7THSENSE

conjurer

> GENERATIVE CONTENT SOLUTION

Brings generative engines into our Compere workflow

> APPLICATIONS

- Virtual production
- Filmmaking
- Post-production VFX
- Real-time edits & collaboration
- Workflow enhancement

- XR
- Media-based attractions
- Immersive experiences
- Dark rides
- Projection mapping

- Planetaria
- Digital art installations
- Mega canvasses
- Architectural LED displays
- Cluster rendering

> OVERVIEW

Conjurer brings the well-known generative engines into our Compere workflow (such as Unreal Engine®, Unity®, and Notch®) to allow control, show programming, and configuration of the generative clusters within the same UI and workflow as the media servers and pixel processors.

Conjurer also supports game engine cluster rendering for mega canvasses. It allows for shows, and experiences to be created 'on-the-fly' as a highly adaptive and powerful generative solution.

Conjurer takes instructions about what to present to the audience, creating the magic in front of their eyes where there was no pre-rendered content before. It can take into account timings, audience reaction and environmental factors – ebbing and flowing with audience response, to make it truly

magical and personal for them – delivering the experience in real-time. Conjurer is completely dynamic and can take on changes to the show or content output right up until the point of delivery during the show.

The programmer can decide if the audience – or even Twitter – can control aspects of the content, and manage when to enable and disable audience input. We can shift where those control points are. For example, a dark ride experience can have a different outcome every time via a dynamic control layer, but the underlying timings remain constant. Conjurer's features work well with those of Actor (such as composition mode and warp and blend) to make the AV output components of the experience appear exactly as they should.

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> KEY FEATURES & BENEFITS

- Launch and close generative assets based on timeline programming.
- Agnostic bi-directional asset control in Compere to Unreal or Unity.
- Utilise keyframing and timeline-based programming for assets within generative applications.
- Common UI in Compere for control of both Unity and Unreal.

> TECH SPECS

- Please refer to the R-Series 10 information sheet for the latest hardware specifications.

- Unity® version: latest release

- Unreal® Version: 5.1

THE POWER BEHIND THE STORY

EXPLORE THE 7THSENSE PERFORMER RANGE

delta

The original 7thSense media server product line, and the first to bring uncompressed media playback to the world.

R-10

The new 7thSense hardware platform. Designed to be the host of Actor®, Conjurer®, and Delta Media Server®.

medialon

Our Show Control Range and Performer Range Connector
Connect to other brands and products within an installation, and outside of our ecosystem – e.g. lighting, audio, DSPs, FX hardware.

actor

The next generation 7thSense media server – optimised for uncompressed video playback

juggler

Our award-winning pixel processor range designed to be the backbone of complex high-resolution systems and mega canvasses to streamline, simplify and optimise workflows.

conjurer

Our generative content solution – bringing generative engines into our Compere workflow such as Unreal®, Unity® and Notch®.

compere

Our intelligent workflow Interface that brings together the Performer Range.