

## **Ventuz Technology receives Epic MegaGrant**

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Ventuz Technology receives Epic MegaGrant to advance workflows in data-driven real-time rendered motion-graphics and interactive experiences through integration of Epic Games' Unreal Engine. The MegaGrant will allow Ventuz to integrate Unreal Engine into its real-time compositor, offering more flexibility for motion graphics artists and makers to create engaging content experiences in ProAV, broadcast, virtual production, as well as streamed and live Events.

Ventuz real-time rendering and compositing system, which combines 2D and 3D layer contexts, can seamlessly merge live generated data, state-based animations and live interactions in simple to complex installations. While Unreal Engine integration is only just beginning, Ventuz is poised to become a native platform for the delivery of beautifully rendered visuals, including live input layers of Unreal Engine content, into dynamic graphics experiences.

“We at Ventuz have a long-term vision to transform content workflows across a number of applications, bringing real-time rendering to the masses. This Epic MegaGrant allows us to investigate a deeper integration with Unreal Engine. Beyond 3D layer integration, our goals are to share camera/view/projection data between the software, and most importantly, to tie other interactions and business logic data so that it can be seamlessly exchanged between UE and Ventuz. This offers enhanced capabilities not possible with traditional media server or broadcast workflows, and will accelerate our customers creativity, allowing them to move in new directions.” said Ralf Stanke, CEO of Ventuz Technology.

Launched in March 2019, Epic MegaGrants is designed to service and assist game developers, enterprise professionals, media and entertainment creators, students, educators, and tool developers doing outstanding work with Unreal Engine or enhancing open-source capabilities for the 3D graphics community. Ventuz Technology seeks to enable leading brands, agencies and integrators with technology needed to immerse audiences within incredible experiences.

### **About Unreal Engine**

Epic Games' Unreal Engine is the world's most open and advanced real-time 3D tool. Creators across games, film, television, architecture, automotive and transportation, advertising, live events, and training and simulation choose Unreal to deliver cutting-edge content, interactive experiences, and immersive virtual worlds. Follow @UnrealEngine and download Unreal for free at [unrealengine.com](http://unrealengine.com).

### **About Ventuz Technology**

Ventuz Technology provides software solutions for authoring and displaying real-time interactive, data-driven graphics to markets with high-end requirements, such as broadcast graphics, event installations, projections and professional presentations, by developing workflows and products that allow customers to create and playout highly appealing and cutting-edge visual content. Follow @VentuzTech on social media to learn more.



# VENTUZ



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