors.



New DMX Protocol Integration

A new DMX protocol integration allows a user to set values associated with an external device or application to a Viz Arc User Interface control panel, such as the Precision Keyer. Other interesting use cases include letting an operator in the control room to manipulate the light and transformation actions, plus color control, of both the physical studio lights and Viz Arc UI-driven virtual set lights from a single control interface.

New OCR Feature Converts Incoming Data to Text Graphics

A combination of OCR integration, image stabilization, and other image enhancement techniques accurately reads, converts, and composes data into text graphics. Potential use cases include small sports productions where graphics can be automatically created by aiming a camera at a physical sports scoreboard to extract standings (ex. the score, the current period, the remaining time in the match, etc.). Vizrt's Object Tracker – powered by Viz AI, stabilizes the incoming image even in challenging conditions, such as a shaking camera.

Expanded Control of Unreal Engine Assets & Actors

Viz Arc continues to develop and deliver new levels of control of Unreal Engine content. Viz Arc expands this tightly integrated workflow by providing comprehensive control of assets and actors inside the Unreal Engine environment in combination with Viz Engine.

For example, users can now access and initiate actions to Unreal's Level Streaming feature from within the Viz Arc user interface. This makes it possible to load and unload map files into memory as well as toggle their visibility within a Scene or Sub-Scene during play.

Improved Graphics Hub Browsing UX

The latest enhancements to working with Vizrt's Graphic Hub, which is seamlessly integrated with Viz Arc, are primarily driven by customer feedback. Simplifying Graphic Hub user navigation, through the Viz Arc user experience, is significantly enhanced to include asset browsing, asset drag-&-drop import, as well as making the search and sort user experience faster and more intuitive.

A More Precise Tweak: Loupedeck Integration

Sometimes a variable mouse-click adjustment doesn't deliver the result you're after, and you just want to 'feel' your way to a more precise chroma keyer correction. For those moments only the tactile control of a haptic analog dial will do. Viz Arc's new integration with the Loupedeck Live Console provides precise control and fine-tuned adjustments.

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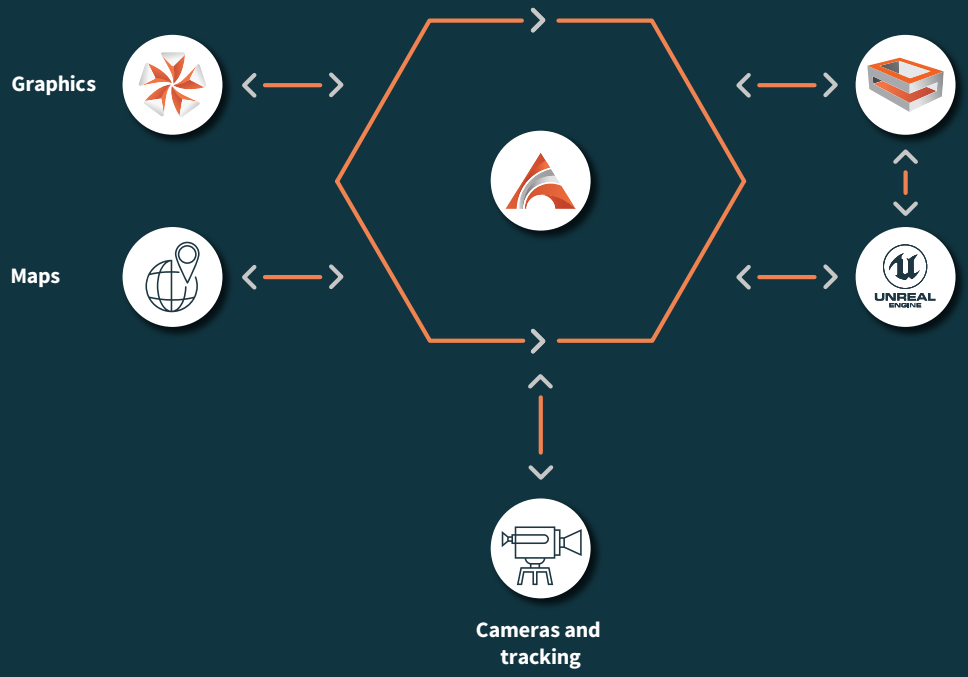

About Vizrt

Vizrt® is the world's leading provider of innovative visual storytelling tools for media content creators in broadcast, enterprise, or new media – unlocking the power of a story for all.

Vizrt offers market-defining software-based solutions for real-time 3D graphics, video playout, studio automation, sports analysis, media asset management, and journalist story tools.

More than three billion people watch stories told by Vizrt customers everyday including from media companies such as CNN, CBS, NBC, Fox, BBC, BSkyB, Sky Sports, Al Jazeera, NDR, ZDF, Network 18, Tencent, and many more.