Viz Virtual Studio

The studio with unlimited possibilities

- Open system to integrate any studio device
- Supports all tracking technologies
- Lens calibration for the perfect match between real world and virtual studio

Viz Virtual Studio presents producers with unrivalled possibilities. Easily create complex, interactive 3D virtual sets and immersive graphics using an intuitive interface.

Advantages and Benefits

- Easy setup of studios and outdoor or event productions.
- Freely definable tracking data protocols.
- Used for virtual sets and immersive graphics.

Key Features

- 3D virtual sets
- Custom templates
- Intuitive interface
- Supports SD & HD & UHD
- Built in chroma keyers
- Talent reflection
- Extensive plug-in effects
- Newsroom integration
- Defocus effects
- Recording of tracking data
- Color correction on inputs
- Optional ViewpointTM library
- Easily expandable
- Lens calibration tools
- Third-party graphics control
- Co-cyc and holdout matte

Viz Virtual Studio fully can be integrated seamlessly with existing software installations. Viz Virtual Studio supports all major camera-tracking solutions and other studio peripherals, offering broadcasters a cutting-edge solution for the creation of virtual sets.
Freedom for creative minds
The scenes for a set are created in Viz Artist, where the graphic designers build, animate, and compose their virtual environment. With Viz Artist, even the smallest stage area can be turned into an impressive studio. Existing sets can be enhanced with virtual objects with which the presenter can interact. Importing of Maya or Cinema 4D projects enable the designers to work in their preferred environment right up to the last minute. Reimport will keep the additional plugins on the containers if the scenes have been modified in Maya or Cinema 4D after they have been imported to Viz Artist. Substance shader plugins provide realistic materials from a large database with individual parameters exposed in Viz Artist.

Enlighten from Geomerics brings a whole new level of lightning possibilities to the virtual studio getting one step closer to photorealism in real-time. Talent reflection and depth of field add further to the realism achievable with Viz Virtual Studios and Immersive Graphics.

Feeds from social media and second screen applications can easily be merged into the virtual environment as part of the scene designed in Viz Artist.

Viz Virtual Studio allows a single operator to handle complex productions that would normally require a team of operators. This allows staff to concentrate on other tasks, improving overall efficiency.

Flexible tracking integration
Viz Virtual Studio includes the Tracking Hub component. Tracking Hub converts the tracking data coming from any mechanical or image-based tracking system—or a combination of the two—and converts it to camera data that can be used by Viz Engine. Even complex rigs with error compensation, like gyros, can be defined. Tracking Hub can distribute tracking information to several Viz Engines and includes failover functionality for redundant Viz Virtual Studio setups as well as its own time base for systems that may not be running in sync. Router control is available to switch incoming signals.

Visit vizrt.com for more information about Viz Virtual Studio

Vizrt Support

- 24/7 support through phone or email
- On-site support
- Access to support portal
- Remote access to Vizrt systems
- Vizrt FTP for software updates
- Viz Secure monitoring
- Additional professional services
- On-site training
- Access to Viz University