3D Real-Time Virtual Studio
Professional Trackless

VRcast™
Practicality is Everything
AVIT Products

ACZ Group PYT. LTD.

Key Features

3D

Real-time 3D Rendering System
· VRcast is the 3D rendering system that composes the BG
  and the actor in real-time.

HD

SD/HD Input
· The best system supports SD/HD input
· Easy upgrade to HD system according to options

ONE

Easy to Use
· Simply operated system enough with only one operator

12

Virtual Scene / Camera
· Various scenes through the 12 free virtual scenes
· Various camera moving such as jimmyjip camera shot
  and long distance shot etc

Virtual CAM

Video Switcher
· Operating in the same way of 12 channel video switcher
· Producing via PGM and PVW, and loaded functions of
   cut/switching and dissolve

ALL

Utilization of all kinds of Sources
· VRcast can import clips, images, PC sources, and so on into
  3D object, and create various scenes with them.

Source Out

Output of the input source
· Output of the input source(video, camera, image) to full-screen

Light

Light Effects
· Color-light/dimmer-light effect of background set

Function

- Trackless virtual studio system without expensive tracking devices required

- Up to 10 channels, each channel can support SD or HD signals from live camera, recorder or other signal sources.

- Each input channel supports the interface ports of HD-SDI ⏐ SOl input or HDMI, Component, Y/C and Composite input.

- SDI HD signals make it possible to output into both formats of PAL/ NTSC.

- HD output in 1920x1080 resolution, HD-SDI, SD-SDI, Component, Y/C, Composite output support

- Chroma keying 10 channels of video signals simultaneously without slowing down the system.

- Up to 8 virtual screens in any shape, size, location and direction, and can be adjusted in real time

- Assignable input source in any format, shown on virtual screens or 3D object in virtual set

- All virtual objects in the virtual set can be adjusted by clicks on the full graphical operating board separately in real time.

- 8 virtual cameras in any location in the virtual set, each can be treated like a node and be connected with preset string, realizing the swinging of camera and making a tracking shot like tracking system.

- Controllable illumination on the scene, and adjustable reflection on the floor and other objects

- Localization and multi-language support for VRcast operating software.

- The volume and play speed of each video resource are controllable.

- Subtitle play file in AVI/MPEG format with chroma keying

- Color-light/dimmer-light effect of background set

- Easy settings for various background animation

Features Description

▶ 10 Input

10 input channels support the interface ports of HD-SDI / SD input or HDMI, Component, Y/C and Composite input.

▶ Light

Color-light/dimmer-light effect of background set.

▶ Signal

HD output in 1920x1080 resolution, HD-SDI, SD-SDI, Component, Y/C, and Composite output support.

▶ Reflection

Controllable illumination on the scene, and adjustable reflection on the floor and other objects.

▶ Flexible

select	X
UYVY 720,486 @ 29 FPS	
UYVY 720,576 @ 25 FPS	
HDYC 1920,1080 @ 30 FPS	
HDYC 1920,1080 @ 29 FPS	
HDYC 1920,1080 @ 25 FPS	
HDYC 1280,720 @ 60 FPS	
HDYC 1280,720 @ 59 FPS	
HDYC 1280,720 @ 50 FPS	
UYVY 720,486 @ 23 FPS	
HDYC 1280,720 @ 30 FPS	
HDYC 1280,720 @ 29 FPS	
HDYC 1280,720 @ 25 FPS	
HDYC 1280,720 @ 24 FPS	
HDYC 1280,720 @ 23 FPS	
HDYC 1920,1080 @ 23 FPS	
HDYC 1920,1080 @ 24 FPS	

Full range of interface ports, including S-video, Component, Composite for analog input and HDMI, SOl / HD-SDI for digital input.

Optional VGA input pattern for PC resource. Supports video files in different formats, decodes and resolutions.

· Simply adjust the layout when needed

It is based on IT structure with replaceable components, which leads to high potential for upgrading and convenience for maintaining.

It also has djustable virtual sets with independent elements, decorating the virtual studio environment in any way you want.

▶ EASY-TO-USE

It is an user-friendly intuitive operating system with full graphic interface, and what you see becomes what you get. It doesn't require any programming of scripting, complex parameter or key frames. One operator is enough only.

The way of operating the system is designed as a commonly used signal output from the switch board. No special training for new users of virtual studio system is needed.

8 virtual cameras are adjustable to a real camera on swing bracket and all the movement and rotation can be all controlled by clicking buttons.
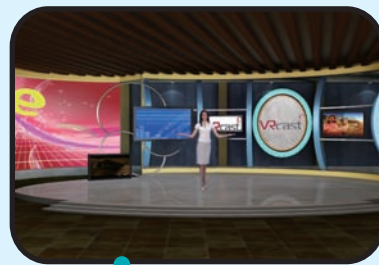

There will be only two steps needed for any animation, all you need is setting a start frame and move the object to the end position and set it as the last frame. And with the combination of the dissolve and rotation funtions, any animation can be created for needs.

Application

▶ Live Show, Forum, E-Learning, News, Documentary, Election, Event. The usage of VRCAST, you can name it!
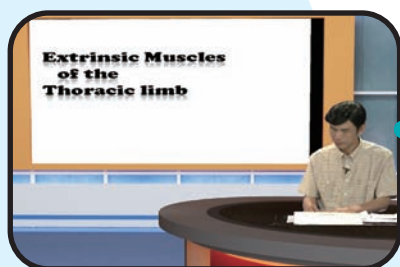

Live show

Forum

Event

E-learning

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Election

News

Documentary

▶ 4 Patterns in the operating software of VRCAST virtual studio system

Scene

Keying

Switch

▶ Technical Specifications

Output resolution		1920x1080, 720x486, 720x576
Operating system		Windows 7, Vista 64bit
SD	Video Input	SD/HD-SDI,HDMI,Analog CVBS,Y/C,YPbPr
	Video Output	SD-SDI,Analog CVBS,Y/C,YPbPr
HD	Video Input	SD/HD-SDI,HDMI,Analog CVBS,Y/C,YPbPr
	Video Output	SD/HD-SDI,Analog CVBS,Y/C,YPbPr
Audio input / output		Balanced XLR stereo, Unbalanced RCA stereo
3D performance		Texture mapping over 200M, 1 mil poligon/sec
Frame rate of virtual set		30 and 25 frames/sec

* The Number of Channels and Chromakey is Optional

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