

VIRTUAL PRODUCTION SETUP (UNREAL)

- ▶ One PIXERA four director is needed as a master for your preview.
- ▶ Each one of the LED walls needs its own PIXERA four for the background and back projected camera frustum.
- ▶ UNREAL (plug-in) renders on PIXERA four as a “resource-as-compositing” integration.
- ▶ For mixing the camera live signal and foreground, a dedicated PIXERA four server with a live capture card is necessary.
- ▶ The mixed output can then be fed to your video switcher.
- ▶ Stage Precision is used to feed tracking data (Mosis, Stype, Optitrack,...) via direct API to PIXERA.
- ▶ Genlock has to be connected to your camera, tracking system, LED processors and one of the PIXERA clients.
- ▶ Framelock has to be used to sync the client servers.

