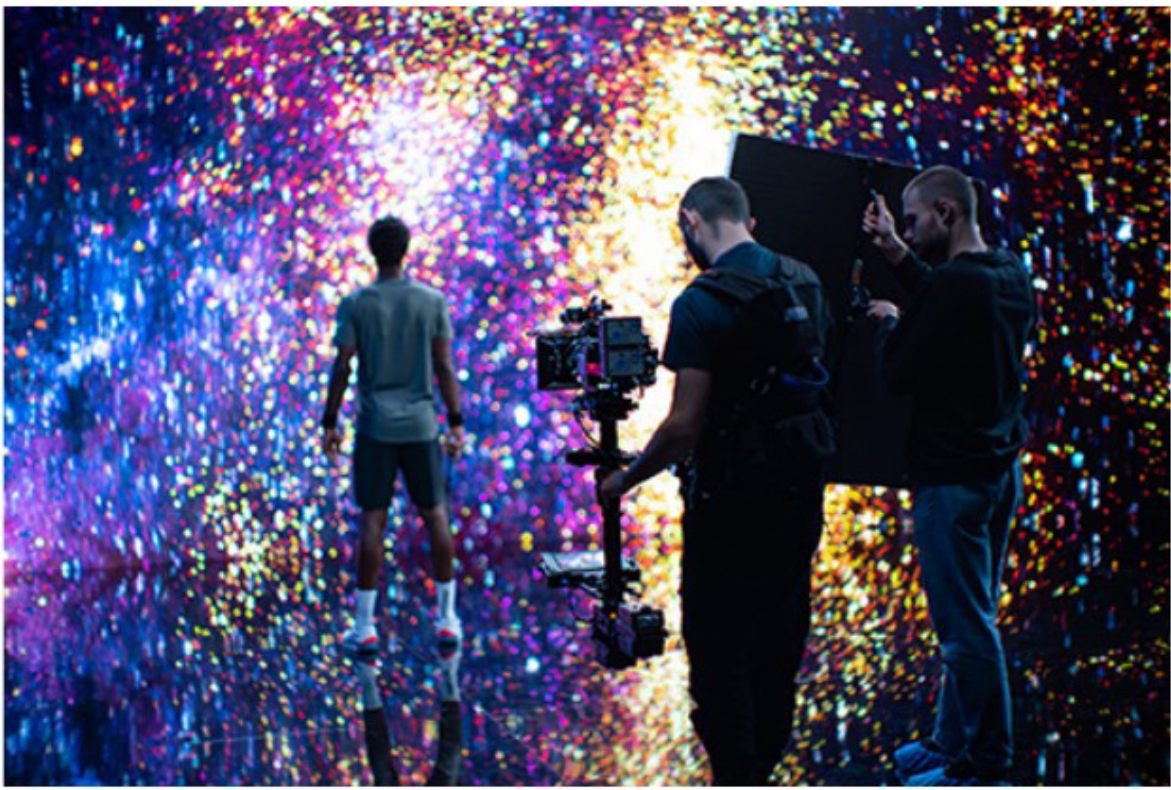


Smode and Deltacast solution extends reality at VP studio

By Guy Campos in Broadcast and media, Europe, Video, VR, AR & MR July 5, 2022 0

Paris-based Plateau Virtuel has added XR capabilities, including set extension and real-time post-processing, with the use of a Smode compositing tool and Deltacast Flex modules.



Plateau Virtuel, a leading Paris virtual production studio, has upgraded to extended reality (XR) with the real-time compositing/media-server platform Smode.

Plateau Virtuel specialises in the production of films, video clips and advertisements. The studio shoots against LED screens using a camera equipped with a tracking system that communicates with Unreal Engine.

“With augmented reality, you can integrate content in the foreground of your scenery and make it interact with the actors’ movements,” said Smode Tech CEO Francis Maes. “And when filming beyond the LED walls, Smode xR handles the set extension to create endless landscapes.”

The content from Unreal (3x 4K in DisplayPort) is mixed in the Smode xR compositing tool together with the four SDI inputs from the multicam.

Meanwhile, a Deltacast’s Flex solution ensures perfect synchronisation and an end-to-end latency of just three frames.

“Our Flex solution has been specifically designed to address these high-density requirements with multiple formats while requiring only one free PCIe slot,” said Gerald Olivier, head of product marketing at Deltacast. “Flex can even support up to 32 I/O on a single PCIe.”

Smode xR brings content designers tools for assembling, compositing and adapting content for real-time video production. The whole virtual production pipeline can take place in real-time; post-processing, for example, is carried out live during the shooting.

The combined Flex/Smode xR solution is an additional server on top of the existing Unreal/nDisplay set-up, adding a layer of augmented reality and real-time final compositing.

For more information on Smode XR, visit <https://www.smode.io/solutions/extended-reality-xr>.