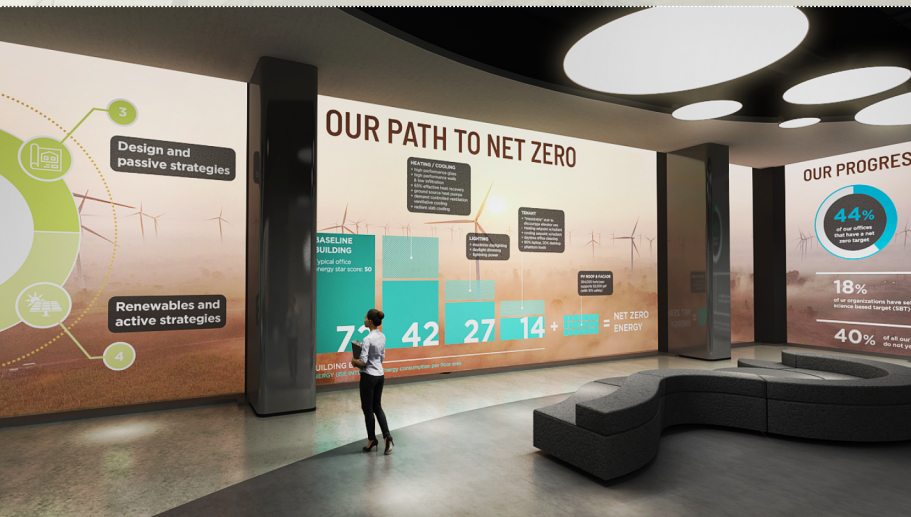




ZEN³ REAL-TIME RENDER ENGINE

Resolution-independent, multi-screen rendering of interactive 2D/3D graphics and animations

Designed for large-scale interactive experiences that demand the highest quality and performance, the ZEN³ Real-Time Render Engine creates incredible visuals featuring videos, animations, live video feeds, and data-driven graphics for any type of videowall, at any resolution.



APPLICATIONS

- ◆ Interactive Video Walls
- ◆ Public Venues
- ◆ Attractions
- ◆ Malls/Retail
- ◆ Corporate Lobbies
- ◆ Museums

KEY FEATURES

- ◆ Resolution independent
- ◆ Supports up to 8 simultaneous outputs, depending on hardware configuration
- ◆ Output can be synchronized or independent
- ◆ Real-time data-driven graphics
- ◆ Supports multiple resolutions
- ◆ Works with touchscreens, mobile-to-screen interactivity, gesture-based controls, and more
- ◆ Display media from any source
- ◆ External control
- ◆ Compatible with Unity software
- ◆ Fully integrated with the Zenapptic AI platform: content management, scheduling, analytics, AI, and more



RECOMMENDED HARDWARE SPECIFICATIONS

The ZEN³ Real-Time Render Engine supports a wide variety of hardware platforms, providing maximum flexibility for any application. ZEN³ supports graphics cards based on NVIDIA and AMD GPUs, as well as hardware from multiple I/O card vendors, including Matrox and Blackmagic Design.

The following is a typical recommended configuration for the ZEN³ engine:

- ◆ OPERATING SYSTEM: Microsoft® Windows® 10 Professional, 64-bit
- ◆ PROCESSOR: Intel® Core™ i9 CPU
- ◆ MEMORY: 32 GB DDR4
- ◆ STORAGE: 1 TB SSD
- ◆ GPU: NVIDIA® RTX 3090 1.70 GHz 24 GB GDDR6X graphics card
- ◆ VIDEO I/O: Matrox® QuadHead2Go multi-monitor controller
- ◆ NETWORK: RJ-45, Gigabit Ethernet Port