VEGA

Control System

New Era of Control

Fresh Perspectives

Infrastructure

Software

Controllers

Device Extensions

Motion Extensions

Automation Extensions

System Hardware

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⚙ VEGA

A NEW ERA
OF CONTROL

VEGA Control System provides a highly flexible core to Vinten robotic solutions. Combining world-class robotic control with enterprise class infrastructure features, VEGA redefines both how and where studio camera control is accomplished. Productions benefit from precise creative control that helps to underpin a distinct visual identity, while technical teams can scale and automate according to business requirements.
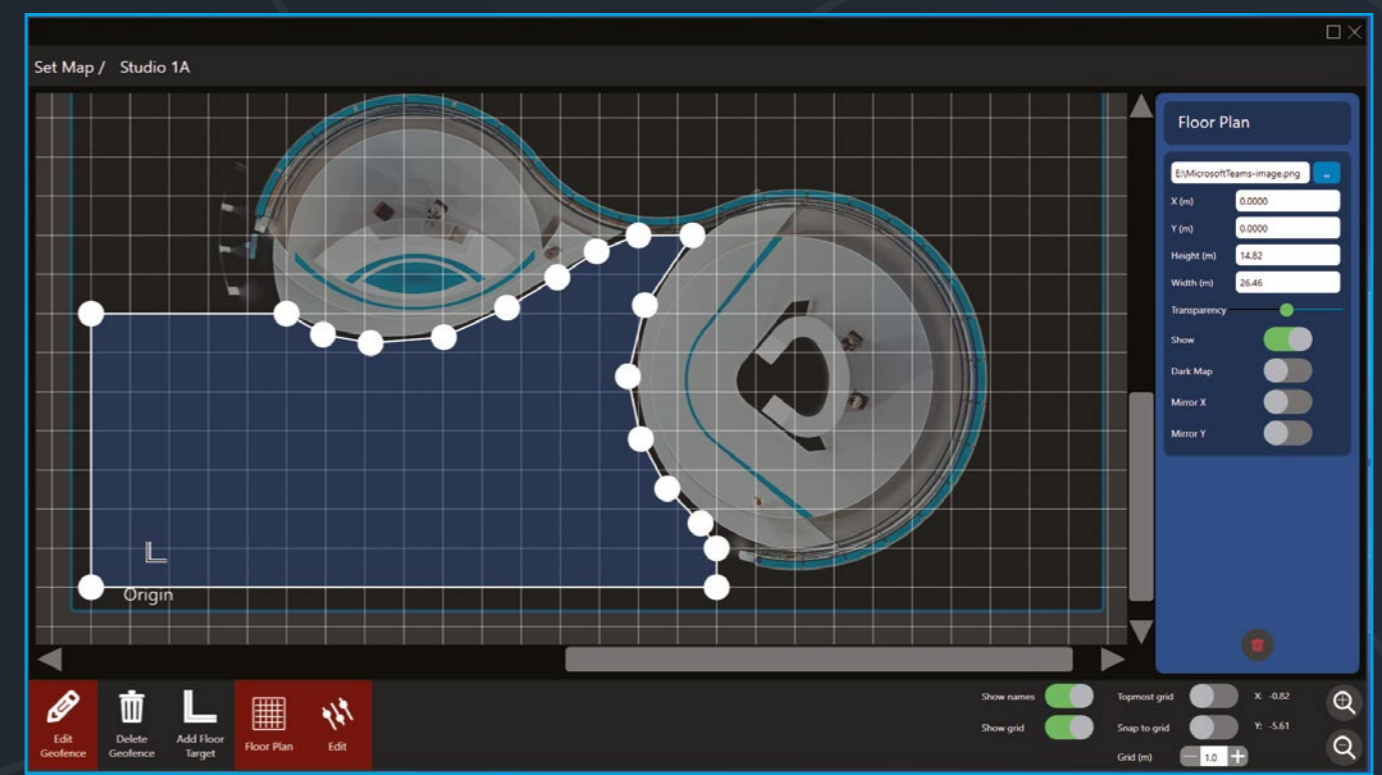
DRIVING FRESH PERSPECTIVES

Enhanced creativity

VEGA naturally facilitates the superior on-shot movement that Vinten robotic hardware is renowned for and amplifies it with intelligence that supports creative camera control. It offers the ability to create curved signature shots and share them across the network, while giving the option to protect more complex sets with advanced navigation. Combining high-quality movement, extendable control feature set, and data sharing, enables broadcasters to adapt efficiently in the fast-moving landscape of modern news, while continuing to support core brand values with a unified visual identity.

- Creation of complex curved moves supports signature shots
- Sharing of saved shots allows for unified visual identities across any distance
- Advanced navigation visualisation and oversight options allow more flexible studio design
- Native control of Vinten robotics enables superior motion quality

Optimised operation

VEGA is designed as a critical tool for high pressure live productions. The modern user interface includes familiar features to guide and support the user such as adaptive controls and drag and drop functionality. Production equipment configurations can be created and saved for fast recall, while sliders and visual cues support touchscreen operation alongside the highly configurable VEGA Control Panels. For full operational flexibility multiple controllers can be added to the network, enabling shared control of any studio from any control room, anywhere in the world.

- Fully synchronised shot recall of all axis and camera shading* in an easy one-touch operation
- Modern user interface with familiar functionality
- Control any studio from any control room
- Combines with highly configurable VEGA IP control panel

*Camera shading only available with supported cameras

Intelligent automation

VEGA advances the possibilities of automation. Integrated features are underpinned by a growing interoperability with auxiliary systems to support ever greater efficiency improvements in busy control rooms. VEGA Presenter Tracking, powered by Seervision, delivers integrated AI driven talent tracking that anticipates movement to track and frame individuals in a smooth, natural manner. VEGA Playout allows 3rd party automation systems to take control, interfacing seamlessly to help studios adapt and perform to the highest standards with minimal resource.

- VEGA Presenter Tracking, powered by Seervision, offers AI driven talent tracking
- Playout extensions allow 3rd party systems to take control
- Control of select 3rd party camera equipment adds flexibility
- Ongoing expansion of interoperability with auxiliary systems

# ENTERPRISE CLASS INFRASTRUCTURE

Architected for change

Heightened interest in employees, efficiency and the environment is driving broadcasters to expand their remote capabilities and become more connected, automated and adaptive. VEGA is conceived around a modular, clustered server software architecture that supports these aspirations. Deployment options include local, virtual and distributed operating models that enable scalable transformations to balance both business and technology requirements.

- Flexible client/server topology
- Supports Supports multiple control surfaces working simultaneously
- Configurable in local, virtual and distributed operating models

- Inherently scalable architecture expands from a single studio to a network of globally interconnected studios
- Continuously developed software with ongoing feature enhancements

Built for maximum resilience

With over 40 years of experience in broadcast robotics, Vinten understands the necessity of maintaining system uptime. VEGA supports load balancing to manage demand and improve responsiveness, with auto-failover natively integrated into multi-server configurations for robust disaster recovery. Servers and clients are fully compliant with local and remote network infrastructure configurations and our team of software engineers continue to develop and test the system to ensure ongoing resilience and compatibility. As part of the Videndum Group, Vinten offers access to a global support team that can offer preventative maintenance packages in any location worldwide.
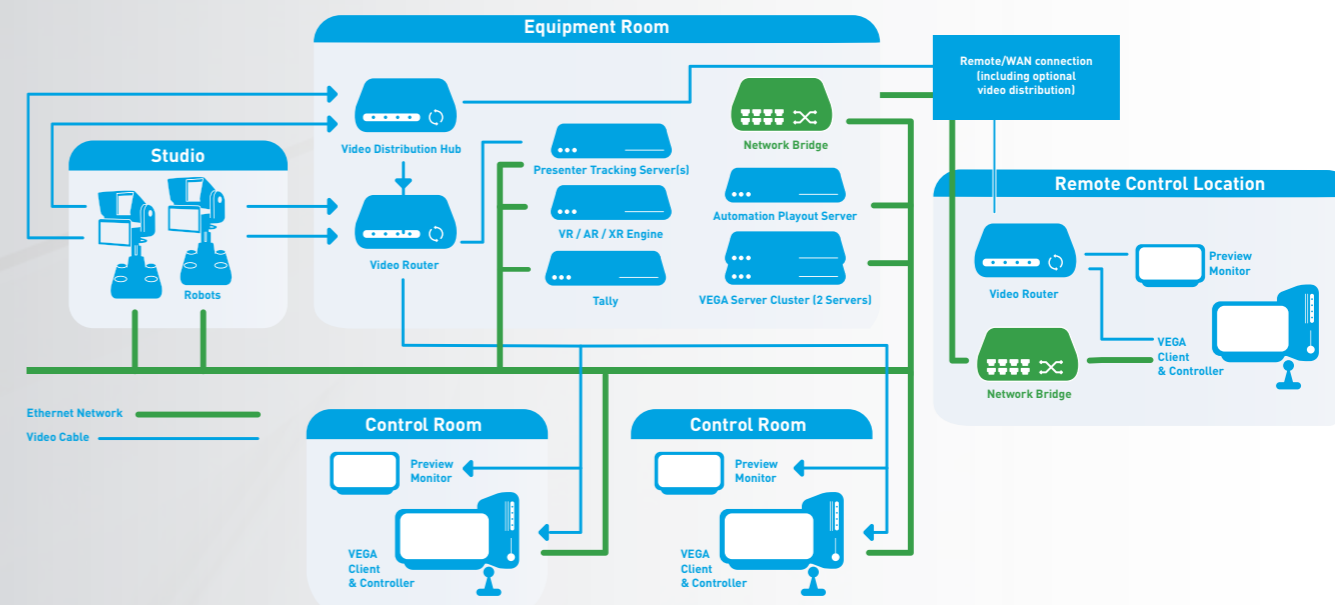
- Load balancing distributes demand across the system
- Auto-failover maintains excellent uptime for high availability

- Ongoing development and resilience testing
- Supported by Videndum Production Solutions global service network
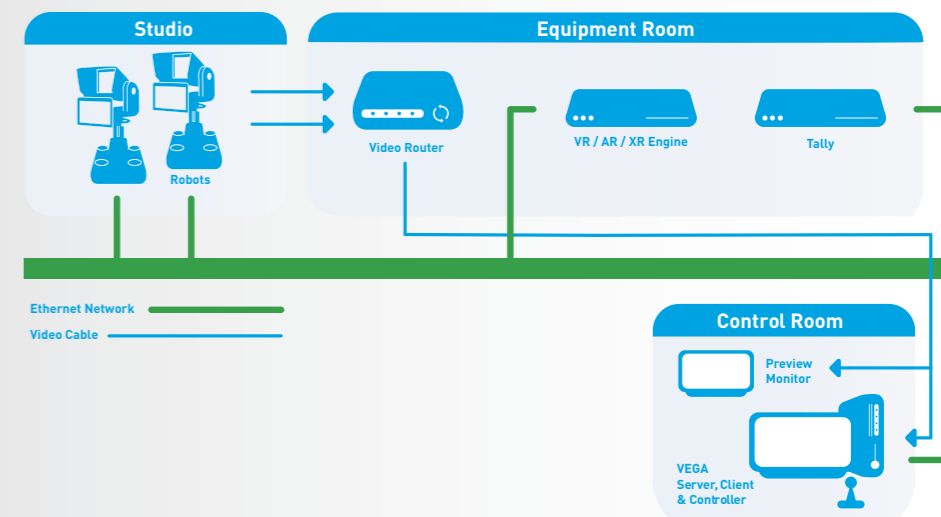
Local installation
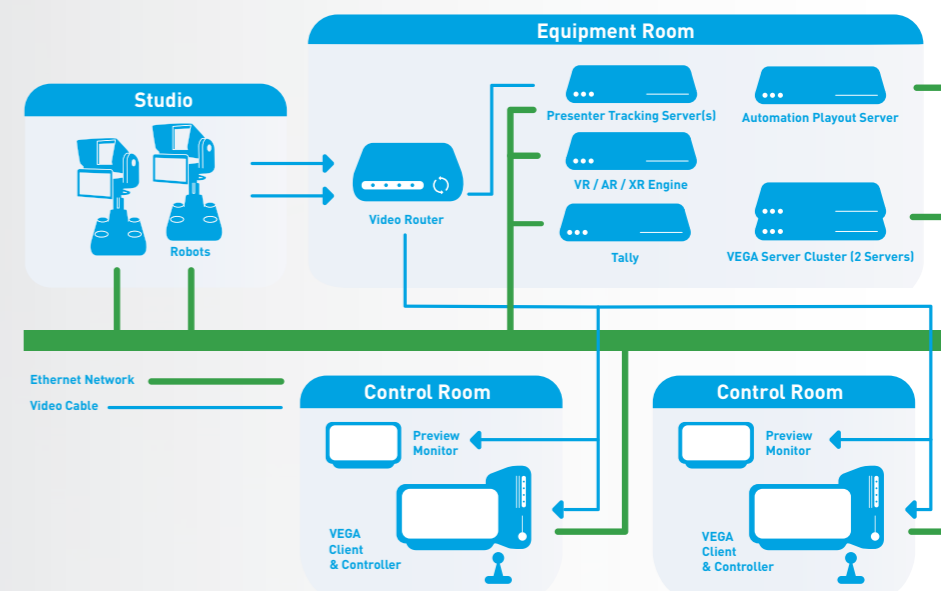
Local multi-control installation

Local and remote multi-client installation

VEGA SOFTWARE

At the heart of the system are VEGA Client and VEGA Server. Operators interact with the modern user interface of VEGA Client, controlling the system via the VEGA Server either locally or remotely. This client/server architecture allows multiple clients to share the resources provided by a single server, with redundancy options available to ensure fail-safe processes are in place. Host PCs can be supplied or sourced independently for added flexibility, and deployment using virtualised infrastructure is fully supported. VEGA Software offers a truly intelligent and scalable robotic control solution.

VEGA CLIENT

The modern interface of VEGA Client includes familiar features to guide and support the user. A shot selection grid that will be immediately recognised by broadcast robotics operators forms the centre of the main operating screen. This window, along with all other control elements can be docked/undocked, sized, and placed as the user wants across single or multiple screens. User profiles will save individual preferences as well as admin assigned privileges, simplifying day-to-day operation.

Operators can save pre-set shots and group in the grid to their preference with fully synchronised one-touch recall for both single and multi-shot pre-sets. Network sharing of pre-set shots can be done by group or single shot and a coordinated handover process ensures smooth takeover of control from one operator to another.

Management of devices enables operators to set movement limits remotely and optimise the motion quality through acceleration/deceleration profile configuration and capping of maximum speed. Devices can be grouped for individual production sets, allowing multiple groups to be saved for each studio and recalled quickly, ready for productions to go to air.

A director's view virtual monitor adds a video stream to the interface, allowing the operator to view the camera output and perform camera adjustment (requires VEGA CCU extension). As production requirements grow, a wide range of optional extensions can be integrated seamlessly into the VEGA Client UI. This maintains familiarity for operators and ensures that even as facility requirements grow the VEGA Client UI will remain the operators' sole point of control.
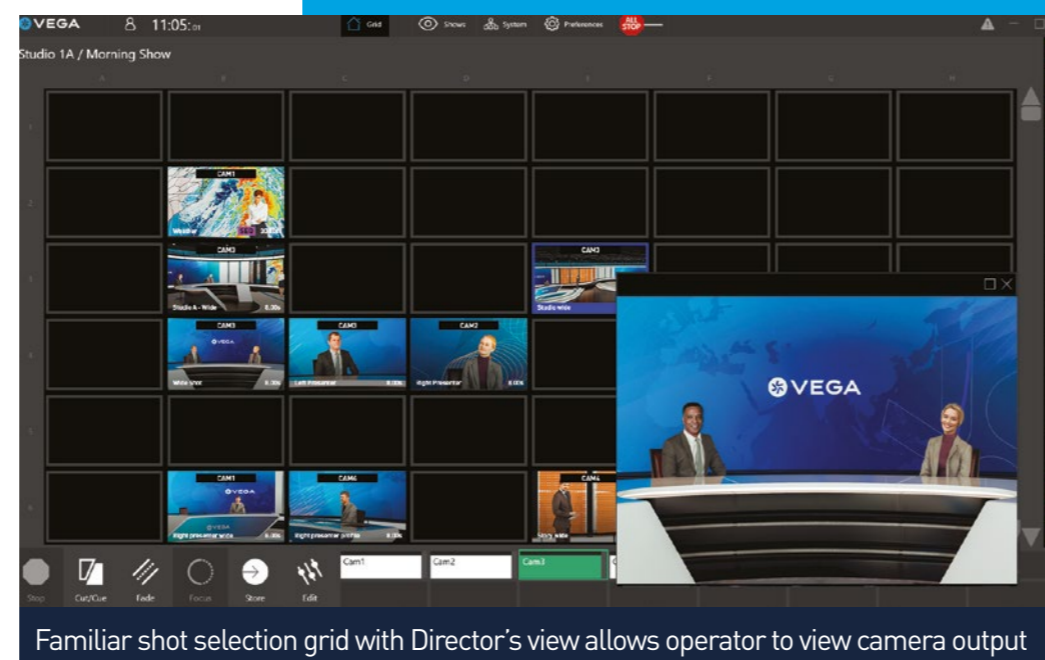
Familiar shot selection grid with Director's view allows operator to view camera output
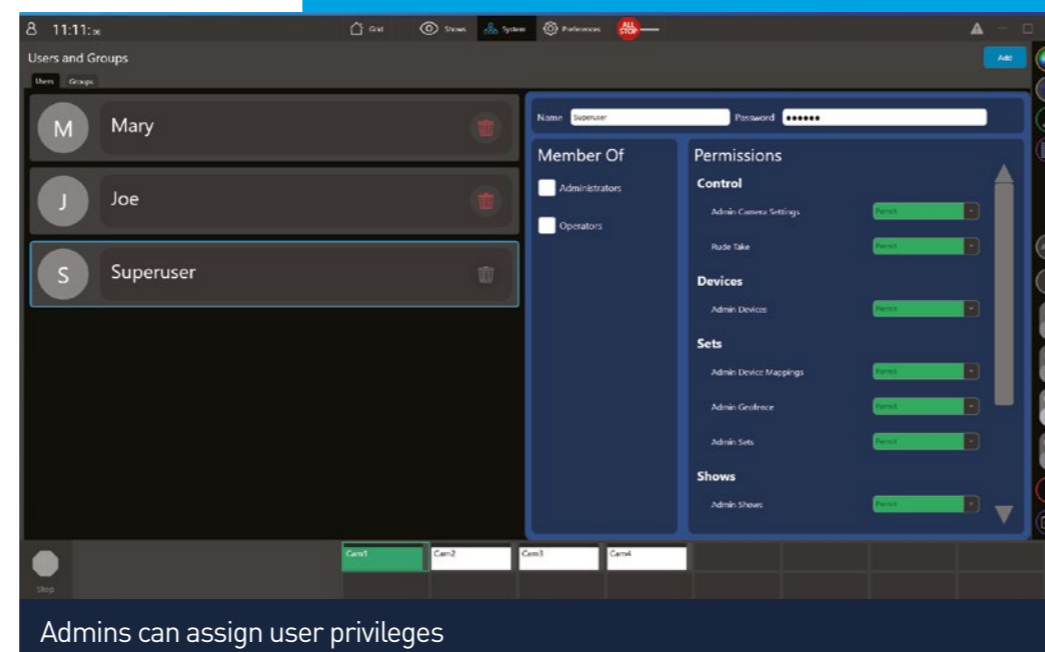
Admins can assign user privileges
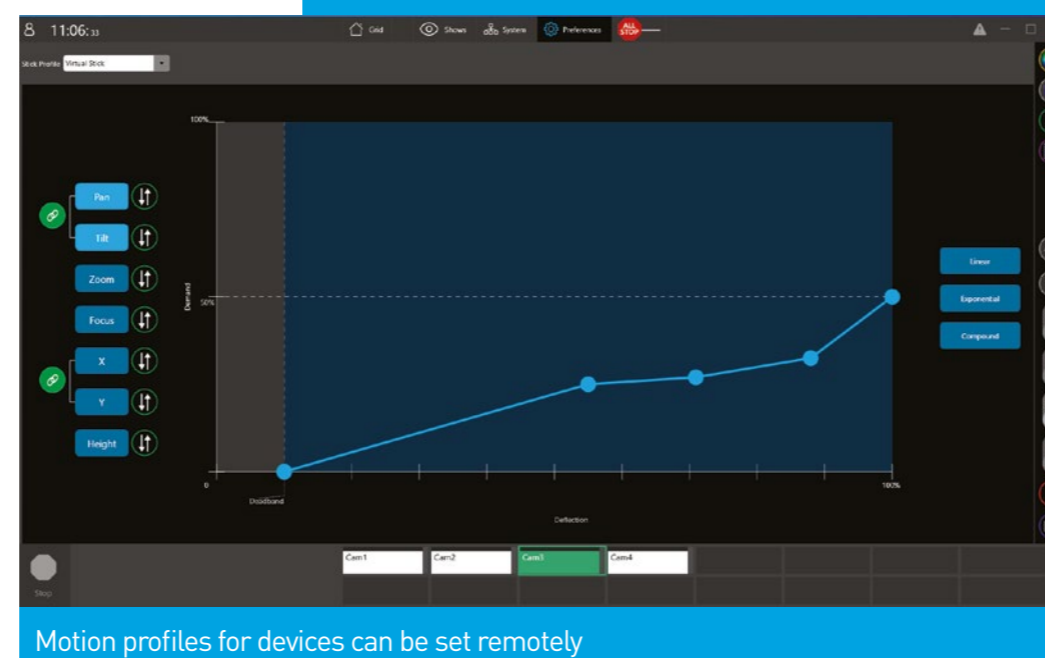
Motion profiles for devices can be set remotely

TECHNICAL SPECIFICATIONS

MOTION FEATURE SET

- Motion control: Pan, Tilt, Zoom, Focus, Floor (XY), Height, Track
- Motion quality: on-air compatible
- Shot positioning: manual joystick control, including adjustments to recalled shots in progress
- Shot recall: fully synchronised one-touch, single or multi-shot
- Shot management: edit, delete, store
- Pre-set shot actions: cut, fade, cue (sequences only)
- Pre-set shot grouping: single shot, operator group, show group
- Pre-set shot access: single shot, group shot; status sharing across network with coordinated handover

DEVICE SUPPORT

- Supported devices: all current Vinten robotic devices; ICE platform devices
- Device management: limit setting, acceleration/deceleration profile, maximum speed cap, minimum deceleration time
- Device grouping: programme sets including remote cameras
- Device access: flexible permission configuration for each operator, studio, facility as required

SYSTEM MANAGEMENT

- User management: individual logins including system privileges
- Show management: create, delete, maintain, import, export
- System management: hardware configuration, operator preferences
- System oversight: cluster/client/device infrastructure and status

LICENSING

- License type: machine locked license, one license required for each client/server connection
- System requirements: VEGA Server Chassis or hardware complying to minimum spec (details on request); VEGA Server installation

PRODUCT HIGHLIGHTS

- Modern operating interface for VEGA Control System
- Shot selection grid with fully synchronised one-touch recall of pre-set shots
- Remote management of devices including motion quality optimisation
- Virtual monitor displays camera output

VEGA SERVER

VEGA Server orchestrates every element of the VEGA Control System, coordinating all clients, users, studios, and devices. Like VEGA Client, the server software can be deployed on a turn-key VEGA Server Chassis or independent PC hardware that complies to the VEGA minimum specification and recommended configuration.

The server provides all the core services needed to operate a VEGA Control System including additional functionality available through extensions. It also facilitates permissions management, allowing user and group profiles to be set by the system administrator. This allows admins to remove sensitive or unnecessary settings, equipment or facilities - such as remote studios - from an operator's VEGA Client interface. When operators are required to control remote facilities VEGA ensures full access to any required functionality by tying system extensions to studios rather than VEGA Clients.

VEGA Server can be installed as a single piece of hardware running all the control system services or run over multiple pieces of hardware (requires VEGA Server Cluster license). Creating a cluster of servers in this way distributes the workload and management to offer resilience through failover support and capacity via load-distribution. Global facilities can locate individual but connected servers close to each production location for a truly geographically distributed system.

TECHNICAL SPECIFICATIONS

- Services: database management
- Failover: redundancy, resilience and load balancing
- License management: system (cluster, client and extensions) license deployment and oversight
- License type: unlicensed single instance, machine locked license if part of a cluster
- System requirements: VEGA Server Chassis or hardware complying to minimum spec (details on request)

PRODUCT HIGHLIGHTS

- Base server license for single PC or VM
- Allows installation of VEGA components
- Orchestrates every element of the VEGA Control System

VEGA SERVER CLUSTER

VEGA Server Cluster enables the server to be installed as a cluster, distributing the control system services across multiple pieces of hardware. One license is required per server cluster, with no limit to how many PCs/VMs the server cluster is distributed across for a single studio. Creating a cluster of servers in this way distributes the workload and management to offer resilience through failover support and capacity via load-distribution. Global facilities can locate individual but connected servers close to each production location for a truly geographically distributed system.

TECHNICAL SPECIFICATIONS

- License type: studio locked license; one license per server cluster.
- Cluster size: unlimited PCs/VMs within a single cluster

PRODUCT HIGHLIGHTS

- Allows VEGA Server to operate in a cluster
- Supports an unlimited number of PC/VM server instances per studio

Customised operation

VEGA Controllers are designed to be dynamic and configurable for maximum ease of operation. High resolution 3-axis joysticks facilitate comfortable and exceptionally accurate device handling. Programmable OLEDs identify function and camera selection buttons, with two text lines available for a unique description and a choice of 8 colours to assign to status or function. Reconfigurable rotary controls sit beneath a context sensitive touchscreen for ease of reference, and two high resolution rotary dials are available for more critical functions, such as iris control.

Where required, settings can be saved within profiles and recalled for future use. This allows users to customise and configure for each studio or production, mirroring settings in the VEGA Client interface. Every element ensures the VEGA Controller continually supports the operator with easily understood, real-time feedback specific to their needs.

Flexible installation

VEGA Joystick Controllers can be recessed into or mounted directly onto a desk. An in-built tilt mechanism allows for positioning the panel at the correct angle when recessed into a desk. Lockable connectors are positioned in a rear recessed panel with integrated cable management. An Ethernet port allows easy integration into a studio's IP infrastructure, and allows quick reassignment of panels installed over the network while four USB ports enable connection to local devices for future expansion.

Built for the future.

Designed to adapt, and powerful enough to expand, the VEGA Controller will grow with your facility. Firmware updates and future feature extensions will be supported, allowing you to expand its functionality as required.

TECHNICAL SPECIFICATIONS

OPERATION
- Joysticks: 2x 3-axis
- Buttons: 16x select/action with integrated OLED display
- Tally: 16x multi-colour LEDs
- Encoders: 4x mini-rotary, 2x hi-res rotary
- Touchscreen: integrated 5.5"; aspect ratio 16:9

CONNECTIVITY
- Network: Gigabit Ethernet (lockable)
- Local: 4x USB type-C (lockable)

MECHANICAL
- Dimensions: 400 x 339 x 55mm
- Mounting: integrated 3 position locking tilt mechanism (0, 10 & 20 degree tilt)

ELECTRICAL
- Input Voltage: 24V DC
- Power Supply: 110-240V AC 50/60Hz input, 24V DC, 3A max. output

VEGA CONTROLLERS

Proprietary VEGA Control Panels are designed to work seamlessly with VEGA Software and provide clear, real-time feedback to the operator. Programmable OLEDs identify function and camera selection buttons, and mirror the customised names defined by the user in the VEGA Client interface. Reconfigurable rotary controls sit beneath a context sensitive touchscreen, and every panel function can be easily reassigned. Every element has been considered to create a panel that is dynamic and configurable for maximum ease of operation.

PRODUCT HIGHLIGHTS

- Flexible Controller for remote operation of robotic camera systems
- Locking connectors for secure installation
- Configurable controls support dynamic studio use
- OLED display for each key select
- Integrated 5.5" touchscreen
- Desk-top or desk recess mounting with integrated tilt mechanism
- 4 port USB type-C hub

VEGA DEVICE EXTENSIONS

Many studios will choose to control 3rd party devices for functional or creative reasons. VEGA Device Extensions facilitate the addition of extra hardware features to VEGA Software.
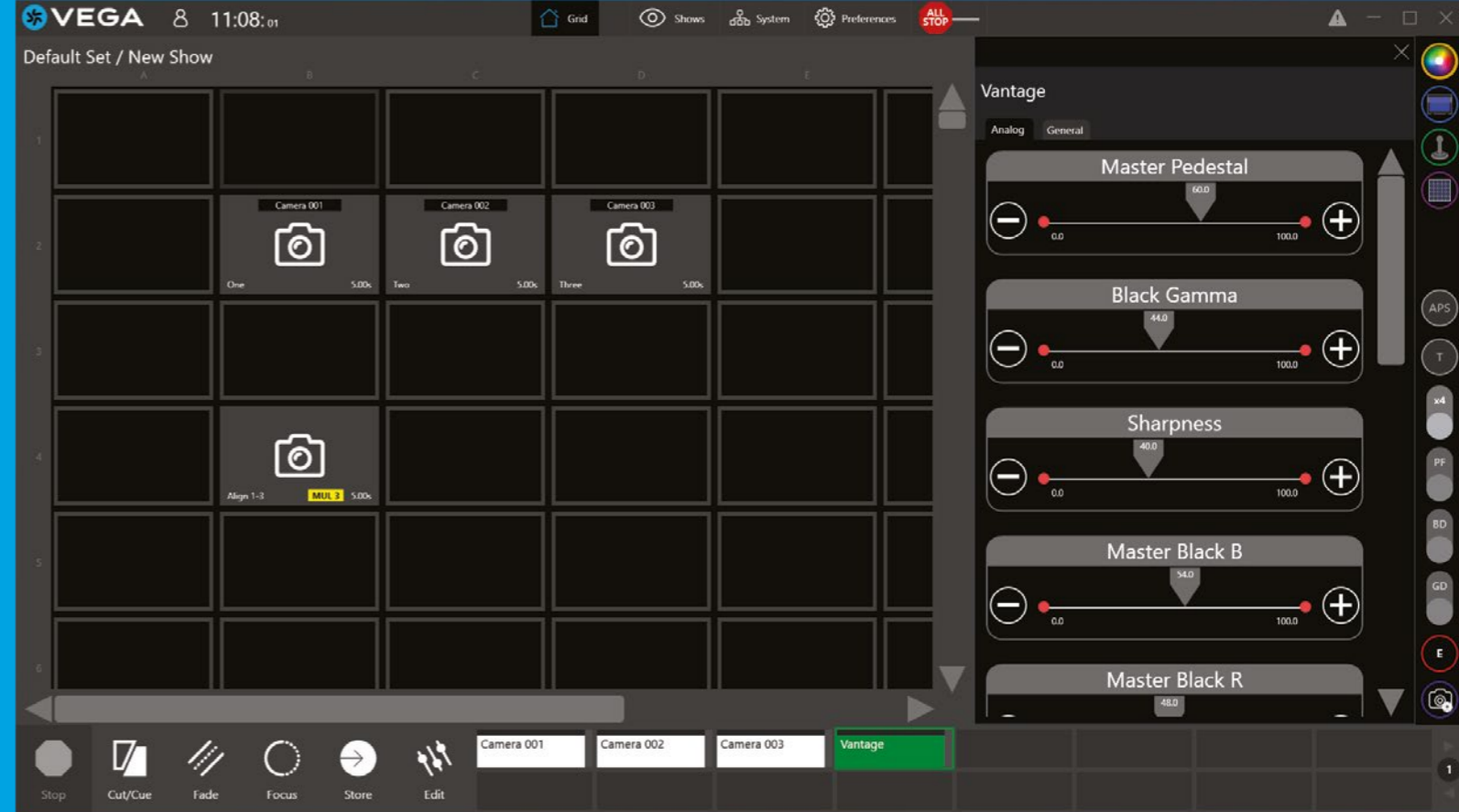
VEGA PTZ

VEGA PTZ device extension adds control for 3rd-party integrated PTZ cameras.

VEGA provides support for Sony, Panasonic and Canon broadcast PTZs, please contact your sales representative for an up-to-date list of models supported.

TECHNICAL SPECIFICATIONS

- License type: studio locked license
- No. of devices: 4 PTZ devices, additional device licenses available for larger studios
- Brands supported: Canon, Panasonic, Sony broadcast PTZs (please confirm camera model before purchase)
- PTZ control: motion and camera shading (available features vary by model)

PRODUCT HIGHLIGHTS

- Adds control for 3rd-party integrated PTZ cameras within a single studio

VEGA CCU

VEGA CCU integrates camera shading into the control system, allowing the operator to use a unified controller for both camera robotics and shading, reducing the need for dedicated camera control units during live production Shading parameters can be stored with pre-sets to enable automatic adjustments without operator intervention.

VEGA provides support for Sony, Panasonic and Hitachi broadcast CCUs, please contact your sales for representative for an up-to-date list of models supported.

TECHNICAL SPECIFICATIONS

- License type: studio locked license
- No. of cameras: CCU control for up to 4 cameras, additional CCU licenses available for larger studios
- Brands supported: Sony, Panasonic, Canon, Hitachi (all brands model dependent, to be confirmed with Vinten before purchase)

PRODUCT HIGHLIGHTS

- Adds control of shading on up to 4 cameras within a single studio
- Enables shading parameters to be stored with pre-set shots for automatic adjustments

VEGA MOTION EXTENSIONS

Advanced movement capabilities are required by many modern productions, either for creative or safety purposes. Vinten offers solutions that can be employed together or independently to enable the use of robotic pedestals in every situation

VEGA CURVE

Making signature moves

VEGA Curve enables the creation, editing and execution of sequenced shots.

Sequenced shots use multiple operator defined keyframes to create complex, non-linear camera moves. Supported by the latest range of Vinten robotic hardware, these can be used to establish beauty/signature shots that define the look of a production. The intuitive user interface is fully integrated into the VEGA Client and includes an interactive timeline editor for simple creation and maintenance of pre-set sequenced shots.
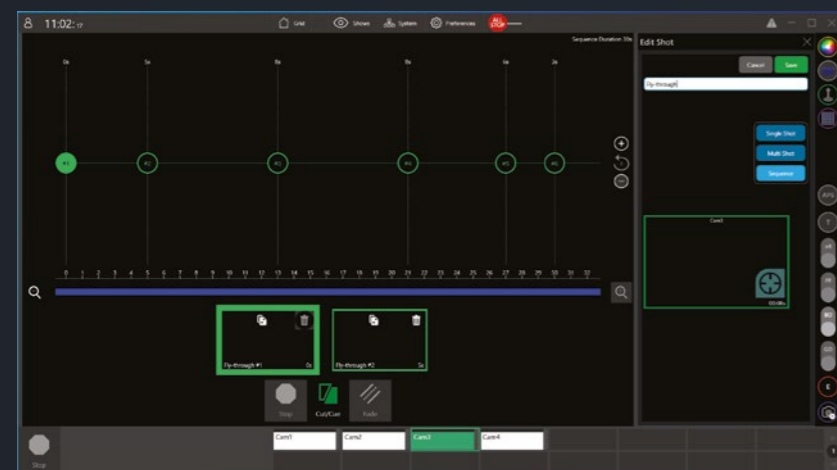
TECHNICAL SPECIFICATIONS

- License type: studio locked license
- No. of devices: 4, additional device licenses available for larger studios
- Max. keyframes: 64 per sequence
- Motion: linear and non-linear
- Interface: interactive timeline editor

PRODUCT HIGHLIGHTS

- Enables the creation, editing and execution of sequences
- Multiple operator defined keyframes create complex, non-linear moves
- Fully integrated into VEGA Client

VEGA MAPPING

Setting a safe boundary in complex sets

VEGA Mapping enables the application of a geofence to determine the area within which robotic pedestals can operate. Usually deployed as a protective measure for the robots and other valuable studio equipment, geofencing is especially useful for studios with complex sets or sensitive equipment around the perimeter.

The boundary perimeter is defined by up to 128 points, enabling irregular boundaries to be set within a series of straight lines and is validated automatically to ensure that the boundary is closed. A floorplan image can be uploaded to incorporate a backdrop to support editing. The VEGA Client will indicate whether the geofence is active or not to ensure that the operator always knows whether they are working with restricted boundaries.

When a geofence is active linked devices will be unable to travel beyond its boundary. Every method of operation including point-to-point shots, manual joysticking and sequencing is restricted if the boundary will be breached, and a warning will be flagged in the control system. Operators can be reassured that the robots will be prevented from going into dangerous areas.
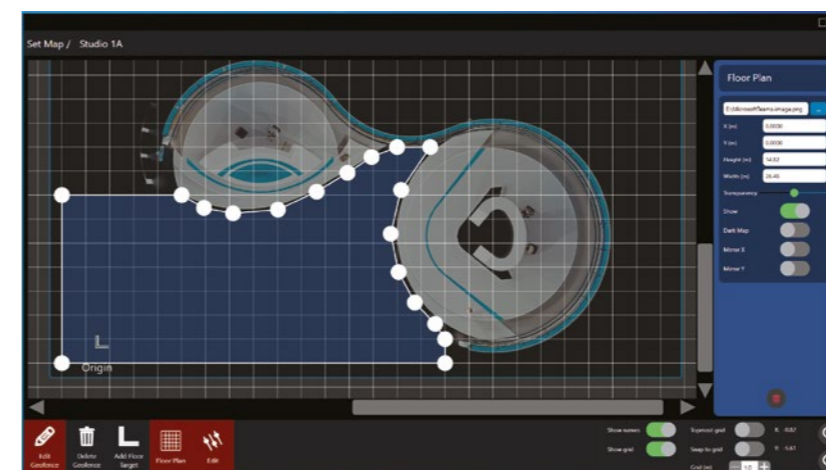
TECHNICAL SPECIFICATIONS

- License type: studio locked license
- No. of devices: 4, additional device licenses available for larger studios
- Boundary limits: 128 locator points per boundary
- No. of boundaries: single outer boundary per studio
- Interface: custom editor with floorplan import function; optional display grid with lock to grid option
- Active safety zone: 200mm along boundary edge, dynamically adjusting robot speed automatically within the zone
- Monitoring: Realtime overview of virtual boundary, and robots moving withing the geofence

PRODUCT HIGHLIGHTS

- Enables the creation, editing and enforcement of virtual boundaries
- Allows irregular boundaries to be set and automatically validated
- Status indication within VEGA Client for ease of reference
- Restricts all methods of operation

VEGA AUTOMATION EXTENSIONS

Developing the automation benefits already inherent in a robotics system is a key philosophy of the VEGA Control Platform, and the VEGA Automation Extensions provide access to advanced solutions.

VEGA PLAYOUT

VEGA Playout adds an extra layer of automation into the control system. It allows all leading playout systems to integrate with VEGA and orchestrate shot management.

Playout systems with integration enabled include Sony ELC, Viz Mosart, Ross Overdrive and Grass Valley Ignite, please contact your sales representative to confirm the status of other vendors.

TECHNICAL SPECIFICATIONS

- License type: studio locked license
- Brands supported: Grass Valley, Sony, Ross, Vizrt, Aveco (other brands may integrate, to be confirmed with Vinten before purchase)
- Functions supported: show download, shot recall and update, joystick control integration (features determined by Playout vendor integration)

PRODUCT HIGHLIGHTS

- Allows 3rd-party playout systems to orchestrate VEGA pre-set shot database

VEGA PRESENTER TRACKING

powered by SEERVISION

Artificial Intelligence, Realistic Motion

VEGA Presenter Tracking, powered by Seervision, delivers AI driven talent tracking and reframing with exceptionally natural movement. Using robust talent identification, it automatically frames each individual as required, eliminating the need for intermittent manual correction.

Fully integrated solution

VEGA Presenter Tracking is completely integrated into the VEGA Control System and controlled through the VEGA Client interface. In this way VEGA offers a true studio workflow with tracking added. Users remain familiar with all operations and can implement shot selection, sequencing and other common functions without retraining. The solution also continues to be compatible with 3rd party integration options to allow playout automation of control, and the use of PTZs.

Robust talent identification

VEGA Presenter Tracking delivers resilient, long-term tracking by combining two methods of talent identification developed by Seervision.

Using Seervision's true facial recognition, VEGA Presenter Tracking is unique in recognising and remembering people with person identification. This improves upon face location, where each on-screen face is positioned in a frame and identified per show. VEGA Presenter Tracking's person identification allows people to be identified within the system and a profile saved to the system. Any time someone with a saved profile returns to screen VEGA Presenter Tracking will recognise their presence and set the frame accordingly.

VEGA Presenter Tracking also uses Seervision's pose identification to detect unique movement and body shape characteristics. It supports person identification by identifying people in the frame even when they are facing away from the camera. The unique combination of pose and person gives VEGA Presenter Tracking a greater level of data to ensure exceptionally robust talent identification over long periods of time.

Natural and powerful auto-tracking

Seervision technology, combining years of research in multi-camera control at ETH Zürich with deep expertise in real-time optimisation, computer vision and predictive motion models, has been developed to replicate the natural movement and reactions of an operator. Pose and person identification enables the in-built artificial intelligence to predict future movements based on skeletal kinematics, or body hints. Using this technology VEGA Presenter Tracking can anticipate the likely next movements of on-air talent and make smooth adjustments in the same way a camera operator would.

On-Air motion quality

As camera support experts with over 100 years of experience, Vinten has long understood the critical importance of movement. VEGA Presenter Tracking represents years of research into automating the quality of framing that is achieved with manual supports. Bringing together Seervision's AI-driven reframing capability and Vinten's renowned on-air motion quality in a completely unified system creates an intelligent solution that moves automatically to frame talent in a way that feels natural to every viewer.

PRODUCT HIGHLIGHTS

- Autonomous camera control through identification of presenters in a video frame
- Combines face identification and pose detection
- Person identification allows individuals to be stored and recognised for tracking and other automation
- Fully integrated and controlled through the VEGA Client interface
- Requires VEGA Presenter Tracking VEGA Server Chassis

TECHNICAL SPECIFICATIONS

Tracking Feature Set
- Person identification: add name, set framing, save profile (automatic recall)
- Tracking: pan/tilt/zoom
- Shot creation: flexible user-defined framing
- Sensitivity: custom deadband; reframing speed profile

Device Support
- Robots supported: all current Vinten robotic devices; ICE platform devices
- Cameras supported: system camera agnostic (see CCU extension if shading is required); PTZ camera not initially supported
- Lenses supported: Canon, Fujinon (digital or analogue)

Licensing
- License type: studio locked license; initial 1 year license with recurring annual license required
- One license required per camera that requires tracking.
- System requirements: VEGA Presenter Tracking Server Chassis (one per every 2 tracking cameras); VEGA Client/Server installation

VEGA SYSTEM HARDWARE

Where ease of deployment is important, turn-key PC hardware is available for VEGA Client and VEGA Server. VEGA can also be deployed on independently sourced PC hardware that complies to the VEGA minimum specification and recommended configuration.

VEGA CLIENT WORKSTATION

The VEGA Client Workstation provides the ideal platform for building a VEGA Client, or for running Server and Client software on in smaller studios. It is also suitable for use with the Fusion robotics control system software.

Incorporating a 24" touchscreen and computer into a single unit, on an adjustable stand, it provides everything needed to build a robotics control client. No software or license installed.

TECHNICAL SPECIFICATIONS

- All-in-one PC chassis with integrated, adjustable stand
- 24" touchscreen
- Intel i5 12400 CPU
- 16GB RAM
- 500GB SSD
- 1 x HDMI monitor output port
- 4 x USB3 ports
- 1 x Gigabit Ethernet Network port
- Microsoft Windows 10 Enterprise IOT

PRODUCT HIGHLIGHTS

- All in one computer and 24" touchscreen
- High performance Intel CPU
- Integrated tilt and height stand

VEGA SERVER CHASSIS

The VEGA Server Chassis provides the ideal platform for building both a VEGA Server and a VEGA Client. Incorporating integrated video capture, multiple USB 3 ports and a network interface, the chassis provides everything needed to build a robotics control server or client. No software or license installed.

Note: where preferred VEGA can be deployed on independently sourced PC hardware that complies to the VEGA minimum specifcation and recommended configuration.

Also suitable for use with the Fusion robotics control system software (Fusion installs must be carried out by a Vinten support engineer)

TECHNICAL SPECIFICATIONS

- Rackmount profile: 2U
- Intel i7 12700 CPU
- 500GB SSD
- 16GB RAM
- 2 Gigabit Ethernet Network port
- Dual input 3G/HD/SD-SDI capture card
- Windows 10 Enterprise IOT
- 8 x USB
- 2 x monitor output (HDMI & DP)
- Input Voltage: 110-240V AC

PRODUCT HIGHLIGHTS

- Windows 10 rackmount chassis designed to support robotics control system server and client software installations
- Integrated video capture card
- Supports Vinten VEGA & Fusion software installation (Fusion installs must be carried out by a Vinten support engineer).

PRESENTER TRACKING SERVER CHASSIS

The VEGA Presenter Tracking Server Chassis provides the ideal platform for building a tracking appliance to support Presenter Tracking. Incorporating video capture and a high performance dedicated GPU, the chassis provides everything needed to build a Presenter Tracking appliance. Each appliance supports up to 2 tracking cameras. No license installed.

TECHNICAL SPECIFICATIONS

- Intel i7 12700 CPU
- Nvidia RTX 4070 GPU
- 500GB SSD
- 32GB RAM
- 1 Gigabit Ethernet Network port
- Dual input 3G/HD/SD-SDI capture card
- Ubuntu OS
- 8 x USB
- 2 x monitor output (HDMI & DP)
- Input Voltage: 110-240V AC

PRODUCT HIGHLIGHTS

- Linux rackmount chassis designed to support VEGA Presenter Tracking
- Integrated video capture card
- Integrated high performance GPU

System Hardware

VINTEN SUPPORT

Vinten's engineering and technical support team are available to consult at any stage of your project. With a vast knowledge of varied broadcast environments around the world, our engineers can help to suggest the best options for your facility based around existing infrastructure and future requirements.

Our services will support your investment from design through many years of use.

Installation and Commissioning

Experienced global robotics service team ensure products perform from day one.

On-site and Remote Training

Packages available to bring every member of the team quickly up to speed.

Post-warranty Support

Custom Service Level Agreements to meet individual requirements.

Global Service Locations

Videndum Service Centres in UK, USA, Germany, Singapore, and Japan, with a wider networkof engineers and service partners.

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Vinten

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