INFINITYSET

BY FAR, THE MOST ADVANCED VIRTUAL SET SOLUTION THERE IS

FORGET ALL YOU KNOW ABOUT VIRTUAL STUDIOS.

Infinity Set is designed to cope with any requirement from advanced tracked virtual sets to inexpensive trackless environments. And most importantly, it has a complete toolset to include the 3D graphics for the virtual set.
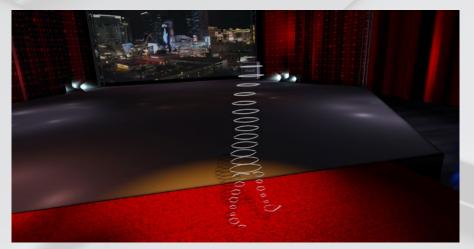
With practically infinite cameras and the industry-first **TrackFree** technology which allows combining tracking and trackless environments for further flexibility, **Infinity Set** is the most advanced solution available today for broadcast design and virtual set production.

Infinity Set combines the power of the eStudio engine and the simplicity of EasySet to create a new environment for next-generation cross-media broadcast requirements.

RE-DEFINING THE STANDARDS OF VIRTUAL SET PRODUCTION

INFINITY SET IS THE FIRST PRODUCT FEATURING BRAINSTORM'S PATENTED TRACKFREE TECHNOLOGY. AS WITH ALL BRAINSTORM PRODUCTS, IT IS BUILT ON ESTUDIO, THE INDUSTRY'S FASTEST AND MOST FLEXIBLE 3D RENDER ENGINE, WHICH PROVIDES UNRESTRICTED DESIGN CAPABILITIES FOR ALL TYPES OF REAL-TIME GRAPHICS AND VIRTUAL SETS.

Infinity Set allows multiple input sources, no matter if they are real cameras or video feeds, and the resulting scenes can be as complex as required, with multiple elements interacting in the virtual set.

Infinity Set takes realism to a new level, as it can generate a **true 3D representation** of the live character from a video feed, generating a **real-time 3D volume** which is continuously regenerated, repositioned and remapped based on the camera parameters. This patented technology also allows the character to cast **real shadows** over virtual 3D elements while interacting with any element in the scene. The advanced compositing features of Infinity Set allow designers and producers to create truly realistic real-time 3D scenes where the different elements behave like those of the real world, not like video layers or simple stickers over a background.

In addition, Infinity Set includes a complete **real-time 3D graphics toolset**, seamlessly integrating Aston 3D productions within the virtual set environment, as a part of the set or as full-screen material. Infinity Set integrates 3D objects with their properties and animations, even including external data sources for data-driven graphics such as bars and pie charts, statistics and many

more. Also, these graphics can be further animated within Infinity Set to create complete productions and shows, and played out directly from Infinity Set or controlled by external OnDemand applications.

TRACKFREE

Infinity Set features **new tracking technologies** that allow merging the best of both tracked and trackless worlds while including new possibilities for **advanced Augmented Reality** applications.

TrackFree is a totally **new, patented and revolutionary approach** to virtual set production developed by Brainstorm. TrackFree is a **camera-tracking independent** technology, which combines in a single virtual camera the precision and higher quality of the most complex camera tracking system with the flexibility, freedom and ease of use of modern trackless systems like EasySet 3D. TrackFree can use both internal chroma key software and external chroma key hardware even within the same production. Combining all the above allows Infinity Set for **multiple operational modes** such as Billboard, Projection, Automatic Tracking and TrackFree. This makes Infinity Set the ideal product for Augmented Reality applications, taking it to a **new level of complexity, realism and data display** never seen before.

TELE TRANSPORTER

Infinity Set allows the incorporation of external **post-production tracking**

hardware and software data** along with **real-time tracking data**, combining both with any object or set on the scene. Also, external tracking data coming from real cameras or third-party tracking software can be included as metadata in live feeds or pre-recorded videos, and immediately be transferred and applied to the virtual camera's parameters. This means that the user can seamlessly combine **3D virtual sets with real characters and pre-recorded video feeds**, all moving accordingly with **precise perspective matching**. It is possible thanks to the TrackFree technology and because of the combination of the tracking data of the video feed and the virtual set, allowing for:

- Real-time insertions of the live character in a live event happening somewhere else in the world.
- Real-time insertions of the live character in an event that happened in the past.
- Real-time insertions of a pre-recorded character in an event set to happen in the future.

VIRTUAL CAMERA CONTROLLER

Infinity Set also features a complete software-based **production mixer**

for enhanced production functionality such as full control of all the virtual cameras, with non-linear transitions such as **Cut-Fade-Wipes and Flies** between 3D cameras, plus controlling **actions and objects**. Infinity Set is fully compatible with the optional Brainstorm Virtual Camera Controller, an external hardware that controls the Mixer Mode, designed to further enhance the live production capabilities of the Infinity Set, allowing full control of cameras, transitions, actions and objects.

INFINITY SET FAMILY - FEATURE COMPARISON

FEATURES	INFINITY SET	INFINITY SET LITE
Resolution-independent and 4K-ready graphics	●	●
TrackFree, camera tracking-independent technology	●	
3D Presenter - volume extrusion from keyed video feed	●	
3D Shadow casting and selective defocus in scene	●	●
Edit materials of the virtual set	●	●
Multiple live input sources and virtually infinite virtual cameras and positions	4 inputs	2 inputs
Compatibility with Aston and eStudio Preparation	●	●
Editing of Aston projects with StormLogic	●	
Object Actions and animation	●	●
Internal chroma keyer	●	●
Software Production Mixer for enhanced program making	●	●
Optional virtual camera controller hardware	●	●
External tracking hardware support	●	
External camera tracking hardware support	●	
External software-based tracking support	●	
TeleTransporter	●	

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