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ENGINE



StypeLand

A RENDERING SOLUTION FROM STYPE
BASED ON UNREAL ENGINE

Television
Academy



PROUD WINNER OF THE
ENGINEERING, SCIENCE & TECHNOLOGY
EMMY® AWARDS



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A RENDERING SOLUTION FROM STYPE BASED ON UNREAL ENGINE

stYpe has made its name creating the world's finest camera and object tracking systems, but now it's time to make an even bigger impact by introducing our own rendering solution. To achieve that, our proven R&D team has built a system around the immense rendering capabilities of Unreal Engine and added a framework that's powerful yet simple and ready for action - meet StypeLand!

StypeLand works as a plug-in for Unreal Engine and adds an extremely powerful keyer, the GreenKiller, while supporting all of Unreal's own crucial features, including Depth of Field, Reflections, Shadows, and advanced calibration.

One of the advantages of StypeLand is that it gives you the possibility to use more than one tracking system simultaneously, which means you can have multiple video feeds and tracking systems, all rendered in a single StypeLand engine.

StypeLand was launched in 2019 and has been used to provide high-quality rendering services in several major events, such as the US Open, Mariah Carey's Magical Christmas Special, the Masked Singer, Justin Bieber for Spotify Stream, the Dota 2 E-Games Championships, Fox NFL Sunday (including the Super Bowl), and the FIFA World Cup Qatar 2022, among others

FOX
SPORTS

Apple tv+

Televisa

yle

us open

DOTA 2



FIFA®

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For Christmas of 2020, Apple TV brought us the warm Christmas vibes of Mariah Carey's "Magical Christmas Special." Groundbreaking VR and AR effects were made possible in this amazing show thanks to StypeLand.

VIRTUAL EFFECTS TECHNOLOGY USED

- 6x stYpe RedSpy camera tracking systems
- on-set StypeLand Data Recording
- background rendering in Playback mode



Although 2020 forced us to socially distance ourselves, the US Open found a way for TV hosts to interact with tennis stars. Using StypeLand and GreenKiller, TV hosts and tennis players had conversations like they were standing right next to each other.

VIRTUAL EFFECTS TECHNOLOGY USED

- 3x stYpe RedSpy camera tracking systems
- GreenKiller Chroma Keying



FOX NFL SUNDAY

FOX Sports NFL Sunday production utilized StypeLand XR, an AR extension for LED screens. Featuring the Follower motion tracking system and GhostFrame technology, this project set a new standard, winning the 2023 George Wensel Technical Emmy Award.

VIRTUAL EFFECTS TECHNOLOGY USED

- 25x stYpe Follower Witness Camera
- 7x Follower Spyder camera tracking
- StypeLand rendering AR and set extensions
- StypeLand XR rendering LED walls graphics

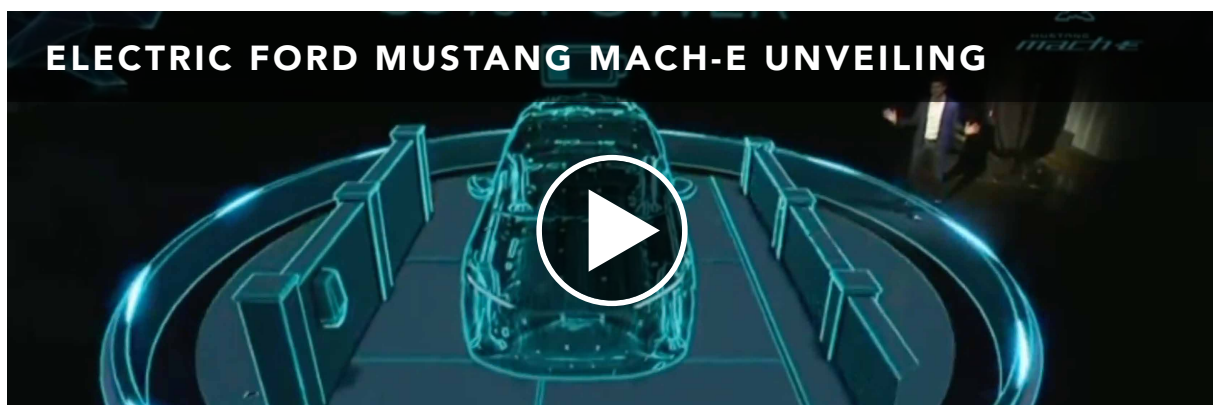


MUSTANG

For the very first time in 55 years, Ford has expanded the Mustang family, bringing the famous pony into the electric age with the Mustang Mach-E, an all-new, all-electric SUV. We were there to boost this stud's presentation with mesmerising VR effects.

VIRTUAL EFFECTS TECHNOLOGY USED

- 3x stYpe RedSpy camera tracking systems





Fabrika Filmes used a basic tripod setup for crane-like shots with StypeLand's Virtual Offset feature. RedSpy's flawless tracking and GreenKiller's precise chroma keying eliminated their need for post-production, ensuring seamless content delivery.

VIRTUAL EFFECTS TECHNOLOGY USED

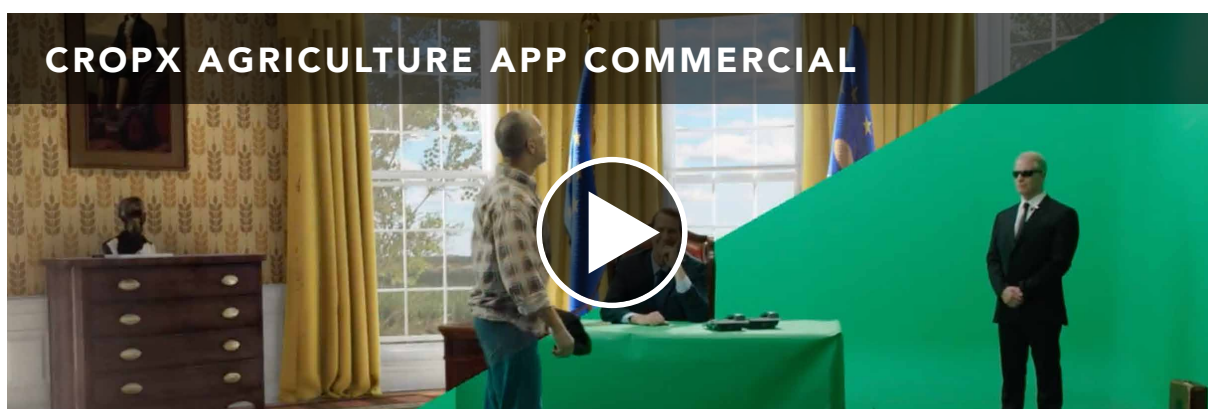
- 2x stYpe RedSpy camera tracking systems
- StypeLand rendering graphics
- GreenKiller ChromaKeying
- OneController managing render engines



Sun Video Production brought the CropX agriculture app commercial to life with StypeLand and GreenKiller, adding magic to each frame by blending indoor and outdoor scenes and thus transforming the green screen sets into realistic environments.

VIRTUAL EFFECTS TECHNOLOGY USED

- 1x stYpe RedSpy camera tracking system
- StypeLand rendering graphics
- GreenKiller ChromaKeying
- StypeMovie Data Recording

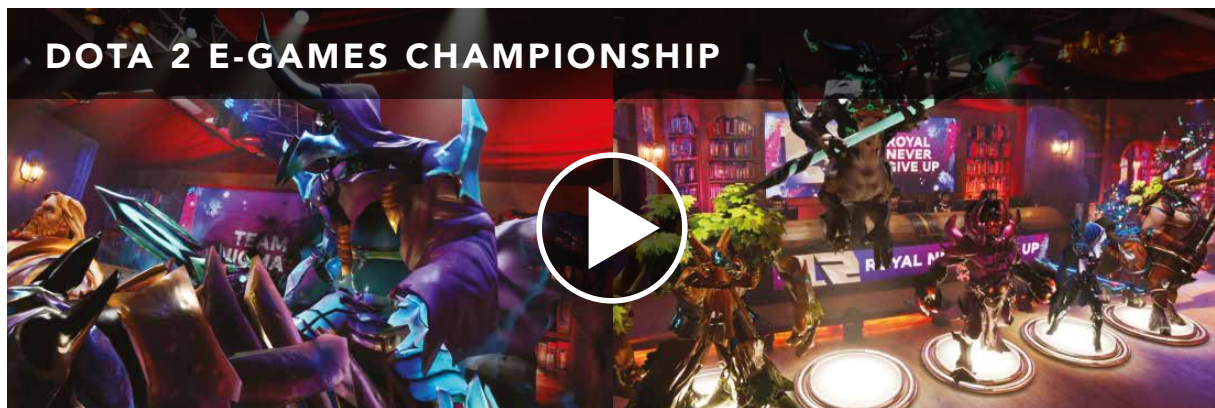


DOTA 2

The Dota 2 E-Games 2020 Championship managed to deliver a true spectacle thanks to breathtaking AR graphics. Several magical creatures came to life via graphics rendering performed by StypeLand.

VIRTUAL EFFECTS TECHNOLOGY USED

- 1x stYpe RedSpy camera tracking system
- 6x StypeKit - mechanically tracking cranes on site



General Motors's Chevrolet worked for years to completely redesign the new Corvette Stingray. Combining our technologies, they were able to use AR effects on the moving car, making their unveiling event a spectacle truly worthy of their new machine.

VIRTUAL EFFECTS TECHNOLOGY USED

- 1x stYpe RedSpy camera tracking system
- 1x stYpe Follower - tracking the moving car





GREENKILLER STYPELAND'S PROPRIETARY CHROMA KEYER

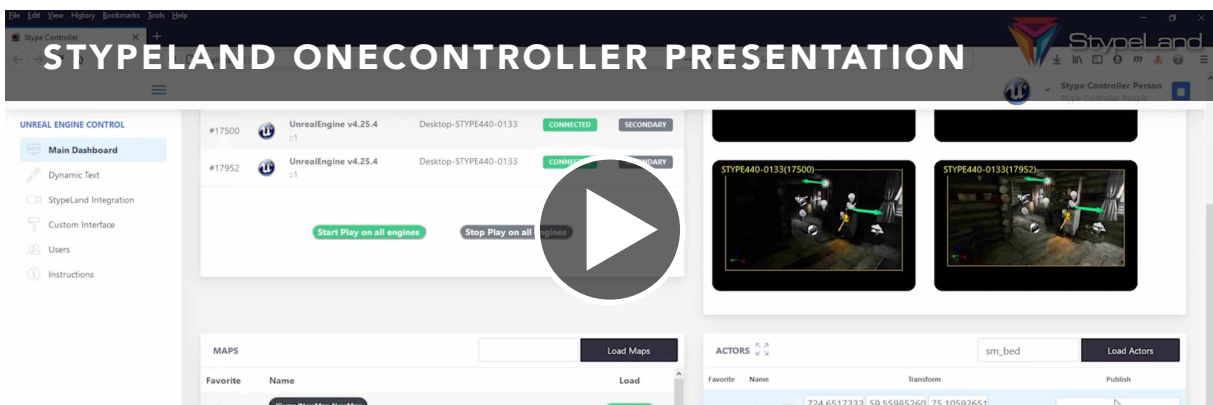
GreenKiller is ultra-efficient at differentiating subtle color nuances on cycloramas and can thus transfer real shadows, reflections, and hair detail beautifully over to your Virtual Reality set. This never-before-seen level of effectiveness means that even studios with less-than-perfect cycloramas or uneven lighting can achieve absolutely amazing keying!

GreenKiller can output a composite image as well as fill and key if required.



ONECONTROLLER - REMOTE MANAGING

One of StypeLand's advantages is its web-based, centralized OneController which enables you to manage multiple StypeLand engines from a single place. It's accessible from desktops, tablets, and smartphones or even stream deck meaning that even your presenters can seamlessly trigger virtual events like animations during a live shoot.





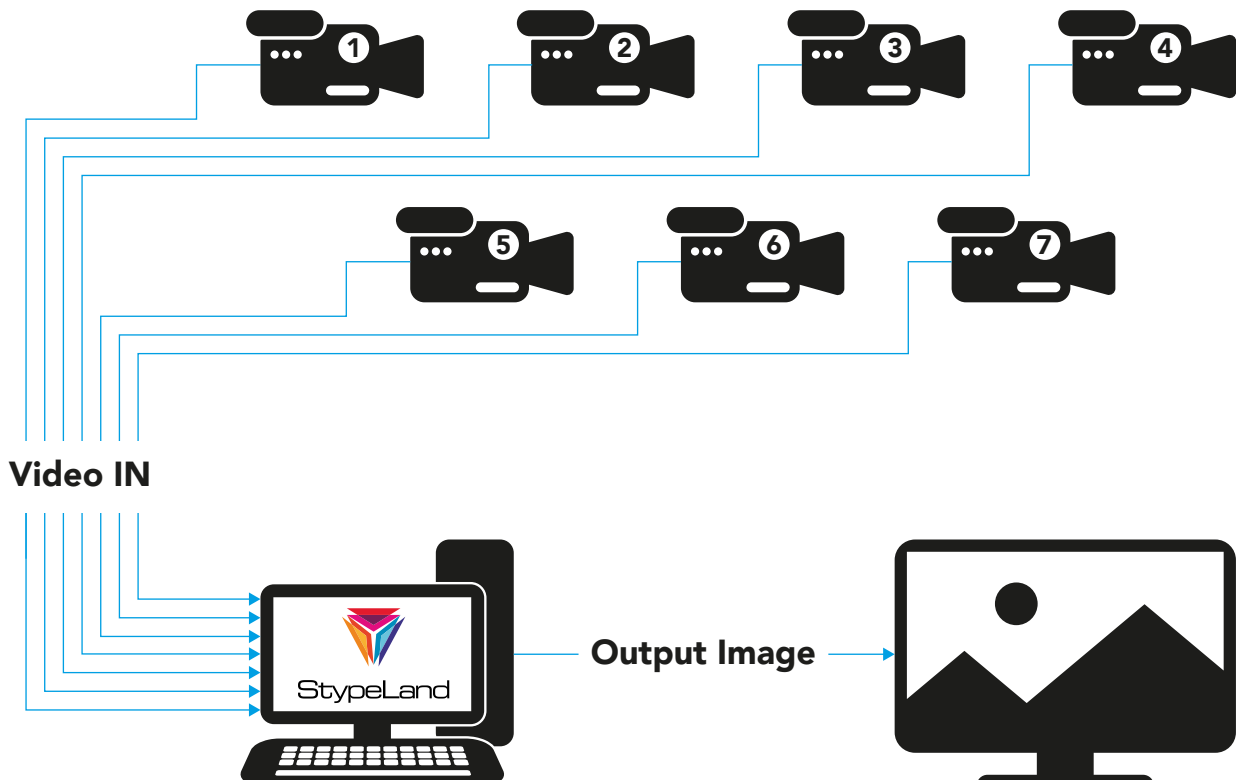
CINEMATIC PRODUCTION: RECORD+PREVIZ AND PLAYBACK MODE

Along with "Live" mode, which is mostly used in Broadcast, in StypeLand you can record your tracking data while seeing live previzualisation. This way, you can render more demanding scenes in post-production using Playback mode, which will play back the recorded, time-coded data in Sequencer. Experience the power of StypeLand's cinematic workflow, which has proven itself on projects like Tomorrowland and Apple TV's Christmas special.



SINGLE WORKSTATION FOR UP TO SEVEN CAMERAS

In an ideal scenario, you would use one workstation per camera, so that you can have a live preview of each camera, even if it's not live. However, if you are starting your studio with a limited budget, you can benefit from considerable cost savings by using a single workstation with multiple video inputs to render up to 7 cameras from a single workstation. In this mode, you don't even need a switcher - your workstation will do this task for you.





StypeLand

StypeCentral

Introducing StypeCentral, our next-generation Graphics Playout Control System, and the latest addition to the StypeLand product family. This web-based solution is designed to enhance and simplify graphics management and playout for live and recorded studio productions.

In today's fast-paced news environment, precise control and seamless integration of graphical elements are crucial. StypeCentral addresses these needs by offering comprehensive playout control and effortless integration with existing newsroom workflows, enabling dynamic graphics and data integration. This powerful system allows producers to easily create, manage, and trigger real-time graphics, statistics, player information, and other dynamic elements directly from within their familiar newsroom environment.



KEY FEATURES OF STYPECENTRAL:

- Playlist-based, template-driven graphics creation, scheduling, and control
- Real-time playout management for live broadcasts
- MOS protocol support for seamless integration with industry-standard newsroom control systems
- Compatibility with leading platforms like Octopus and Avid iNews
- Support for a wide range of content types: lower thirds, over-the-shoulder displays, AR, VR, and XR content
- Seamless coordination with StypeLand rendering machines for the final output

StypeCentral streamlines production by simplifying the entire graphics workflow, ensuring that the right visuals are displayed at the right moments. It serves as the control center for graphics playout, bridging newsroom operations with the powerful rendering capabilities of StypeLand machines.



StypeLand

DISTINGUISHING FEATURES



STYPELAND XR

For an LED stage, you can add vivid foreground and background graphics to make your scene come to life using our **StypeLand XR** solution. It provides superb color calibration between the floor and wall tiles, allowing for a perfect blend between LED panels and virtual AR world! With StypeLand XR there's no need to avoid sharp angles between panels, you can achieve a smooth transition between LED walls as well as seamlessly extend your set beyond the LED wall edge with no distortions to the image.

STYPELAND XR WORKFLOW PRESENTATION





SHADOW CATCHER & REFLECTION CATCHER

When it comes to AR projects, StypeLand offers you must-use features to make your virtual objects look as real as they can get. Shadow Catcher and Reflection Catcher enable you to project shadows and reflections of virtual objects onto real-life surfaces. Adjust thresholds, blurriness, resolution, and other parameters to get the best results.

SHADOW CATCHER



REFLECTION CATCHER



STYPELAND UNREAL ENGINE RECOMMENDED HARDWARE

CPU	AMD Threadripper 3945WX or AMD Threadripper 5945WX (# of PCI Express Lanes: 32 or more, PCIe 4.0, base clock speed min. 3.5GHz, min. 8 cores)
RAM	64 GB ECC RAM
GPU	RTX 3090 or RTX 4090
SSD	512 GB NVMe OS drive (second 2 TB 2.5" SSD recommended for storage)
PSU	1000W
OS	Windows 10 Pro 64-bit or Windows 11 Pro 64-bit
VIDEO I/O card	Supported Video I/O cards: AJA Kona 4 and AJA Kona 5, AJA Corvid 44 and AJA Corvid 88, Blackmagic Design DeckLink 8K Pro, Blackmagic Design DeckLink Duo 2 and Blackmagic Design DeckLink 4K Extreme 12G, Bluefish444 KRONOS k8, Bluefish444 Epoch 4K Supernova S+ and Bluefish444 Epoch 4K Neutron



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