MAESTRO | VIRTUAL SET
Where ideas become reality

Produce captivating 3D video game-quality virtual studios that make your broadcasts stand apart from the competition. With Maestro™ | Virtual Set, you can design rich, photorealistic graphics and environments—powered by Unreal Engine—to elevate production value, engage viewers, and enhance your storytelling. It's ideal for creating unique studio settings, showcasing content in more compelling ways, and adding visual impact to elections, sports and entertainment shows, news programs, and other live broadcast productions.

CAPTIVATE VIEWERS WITH AN IMMERSIVE SOLUTION

You spend tons of time perfecting your stories. Now present them in the most captivating ways imaginable. Maestro | Virtual Set provides all the tools you need to create and control fully immersive 3D virtual studio environments to enhance your storytelling. With its limitless creative possibilities, it offers an effective way to capture audience attention and add visual excitement to any production.

PRODUCE UNREAL GRAPHICS

Up the "wow" factor in all of your studio productions. Maestro | Virtual Set supports Epic's Unreal Engine, enabling you to achieve new levels of realism to produce and render cinema-quality imagery, animations, and video at higher resolution, with dynamic shadows, reflections, and lighting options. Powered by Maestro | Engine 4K, which supports a hybrid architecture, you can incorporate graphics from Unreal Engine and Avid® RenderEngine and run multiple virtual sets and additional graphics in real time on the same rendering platform, providing maximum efficiency and a pain-free workflow.

DESIGN HIGH-END VIRTUAL STUDIOS

With tight integration between its dedicated rendering hardware, software, and third-party camera tracking technologies, Maestro | Virtual Set makes it easy to design unique virtual environments that might not be physically or financially possible with a conventional set. The system delivers unmatched flexibility and power for any type of production environment, enabling you to quickly create, generate, and change out set environments to match your story.

GAIN EFFICIENCY WITH DATA-DRIVEN GRAPHICS

Easily insert real-time, data-driven graphics, video, and other content into your virtual studio productions. Because these graphics can be updated automatically from a connected data source, you can ensure your content is relevant and always up-to-the-second accurate.

GET COMPLETE TRACKING ACCURACY

Maestro | Virtual Set supports a wide variety of third-party camera tracking solutions, enabling you to choose a system that best suits your production needs, whether a virtual studio, outdoor production, or augmented reality. Its tight integration delivers the unmatched performance and accuracy you need for live production within a virtual or conventional studio—even with multicamera productions.

EXTEND YOUR CREATIVE POSSIBILITIES

Add Maestro | AR to your workflow and you can integrate 3D virtual objects into your virtual or conventional set. You can also use Maestro | PowerWall to control your virtual studio, augmented reality graphics, and video walls in one simple workflow.

KEY FEATURES

> Create stunning 3D cinema-quality virtual sets and objects to change your entire studio's look and feel

> Produce sharper, richer, and more dynamic-looking visuals with support for both Unreal Engine and Avid RenderEngine on the same rendering platform

> Insert real-time, data-driven graphics, video, and other content into your virtual studio productions

> Control every object in your scene, including its scale, position, and angle

> Run multiple productions in real time with the powerful Maestro | Engine 4K real-time graphics rendering platform

> Insert up to 16 full-resolution HD video streams to enhance your virtual or conventional studio environment

> Track an unlimited number of studio cameras in real time with complete accuracy

> Work with your favorite 3D modeling software, including 3ds Max, Maya, and Cinema 4D, or use VRML, COLLADA, or FBX formats to import 3D models

> Get flexible camera tracking with support for third-party tracking systems

> Control everything with one operator

> Get smooth performance and the utmost reliability

> Create flyby movements with trackless capabilities

> Easily integrate Maestro | Virtual Set with existing MediaCentral® environment, newsroom, and automation systems

FOR MORE INFORMATION, VISIT
avid.com/Maestro-Virtual-Set

Maestro | Virtual Set—Where ideas become reality

MAESTRO | ENGINE 4K REAL-TIME GRAPHICS RENDERING PLATFORM

Motherboard	AIC Phoenix
Graphics card	2 x NVIDIA RTX 2080 Ti
CPU	2 x Intel E5-2640 v4
Operating system	CentOS 7.4 with customized kernel
Memory	64 GB DDR4
Internal storage	2 x 240 GB system disk (RAID 1) 4 x 2 TB hard disks for clip storage (RAID 10)
Ethernet	2 x 1000 BASE-T (RJ45), 2 x 10GB (SFP+; optical modules optional)
Ports	1 Serial, 2 USB (front), 2 USB (rear)
Control interfaces	1 x Serial, 4 x USB, 2 x Ethernet (1Gbit), VGA, IPMI
Supported video standards	3G: ST 425-1:2014 (Level A) HD: ST 260:1999, ST 295:1997, ST 274:2008
Video input (mixer)	Up to 2 3G
Video input (insertion)	Up to 16 HD SDI inputs or up to 8 3G inputs
Video output	Up to 10 HD SDI outputs or up to 5 3G fill and 5 3G key outputs; video key compositing configurable; internal linear keyer
Video references	Bi / Tri level Sync
Audio	Embedded audio support: 24-bit/48 kHz in HD/3G
Clip options	Video to texture mapping of AVI, QuickTime, DV, DVC25, and MPEG files (optional)
Video bypass	Mechanical bypass, Watchdog on each DSK
SIze (H x W x D)	7.1 x 17.4 x 29.5 in (180 x 443 x 750 mm)
Weight	59.5 lbs (27 kg) approximate
Power supply	Redundant power supply: 100–240 V, Frequency: 47–63 Hz, 2 x 1500W (peak), 2 x 930W (continuous)

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