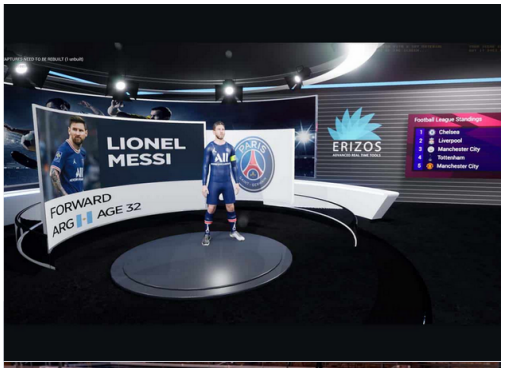
BMR (BROADCAST MIXED REALITY)

bMR is a new category product combining an LED Content Server with Multi-camera switching and a MOS based On-air Graphics system, all driven by Unreal graphics

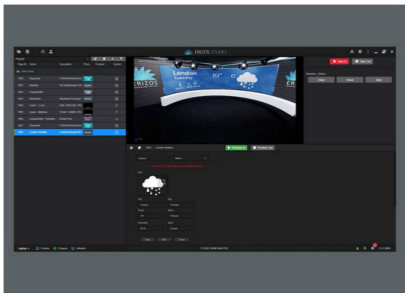
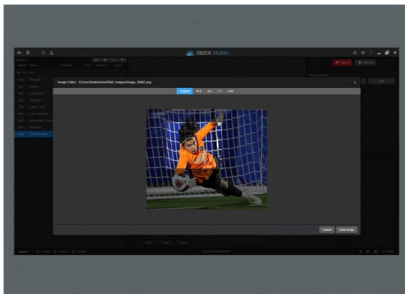
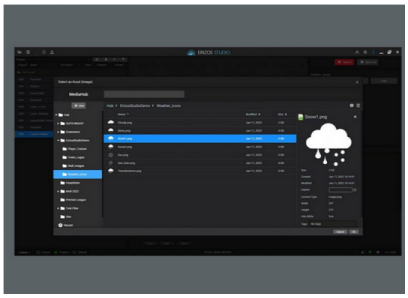
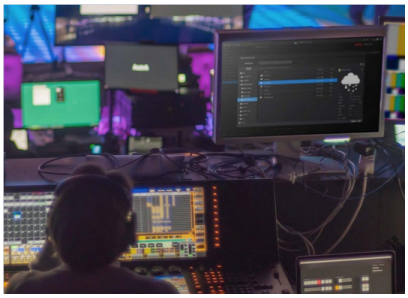




Cena:
Kategorie: Systemy Wirtualnego Studia, Video, Broadcast, Wirtualne Studio

GALLERY IMAGES



OPIS

bMR has been designed to address multiple deployment scenarios

New studio build - where both on-air graphics system and a LED virtual studio are installed at the same time. Upgrade transition plan - where either the on-air graphics system or the LED content server are installed first, and used with the existing on-air graphics system or green screen studio until these are upgraded.

Mo-Sys bMR is for sports, news, or current affairs broadcasters who want to deploy (or transition to) a unified Unreal-based graphics solution for driving an LED virtual studio with integrated 2D/3D on-air graphics under MOS/NRCS control.

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bMR LED content server system

bMR can drive any size/shape/pixel pitch LED virtual studio (equipped with sufficient render nodes), with the base system able to drive an LED studio with up to 8million pixels.

Create expansive virtual studios

Set extensions with simultaneous augmented reality (AR) are also possible, with the delay between the Unreal graphics perspective displayed on the LED wall, and the camera’s actual position, the lowest on the market today.

Multi-camera switching

The system offers multi-camera switching capability, up to UHD4K resolution, enabling multiple cameras to be used with an LED volume, where switching between cameras is orchestrated with the LED wall updating correctly.

Flexible upgrade path

bMR contains 2 Mo-Sys VP VFX virtual studio compositing licences (more can be added), for an upgrade transition scenario where a broadcaster needs to deploy bMR as initially an on-air graphics replacement to work with an existing green screen virtual studio, before upgrading this to an LED virtual studio.

bMR on-air graphics system

bMR’s on-air graphics system offers three ways of displaying templated data-fed graphics; standard 2D keyed graphics, keyed 3D graphics, or 3D ‘in-scene’ Unreal element graphics. The system conforms to MOS protocol and can be controlled by commonly available newsroom computer systems (NRCS) such as Octopus, ENPS, or other popular NRCS.

Intuitive interface with full system redundancy

bMR is based on web browser technology and uses a fully redundant server/client architecture. Importantly, it is an on-premise solution and is not cloud-based.

Local and remote preview

bMR offers local and remote preview, where remote preview is enabled via temporary agents to avoid copying, which in turn reduces remote preview latency.

Absolute control

The system uses a browser-based Mediahub to manage graphics assets, offering streamlined control of multiple graphic elements on a single production, as well as multi-studio capability. bMR offers users the ability to create simple custom interfaces for populating graphic templates, for attaching real-time data sources to graphic templates, or for manual control of graphic elements.