

DOCK10 TO LAUNCH REVOLUTIONARY VIRTUAL STUDIO CAPABILITY

dock10

dock10, the UK's leading television facility, has today announced it is to launch a new industry-leading 4k UHD ready virtual studio capability using Epic Games' Unreal Engine 4 (UE4) rendering technology. By using UE4, programme makers can create photorealistic output in real-time. The system enables studio sets to combine physical and virtual elements in such a way that they are indistinguishable from each other. It also allows cameras to point in absolutely any direction across the whole of the studio to deliver a seamless on-screen set.

Existing sets created in any 3D modelling package can be imported into the system and a wide range of pre-made assets can be easily sourced, adapted and added into the design. This next generation technology is a really powerful creative tool for delivering even greater onscreen value, enabling much more innovative and content-rich sets to be created. This makes the

new dock10 virtual studio solution ideal for use beyond traditional news and sports programmes, meeting the demands of other genres such as children's and entertainment.

Andy Waters, Head of Studios at dock10, said: "We are very excited to deploy this new virtual studio capability. As a passionate promoter of technology in television, we regularly collaborate with broadcasters and production companies looking to explore new ways to make television. We recognised that advances in gaming technology could be used to drive a significant leap forward for virtual studios, with the ability to build otherwise impossible sets opening up a world of exciting new possibilities for all programme makers."



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