

# Tell your story, your way with Reality5's unrivalled creative capabilities

Welcome to the place where next takes shape. Reality5 is a virtual production platform that brings limitless possibilities to life. This comprehensive solution enhances storytelling by enabling creators to produce hyper photorealistic real-time graphics for Virtual Studio, Augmented Reality and Extended Reality (curved, flat, cube, J-shape, floor and sky panel LED) productions. With dynamic visuals, data-driven graphics, and seamless workflow integration, it is -simply put- a new paradigm for visual storytelling.



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## Revolutionary visuals

Craft visuals like never before. Reality5 uses the power of the latest version of Unreal Engine 5 to create hyper-photorealistic virtual environments and graphics in real-time. Our tools blend the physical and virtual worlds to create true-to-life visuals that are so believable it's incredible. Get ready to rewrite the rules of reality.

## Next-level storytelling

Tell stories you never dreamed possible. Reality5 effortlessly creates dynamic scenes with data-driven magic, transforming your concepts into interactive masterpieces where every pixel has a purpose.

## Integrated workflows

Our platform blends effortlessly with your current technology and editorial systems. Our industry expertise ensures our tools are non-invasive and streamline processes to minimize errors. Committed to open standards, our platform integrates smoothly, minimizing disruptions and boosting efficiency.

Say goodbye to friction and hello to a world where your ideas flow freely, without technical constraints. Unleash your imagination.

## Reliability redefined

Robust. Efficient. Effective. Powered by Unreal's rendering backbone, and battle-tested with over 3 million hours of flawlessly-produced content, Reality5 pushes workflow and productivity gains across the board -without complexity.





Image courtesy of Viaplay Group

## Reality5's unrivaled creative capabilities

- ▶ Supports all **Extended Reality, Augmented Reality and Virtual Studio** productions.
- ▶ Our cutting-edge Reality XR solution offers a **fast, flexible, and high-quality setup for LED walls (flat, cube, curved, J-shape, floor and sky panels)**, enhancing visual experiences while simplifying the technical process.
- ▶ Leverage the full potential of the latest version of Unreal Engine 5 and its 3rd party plugins to deliver **hyper photorealistic virtual environments** in real-time.
- ▶ The extremely **efficient rendering pipeline** opens up new levels of graphics quality and virtual set complexity.
- ▶ The **unique node-based compositor** is intuitive and manages complex setups with ease.
- ▶ The **new node-based editor** increases project reliability while decreasing setup time through intuitiveness that ensures clarity and consistency in every project.
- ▶ **Reality5 massively simplifies workflows.** For example, you do not need to open the Unreal Engine project to make changes. Changes can be done from the nodegraphs.
- ▶ New architecture **lowers RAM usage and boosts render process efficiency** by 40%. Total delay from input to output is just 5 frames.
- ▶ 3D Compositing pipeline **blends real and virtual** elements to create a seamless, uniquely realistic environment.
- ▶ **3D PixelPerfect Keyer** sets the standard for precision in real-time post production quality keying. Preserves real shadows and other essential details.
- ▶ **License management** developed to support live production.
- ▶ **Foreground mask** recreates lifelike transparency in a single render pass.
- ▶ Innovative monitoring and control with **Advanced Preview Monitor (APM)**.
- ▶ Bidirectional **dynamic shadows and reflections** seamlessly blend physical and virtual objects.

### Reality Hub: Single control interface

Efficient. Effective. Fun to use. The Reality Hub system controls all the graphics solutions and provides operators with a sense of confidence and flexibility. It also saves time and reduces errors by integrating with newsroom systems, studio automation, and other data providers to streamline data handling processes.

### Traxis Talent Tracking

Through the convergence of Reality5, the latest version of Unreal Engine 5 and Traxis Talent Tracking, our clients can fully harness Unreal native capabilities, including a collision control mechanism that allows the talent to interact with virtual objects, all while enhancing realism with dynamic shadows and reflections.



Image courtesy of TF1 & DreamWall

### Zero Density Academy

Want to master real-time broadcast graphics and virtual sets? Our online Reality learning hub, Zero Density Academy provides in-depth video courses and structured certification paths.

[academy.zerodensity.io](http://academy.zerodensity.io)

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