

## XR studio with green screen

### Setup relies on:

- 1 x [Modulo Kinetic Designer](#)
- 1 x Modulo Kinetic V-Node server with 2 outputs
- Live capture cards (option):
  - 1 x 12G-SDI or 4 x 3G-SDI
  - 2 x HDMI 2.0
- Tracked cameras: [Panasonic AW-UE150](#) or [Stype](#)



### A powerful, simplified workflow:

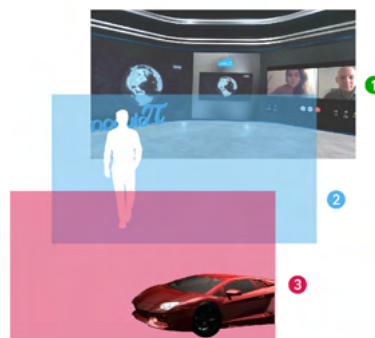
- Previsualization tools: Real-time 3D study, simulation, VR
- Integrated 3D engine to support XR, AR, scenic extension
- Easy import of FBX and COLLADA files
- Support of interactive shader formats

- Advanced materials: PBR, MatCap, Substance by Adobe
- Generative content through embedded 3D engine
- 2D real-time compositing tool
- Advanced chroma key for clean keying



### User-friendly live production tools:

- A straightforward and fully-integrated platform
- Keyframe animations, control cue, trigger tasks
- Embedded Nodal editor, [KineMotion](#) tracking system (option), or external motion capture systems
- Low-latency live mixer for real-time production
- UI Designer to create custom control panels



- 1 Background
- 2 Keyed layer
- 3 Foreground

