SHOTOKU
BROADCAST SYSTEMS

AutoFrame Face Tracking

Intelligent Face Tracking for TR-XT Systems

AutoFrame extends the functionality of the Shotoku TR-XT control platform by introducing intelligent, real-time face tracking. Imagine a panel discussion with a presenter and three guests all moving in their chairs. Instead of four camera operators, AutoFrame can take care of maintaining constant framing using smooth and natural camera movements.

As with all Shotoku systems, the emphasis remains on delivering high-performance results with minimal setup complexity. AutoFrame requires only minimal user input to begin operation, and can even initiate tracking immediately upon shot recall—allowing for a single-command start to both framing and tracking. Shots stored with tracking data can be recalled via an automation system meaning no user input is needed to start tracking.

However human intervention is always possible if needed, whether for creative or technical reasons, AutoFrame disengages instantly, handing full control back to the operator without disruption.

AutoFrame is simple to configure and operate. The main parameters of tracked-face selection and pan/tilt/zoom deadbands are all simple and intuitive to set up.

Up to five framing presets can be stored per camera, enabling convenient and rapid recall of preferred compositions.

AutoFrame typically controls pan, tilt, and zoom, but also supports vertical adjustments via the height axis, useful for maintaining consistent eye-level framing with presenters of varying height. When used with a SmartPed robotic pedestal, the system can substitute X/Y base movement for pan, allowing tracking shots as the presenter moves sideways or to maintain fixed distance when moving forward.

The system is retrofittable and scalable: any existing Version 3 TR-XT installation can be upgraded to include AutoFrame. Each instance supports simultaneous tracking of up to four live camera feeds, and capacity can be expanded further by integrating additional units.

APPLICATIONS

NEWS/SPORTS

VIRTUAL REALITY