Advancing the Artful Control of AR Graphics



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. Quick to deploy and intuitive to operate, Viz Arc lets you easily position and trigger AR elements by mapping to locations indoor and outdoor.

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

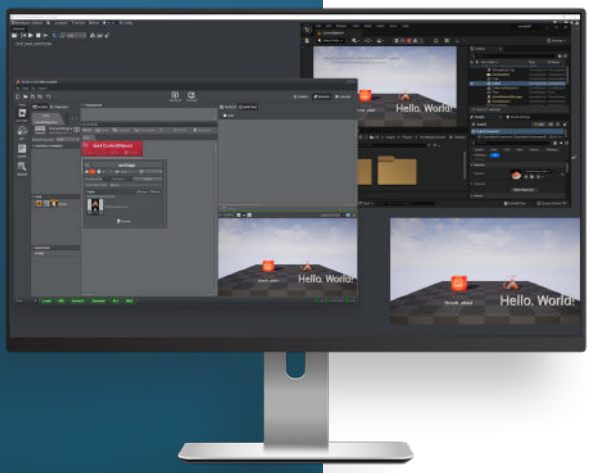
Precise keying of your Presenter and AR graphics

Vizrt's Precision Keyer, which allows users to perfectly immerse the presenter into a virtual environment, creates a clean and unobtrusive key with ultra-realistic results.

3

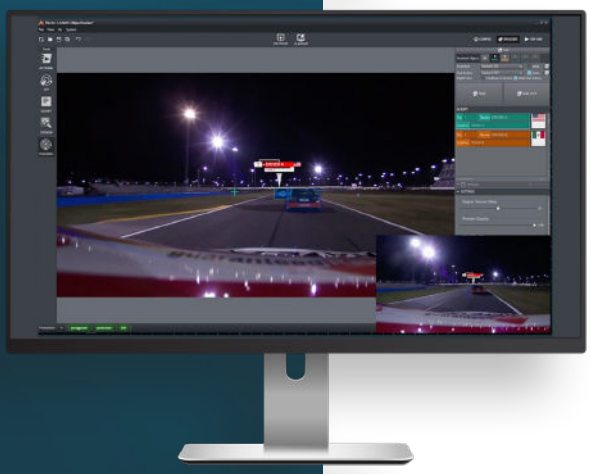
Viz Arc Control of live Vizrt and Unreal® content

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

Viz Arc provides improved tracking quality and performance with the release of Vizrt Object Tracker 1.1. As a standalone software service within Viz Engine and powered by Viz AI, Object Tracker tracks multiple objects in real-time and lets you add graphics to enhance the viewer experience. Automatic handling of delays by Object Tracker makes it easier for users to set-up and operate.



A More Precise Tweak: Loupdeck Integration

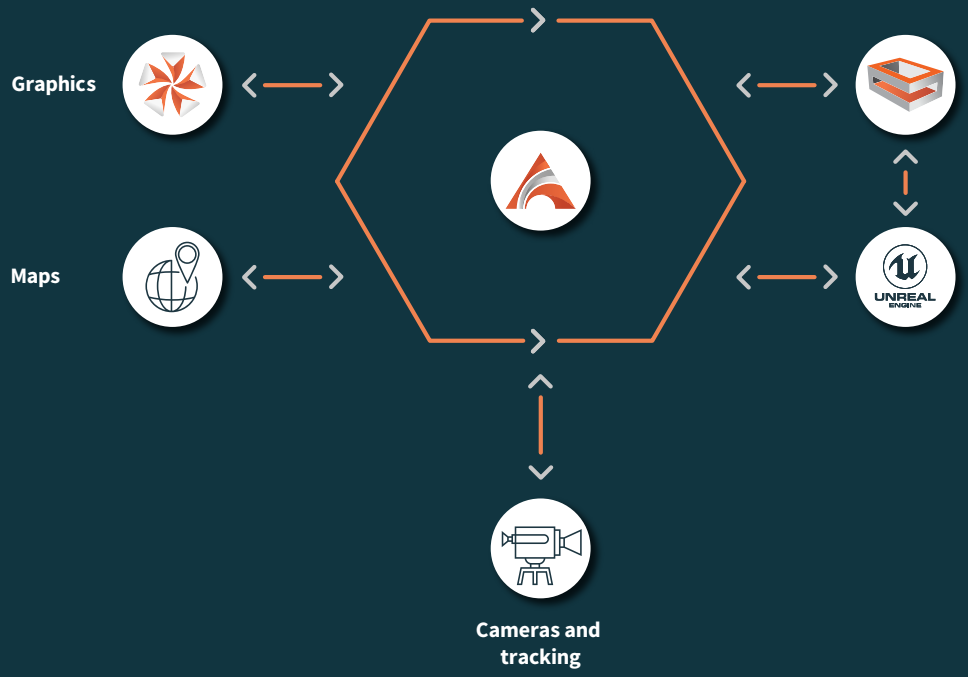
Sometimes a variable mouse-click adjustment doesn't deliver the result you're after, and you just want to 'feel' your way to a more precise chroma keyer correction. For those moments only the tactile control of a haptic analog dial will do. Viz Arc's new integration with the Loupedeck Live Console provides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



Graphics Hub: Refactored

A refactored GraphicHub browser, based on web technologies and which dramatically improves performance and useability, is new to Viz Arc. With the introduction of Viz Arc 1.7, the Scene Browser takes advantage of this new functionality, and all other Viz Arc browser instances will be supported in future releases.

Viz Arc





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.