

Custom-designed
Virtual Production Toolkit



VANISHING POINT VECTOR

Created by industry veterans, Vector's purpose-built software and hardware works seamlessly to bring cutting-edge virtual production tools to studios of any size. An industry-first toolkit, it works straight out of the box, leaving you time to focus on creating.



SOFTWARE FEATURES



Robust tracking algorithms to localise the camera in 3D space for markerless camera tracking indoor or outdoor

Custom Unreal Engine interface and tools, including chroma keying and three-layer compositing right inside the UE4 editor

Physical marker integration and constraint system to track and record simple props

Fiducial marker mapping and tracking to track the camera with absolute localisation, or to track and record complex objects

Markerless human position tracking for depth matting, augmented reality or 3D compositing setups

Interactive lens calibration tools to quickly calibrate your camera and automatically calculate the tracking sensor offset

Lens distortion correction to match your digital assets more closely to your image plate

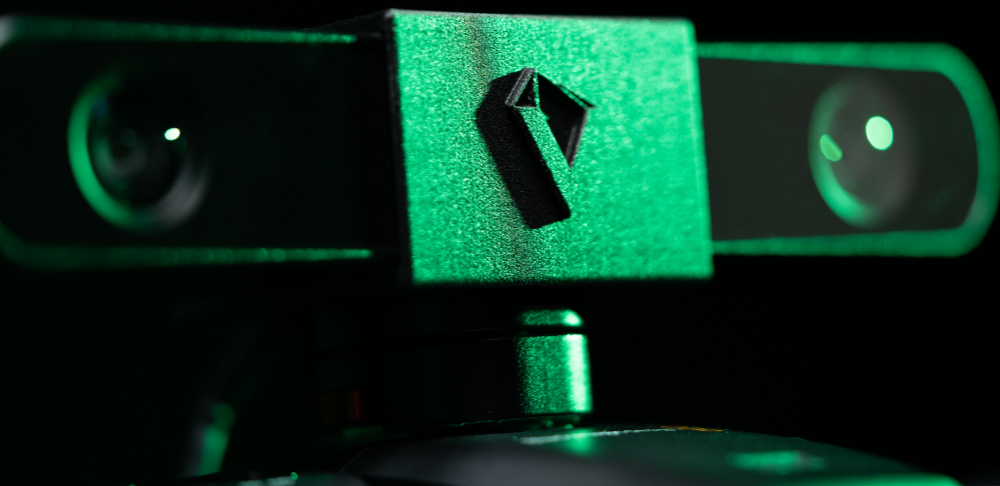
Automatic floor plane detection with alignment tools to easily integrate digital assets with the real world

Anchored floor plane / world origin option for accurate, repeatable line-ups every time

Shadow catching materials when shooting foreground composites

Area mapping to scan a space and export to file, for use as shadow catching geometry or lighting/holdout masking in 3D space

Third party plugins for Unreal Engine, Autodesk Maya and Motionbuilder



HARDWARE COMPONENTS



Two unique tracking sensors with mounting brackets for easy attachment, compatible with SDI/HDMI cameras or a virtual camera rig

USB drive with software installer and plugin suite

PCI 4K SDI full duplex I/O capture card

Printed rigid calibration board and mount

Vinyl printed world-origin anchor system

20m or 50m fibre-optic extension cable

Hard shell travel storage case with pre-cut foam for safe transport and storage



RECOMMENDED SYSTEM REQUIREMENTS

Quad-core 2.3 GHz or faster processor

8 GB RAM

Nvidia GPU with compute capability > 5.2.
We recommend GTX 1080 or above.
2 x High speed, powered USB 3.0 ports.

1 X PCI slot to install the capture card.

LICENSING AND UPDATES

The Vector application ships with one perpetual license that never expires.

The license is hardware locked to the stereo tracking camera that ships with your system. You can install the application on multiple machines, but it will only run when the tracking camera is connected.

PLUGIN UPDATES

Updates to our third-party plugins will be made as soon as possible after a new release of the host software, and will be provided free of charge. We endeavor to always keep up to date with new releases of Unreal Engine, and Vector plugin updates are released within two weeks of the new Unreal Engine version release.

Our Maya plugin supports Maya 2017, 2018 and 2019. If we release additional third-party plugins, they will also be provided free of charge to existing customers.

VECTOR TOOLKIT COST



Two stereo camera tracking sensors	USB 3.0
PCI capture card	SDI in/out
Fibre-optic USB extender cable	20m
Mounting brackets	1/4 inch thread
Vector software application	USB drive
Perpetual software license	Hardware locked
Unreal Engine plugins	Current release
Autodesk Maya plugins	2018/2019
Calibration board	
Vinyl printed floor anchor	
Travel case	

TOTAL PRICE **£ 9,950.00**

ADDITIONAL

Fibre-optic USB extender cable (50m)	+£200.00
PCI capture card (HDMI/SDI in)	+£250.00

SUPPORT

General	Email	FOC
Premium monthly	Skype / phone	£250.00
In studio	On location	On request



**VANISHING POINT
VIRTUAL PRODUCTION**

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