

Rhyton VSS-SL Virtual Studio System



Rhyton VSS is a real-time sensor-less virtual studio solution using advanced and superior high technology methods to combine virtual scenes and object with live input video stream and broadcasting it simultaneously



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Rhyton VSS is presented to discover new horizons in field of professional broadcast studios.

In order to get rid of costly decoration, you should just install the virtual studio in a corner of your studio. Thanks to 3D design soft wares such as 3DS Max and Maya 3D, now you have access to an infinite variety of amazing scenes to create a virtual world as you wish. High precision, robust and full-featured design in spite of reasonable price and several other options remain no doubt to choose the system.



Basic hardware equipment

- Real-time 3D graphic and video processing system
- 10-Bit SDI I/O with gen-lock

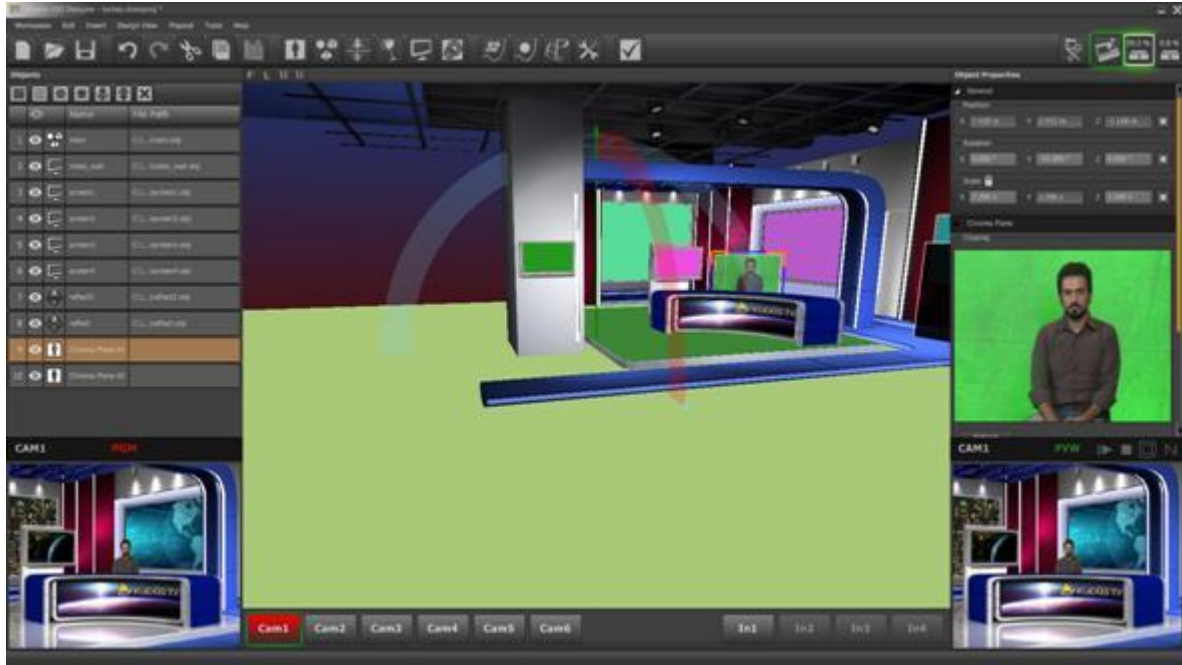


- control panel for system management



Basic software features

- HD-SD video standards I/O
- Importing 3D scenes and objects
- User-friendly 3D editing interface



- Virtual camera pan, tilt and zoom
- Virtual camera traverse and fly effect



- Advanced software Chroma-keyer
- Light and shadow separation



- Definable clipping planes



- Assigning video files as texture to virtual objects
- Assigning live video source as texture to virtual objects
- Managing video files and live sources



- Glassy virtual objects with full refraction support
- Floor reflection support



- Color correction and Noise Reduction of input video streams
- Switch between real cameras using dedicated control panel
- Adjustable software audio delayer

- Virtual camera focus effect
- Z-Depth control



- virtual water simulation



- user friendly director software mode

