▶ **PRODUCTION QUALITY**

SOFTWARE-BASED

MULTI-CAMERA CHROMA-KEYING

IVS ACROM CHROMA KEYER

The IVS Acrom is an outstanding picture quality real-time Chroma Keyer developed especially for the new generation of virtual studios and augmented reality solutions.

The modularity and client-server architecture enables the IVS Acrom to operate as a stand-alone device or as a DLL based Chroma Key engine together with Camera Tracking, Render Engine and Play-out server modules forming a complete virtual studio solution.

Thanks to its high-performance algorithm the IVS Acrom can be effectively used for 4K solutions as well.

Why is the IVS Acrom a software based solution?

- For its operation the IVS Acrom mainly uses GPU and standard IT components which, for its algorithm calculations, provide a competitive edge compared to other (DSP etc.) solutions.
- Its dynamically updated feature-set is easy to implement.
- Due to its user friendly interface the program is easy to configure and maintain.

AKATONA
T E C H N O L O G I E S

FEATURES:

- Advanced chroma keyer with unique algorithm
- Modular software with easy integration
- GPU accelerated full floating point ARGB pipeline
- Adjustable mask inner/outer softness
- Works up to 2160p without significant delay (processing latency is less than 10 ms)
- Easy edge spill removal
- Applicable to videos and still images. Easy to use with recorded videos and still pictures, integrated file-based playout
- Works with all common studio setups
- Passthrough without processing time
- Can key any channel based on the hardware specification up to 4-8 channels

- Integrated zTrack marker-based camera tracking from zLense
- 3D matte crop based on camera tracking info
- Licensing fee is based on the number of camera feeds
- Supports NDI and direct-to-card inputs and outputs
- Works with interlaced and progressive videos
- Parametrized noise filter
- Parametrized mask and image filtering after key generation
- Adjustable key generator mask
- Mask transformation based on camera tracing information
- Drop shadow elimination function
- Template based operation possibility

OPTIONAL:

- Network remote possibility
- Video switcher and router integration (SDK based)
- Integration into studio control
- Virtual Studio functionality
- zLense depth map integration
- JL Cooper Remote control / controller pad