## BROADCAST SYSTEN

# AutoFrame Face Tracking





### **TR-XT** in the Frame

AutoFrame adds the capability of automatic face tracking to the TR-XT control system. To hold a frame accurately is easy, holding it smoothly and naturally as presenters and inexperienced guests move during conversation, is more difficult. AutoFrame makes this possible by combining face tracking algorithms with subtle adjustments for response delays, accelerations, and decelerations in motion while tracking.

As always with Shotoku systems the focus is on advanced performance, with the simplest of set-ups and operation. So much so that it can even initiate tracking without any human intervention; recalling a shot and starting tracking immediately in one operation. Furthermore, all tracking selections can be carried out by an external automation system so, where appropriate, productions can be run without any dedicated robotics operator at all, even on shows where on-air re-framing may still be expected.

That said, human intervention is always possible whenever the need arises - AutoFrame will immediately adapt if an operator takes over control of the camera or if tracking becomes impossible to maintain.

Best of all, you won't need a PhD to configure and operate the system—the main parameters of tracked-face selection and pan/tilt/zoom deadbands are all simple and highly intuitive onscreen frame drag operations.

AutoFrame is tightly integrated with TR-XT but is effectively a separate system meaning that it will be able to work with other Shotoku controllers such as those used in parliamentary applications. It also means AutoFrame can easily be added to any TR-XT installation new or old, large or small. Each AutoFrame system can simultaneously track on four live cameras and multiple systems can be added to increase that capacity at any time.

TR-XT with its wealth of features and advanced operational capability, and now with automatic face tracking through the Auto Frame system, offers any live TV broadcaster the chance to expand the use of robotics without compromising on production quality and while keep costs firmly under control.



### APPLICATIONS

**NEWS/SPORTS** PARLIAMENTS VIRTUAL REALITY