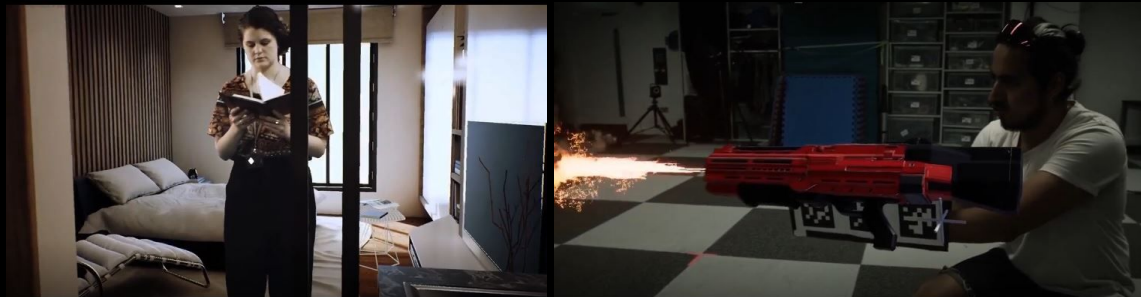VANISHING POINT · VECTOR

Plug and Play Virtual Production Solution.

An amalgamation of hardware components with custom built software, giving you access to cutting edge Virtual Production tools out of the box. Designed from the ground up to make it simple to use, with cutting edge features such as camera tracking, prop tracking and real-time compositing, integrating into any studio quickly and easily. No coding required! Plug in the capture card, plug in the sensor and start shooting.

Vector Hardware / Software package includes:

USB 3.0 hardware sensor with mounting thread. Easily attached to your camera, or a virtual camera rig. Includes 20m fiber-optic extension cable. (50m available on request).

PCI 4k capture card to stream video into the real-time composite.

Robust tracking algorithms to localize the camera in 3D space for markerless camera tracking, indoor or outdoor.

Quick start tracking with no need for pre-survey or prior mapping. Launch our Vector software, and start tracking with one click.

Physical marker integration to track simple props or to map a more complex object.

Fiducial marker mapping if static-map based tracking is required. Mount markers around your set, easily map their positions and start tracking with absolute localization.

Interactive lens calibration tools to quickly calibrate your camera, with any lens.

Automatic lens offset tools to get you set up quickly, and remove manual error from the camera-to-sensor offset calculation.

Automatic floor plane detection with lineup tools to easily integrate the virtual into the real world.

Area mapping to scan a space and export to file, for use as post-vis geometry, or to assist with lighting/holdout masking in 3D space.

Unreal Engine plugin with live tracking of camera and markers, intuitive tools to line up your digital set, chroma keying / colour correction / matte controls, prop or light constraining to tracked markers, time syncing functions and a HUD with timecode and slate information.

Maya plugin with live tracking of camera and markers, recording to keyframes and auto-naming of recorded takes from slate.

Minimum recommended system requirements:

Dual-core 2,3GHz or faster processor

8 GB RAM

Nvidia GPU with compute capability > 3.0. We recommend GTX 1060 or above.

2 x High speed, powered USB 3.0 ports.

1 X PCI slot to install the capture card.

We additionally offer a range of support packages and setup assistance. Our Virtual Production services also include asset creation, pipeline development, production consultation and custom tool design, customized to all sizes of projects. Contact us to find out more about how we can help integrate Virtual Production into your next project.