



Vanishing Point's **Vector** is a custom designed system containing a combination of hardware components and purpose-built software. Built by industry professionals to bring real-time camera tracking, live compositing and other cutting-edge virtual production tools to any studio or production.

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### Get your shots correct the first time

Save valuable editing time with the real-time composited video feed. See your digital environments and assets in-situ on shoot day.

### Shoot virtual cameras into Unreal Engine or Maya

Speed up your previsualisation workflow allowing you to quickly iterate over camera moves.

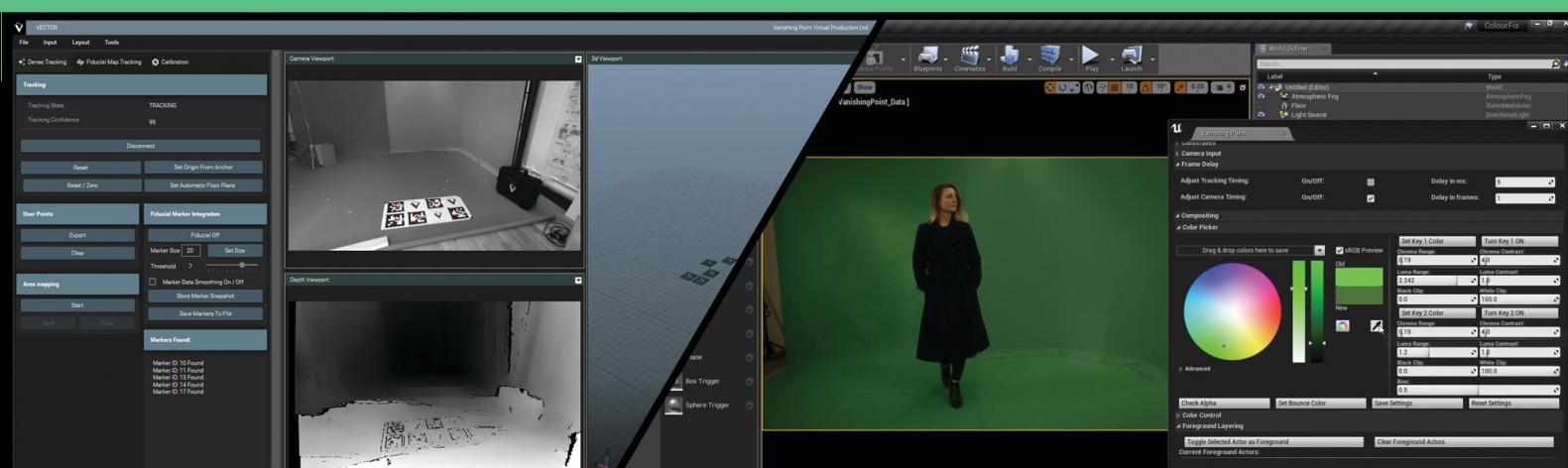
### Live chroma keying with Unreal Engine

Use a simple UI to set up your key, line up your SDI/HDMI camera feed with your digital environment, and place digital characters and props over your real-world scene.

### Track and record camera, environment and prop movements

Easily recreate your shots within your preferred 3D package or rebuild your composite in post production.

Get set up within minutes using simple, operator focused software built from years of experience on film sets.





# VANISHING POINT VECTOR

**Vector is a custom designed system containing a combination of hardware components and purpose-built software, all working together smoothly to get you shooting virtual production quickly and easily**

## SOFTWARE FEATURES

- **Robust tracking algorithms** to localise the camera in 3D space for marker-less camera tracking indoor or outdoor
- **Custom Unreal Engine tools**, including chroma keying and full 3D compositing right inside the UE4 editor
- **Physical marker integration** to track simple props or to map more complex objects
- **Fiducial marker mapping and tracking** option to track with absolute localisation
- **Interactive lens calibration tools** to quickly calibrate your camera and calculate the tracking sensor offset
- **Automatic floor plane detection** with line-up tools to easily integrate the virtual with the real world
- **Anchored floor plane/world origin option** for accurate, repeatable line-ups every time
- **Area mapping** to scan a space and export to file, for use as postviz geometry or lighting/holdout masking in 3D space
- **Third party plugins for Unreal Engine, Autodesk Maya and Autodesk Motionbuilder**

## HARDWARE

- **USB 3.0 stereo camera tracking sensor** with mounting bracket for easy attachment
- **Compatible with SDI/HDMI cameras or virtual camera rig**
- **20m or 50m fibre-optic extension cable**
- **PCI 4K SDI I/O capture card**
- **Software USB stick**
- **Printed rigid calibration board and mount**
- **Vinyl printed world-origin anchor system**
- **Hard shell travel storage case** with pre-cut foam for safe transport and storage



For more information, demos, or to place an order:

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