



## How to realise an UHD Virtual Reality Studio End-to-End Workflow - RWE Campus

RWE decided to include a Virtual Reality (VR) studio when they created their new building on the RWE Campus in Essen, Germany. KST Moschkau GmbH created an UHD Virtual Reality Studio for this purpose that features four Panasonic AW-UE150 UHD PTZ cameras, the KST-CamBot-system and Zero Density's reality engine.

RWE relies heavily on TV production automation as they do not employ professional studio personnel. This is one of the reasons why the KST-CamBot.system is used as the central automation unit as it can control the 4 PTZ cameras, the Panasonic AV-UHS500 4K live switcher as well as the virtual rendering technology Reality 2.9 from Zero Density among others.

The studio was created as an innovative audio-visual communication tool, to provide a groundbreaking level of quality in modern TV standards such as UHD. In addition to the actual VR studio, the control room and various additional positions, such as outside interview area, event rooms, OB van connection point, etc. were also designed to fit into their new concept.

The realisation of the studio started in April 2020 and went on air on July 1, 2020 with four on-air live productions. Currently, RWE uses the studio mostly for internal, company-wide communication, but is working on new production formats for press conferences, press releases, etc.

AW-UE150 PTZ Camera: [https://business.panasonic.co.uk/professional-camera/4K\\_50p\\_Professional\\_PTZ\\_Camera/AW-UE150](https://business.panasonic.co.uk/professional-camera/4K_50p_Professional_PTZ_Camera/AW-UE150)

KST-CamBot.system: <https://business.panasonic.co.uk/professional-camera/motion-control-robotic-camera-system-for-tv-automation-kst-cambotsystem>

Reality Engine: <https://business.panasonic.co.uk/professional-camera/system-product-collaborations/zero-density-reality-engine>