



VP Pro XR

A dedicated media server system specifically designed for Cinematic XR

Mo-Sys VP Pro XR is a pre-configured, multi-node nDisplay media server system, designed specifically for final pixel XR shooting for cinematic projects.

Introduction

The majority of recent XR stages have been created by live events companies, pivoting into film and broadcast when Covid-19 decimated live events. Whilst these have helped drive the industry forward, a different type of solution is required to address cinematic standards and attract Cinematographers to shoot in XR volumes.

Currently, XR stages impose story-telling restrictions and compromises that have to be planned and navigated around to achieve good results. Mo-Sys VP Pro XR is specifically designed to allow Directors, Cinematographers and Focus Pullers use of traditional shooting techniques within virtual productions, improving the output image quality.

VP Pro XR further builds upon Mo-Sys' trusted VP Pro software, which integrates directly into the Unreal Engine Editor interface. The complete suite of real-time compositing tools can also record data for camera tracking, lens focus and zoom plus camera setting data for Arri Alexa and Sony Venice cameras.

VP Pro XR contains the full VP Pro feature set with additional XR tools, new unique capabilities and it is also nDisplay-enabled for large LED screens. Designed to have the minimum system delay possible, typically 6-7 frames, it ensures that XR shoots requiring real talent to interact with mocap AR avatars, are possible.

The Cinematic XR Initiative

Mo-Sys will deliver Cinematic XR capabilities on VP Pro XR. The Cinematic XR initiative focusses on four key aspects of XR:

- Improve pixel and composite image fidelity
- Introduce established cinematic shooting techniques to XR
- Provide seamless interaction between virtual and real elements
- Enable hybrid workflows combining Final Pixel and non-real-time compositing

Cinematic XR Focus

The first unique capability released for VP Pro XR is the recently announced **Cinematic XR Focus**, a collaboration with **Preston Cinema Systems**, the first product to enable seamless interaction between virtual and real worlds. Mo-Sys will release additional unique features aimed at Cinematographers and Focus Pullers over the coming months.

What's in the system?

The system comprises a Control Node, a Render Node, and an optional system rack containing networking, switching and monitoring. The Control Node contains two GPU-enabled PCs, one running VP Pro XR software, the other is responsible for AR elements. The Control Node will drive an XR volume up to 4K.

The Render Node drives an additional 4K section of the XR volume, with multiple units deployed, allowing for operation with LED volumes featuring much greater screen resolutions. The rack provides the systemisation of a VP Pro XR system, delivering the necessary peripheral equipment to complete the XR media server solution.

VP Pro XR Feature Set

The Cinematic XR Focus feature is a taste of the kind of developments from Mo-Sys' Cinematic XR initiative, with two key software releases due in the coming months. Mo-Sys is also working alongside LED tile and processor experts, developing unique Cinematic capabilities, as well as offering a single supplier solution.

Current Features

The v1.0 release of VP Pro XR includes the following features:

- Multi-node support
- Cinematic XR Focus
- Downstream AR
- Frustum green pre-vis key
- Tracking and lens data recording
- Arri Alexa and Sony Venice camera metadata support
- iPad remote control
- Automated screen-mesh builder (beta)
- Set extensions (beta)

For more information



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