

# VIRTUAL PRODUCTION SETUP (UNREAL/UNITY)

- ▶ One PIXERA two RT director is needed as a master for your preview.
- ▶ Each one of the LED walls needs its own PIXERA two RT for the background and back projected camera frustum.
- ▶ UNREAL (plug-in) and UNITY (API direct) render on PIXERA RT as a “resource-as-compositing” integration.
- ▶ For mixing the camera live signal and foreground, a dedicated PIXERA two RT 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 (Mosys, 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.

