

# Elitium

## YOUR BROADCAST XR, SIMPLY LIMITLESS

ClassX Elitium is a complete, versatile and incredibly adaptable **professional tool** for creating different XR production types.

**Augmented Reality** and **Virtual Set** in one, simple to use multicamera tracked graphic turnkey solution for **TV Stations, Broadcasters, Corporate, House Of Worship** and **Live Event Productions**.

A system for eclectic, creative and visionary editors who accept no limits. Moving, zooming, **switching cameras** and **multiple templates** are no issue for Elitium.



**4K**  
**ULTRAHD**  
**Full HD**  
**1080**



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The Elitium Turnkey solution by ClassX is a high-end product for demanding users who want a real-time yet reliable and easy-to-use system for producing XR-enriched contents

- **MULTICHANNEL** - Up to 4 SDI output channels, fill+key or program. Resolution up to 4K p60. Any broadcast resolution supported, including interlace.
- **UP TO 10 VIDEO INPUTS** - SDI, NDI®, Chromium, Spout, Network Streams and SharedFrame inputs can be mixed and matched as needed.
- **UP TO 10 TRACKING INPUTS** - FreeD tracking inputs from cameras, tracking systems and talent trackers. Lens calibration tool included.
- **DATA DRIVEN AR-VR GRAPHICS** - DataSource driven XR templates for Elections, News, Weather, Sports, Events (xlsx, csv, json, rss, db, xml, ...).
- **CAMERA SWITCHING** - Camera switching is easily handled in the GUI by the operator or remotely by vision mixer or keyboard.
- **INBUILT SW CHROMA KEYS + CUSTOM SHADERS** - Each Video Input has an FX panel: colour correction, chroma key, denoise, cropping, deinterlacing, pixelizing, masking and custom glsl video shaders (inbuilt editor and controls!).
- **FULL CLASSX XR ENGINE** - A proprietary, evolving and up-to-date graphic engine.
- **UP TO 4K IBL LIGHTING AND SKYBOX** - Import HDR files in up to 4K resolution. You can use them as a skybox in your virtual set.
- **PBR MATERIALS AND HDR RENDERING** - Photorealistic results for your AR and VR objects/sets thanks to the physically based rendering graphic engine.
- **FULL glTF™ SUPPORT, INCLUDING ANIMATION** - glTF™, obj, 3ds models can be created in your preferred 3D modeling software and imported into Elitium. Animations will be easily managed and triggered. Photogrammetry supported.
- **DYNAMIC SHADOWS AND MIRROR REFLECTIONS** - Animated models, virtual screens with LIVE inputs will cast appropriate moving shadows and reflections.
- **GLASS/ICE TRANSLUCENCY EFFECT** - Set transmittance, material thickness, IOR and iridescence on your glTF™ models. Make custom parts to be transparent.
- **GLOW/BLOOM EFFECT** - Advanced lights effects irradiating from any material, as well as from the entire scene. Choose per-part colour and intensity.
- **ADOBE® SUBSTANCE® MATERIALS SUPPORT** - Drag-n-drop Adobe® Substance® (.sbsar) into your PBR library and apply them on any model part.
- **MAP VIDEO INPUTS ON ANY 3D SURFACE** - Virtual screen and LEDwalls feature your live inputs. Same goes for any part of your 3D model.
- **OVERLAY CG GRAPHICS** - Add tickers, lowerthirds, clocks, timers etc as non-tracked overlay gfx with the legendary LiveBoard™. Of course data driven!

Pictures are actual output of Elitium

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