

# Ultimate performance crafted for real-time graphics production.

Where high-end servers lack the specialised specifications of gaming hardware, gaming systems don't come equipped with essential professional 24x7 operational features such as redundant power supplies and rackmount capabilities. Until now, no engine on the market was capable of delivering everything in one package.

Zero Density re-engineered the concept of render hardware that is designed specifically for game engine based virtual studio and on-air graphics production from the ground up to unleash the full potential of our platform, Reality5.

## The unique combination of four core factors:



The GPU



The CPU



The Power  
Delivery System



The Thermal  
Management

### ► Best in Class Components

EVO II's astonishing performance is driven by four core factors: the GPU, the CPU, the power delivery system, and thermal management. The successful combination of these four elements determines the overall performance of the engine hardware and makes it possible to unleash the full potential of our new Reality5 platform.

### ► Engineered for Excellence

Where high-end servers fall short and gaming systems lack essential features, EVO II fills the gap. Our re-engineered rendering hardware supports game engine-based virtual productions, unlocking the full potential of our Reality5 platform.

From PCBs to power cabling and cooling, every component has been reviewed and enhanced. When industry standards were insufficient, we developed superior in-house alternatives.

### ► Perfectly Delivered Power

The fully redundant, hot swappable, 900 Watt power supply, for which we designed an entirely new DC power distribution platform, uses components specifically chosen for their ability to efficiently distribute low voltage at high currents. It ensures that each component receives the right amount of power without voltage drops.



**Meet the ultimate rendering power and efficiency**



#### About Zero Density

Zero Density gives visual storytellers the tools they need to bring their creative vision to life, effortlessly and with lasting impact. Our integrated virtual studio and on-air graphics platforms boost operational efficiency and deliver results you can rely on. Zero Density is your forward-thinking industry partner, with offices around the globe serving clients such as The Weather Channel, Viaplay, Sky News Arabia, FOX Sports and Warner Media.

#### ► **Quiet, Efficient Thermal Management**

Thermal management is a priority in high-performance rendering. Keeping the CPU and GPU cool maintains their performance and long-term integrity.

The rigid, lightweight rack-mountable chassis incorporates highly effective 4U redundant air intakes with fans located over the full height of the chassis to help maintain optimal internal temperatures. At the rear there are two exhaust fans.

The streamlined internal layout, and minimized cable volume inside the chassis maximises airflow.

#### ► **Built for Performance, Security and Reliability**

We designed every aspect of the EVO II engine hardware to meet the specific high performance, security and reliability demands of virtual studio and on-air graphics production environments. For example, we use M2 SSDs over traditional SATA connections, leveraging the mini PCI bus to achieve the lowest latency possible.

#### ► **Quality Assurance and Control**

Our rigorous Quality Control process makes sure that every EVO II we produce meets the benchmarks we set during the initial component selection and architecture build phase.

#### **OPEN STUDIO** LICENSE PROGRAM



Get access at no cost to the entire software stack of the Zero Density's graphics ecosystem, including **Reality5, Lino, Reality Hub** and **Traxis Hub**.

**Scan and apply now!**

