



Precision Command of Lighting, Virtual Production & Live Control
Flawless Execution for Intricate Creativity

A Brand of EnlightV Technology

www.hecoos.com

hecoos

Your Creative Partner!

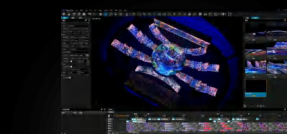
The global leader in end-to-end production platforms. With core capabilities in video control, lighting programming, interactive tech, fixture control, and virtual production, we provide full-chain digital solutions for virtual filmmaking, exhibitions, art installations, and brand events.

hecoos has delivered 1,000+ high-profile projects worldwide, including the 2022 Beijing Winter Olympics Opening Ceremony and Shenzhen TV's virtual production studio, building full-process virtual production workflows. Bridging artistic vision with flawless execution through technology, we empower creators with efficient, precise production - delivering brilliance frame by frame.

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hecoos Creative Ecosystem

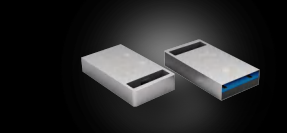
Studio | Lighting | Server | xR/VP



Studio software

Performance Previsualization | Multimedia System Master Control

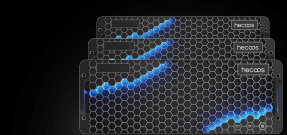
Serving: Directors | Creatives | AV Engineers



Lighting software

Lighting Programming | Film/Stage Fixture Control

Serving: Lighting Designers | Creatives | AV Engineers



Server media Server

High-Performance Servers | Flexible Customization

Serving: AV Engineers



xR/VP

Virtual Production Solutions | 3D/2.5D Workflows

Serving: Directors | Creatives

Studio

Bridging Design & Execution Seamlessly

Studio is an omni production software for previsualizing real-stage scenarios. Simulates stage, lighting, and visual effects in 3D environments using real-time rendering technology, while timeline-based rehearsal integrates full show processes.

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Creative Highlights

Stage creativity in advance, previsualize reality, control every detail

- ▶ 3D Scene Previsualization
- ▶ Projection Light Path Design
- ▶ Lighting Previsualization & Programming
- ▶ Director Control System
- ▶ Live Control

► 3D Scene Previsualization

hecoos uses 3D visualization to previsualize events, precisely simulating stage elements to enhance team collaboration. Ensures operational clarity while boosting execution efficiency and accuracy.

► Projection Light Path Design

Simulates real projectors' light paths and image distortion, with precise illuminance measurement and occlusion detection. Preloaded multi-brand projectors with customizable parameters streamline complex light path modeling.

► Lighting Previsualization & Programming

Integrated with mainstream lighting fixtures and Art-Net protocol support. Enables pre-programming and live control, accurately replicating 3D lighting effects to recreate immersive stage atmospheres.



► Broadcast Control System

Equipped with multiple camera setups (cranes, tracks, etc.), it supports precise switching between pre-shoot previews and timeline-based broadcasting. Generates electronic scripts via CUE points to seamlessly connect broadcast design with on-site execution, and accomplishes unmanned broadcasting tasks through cloud collaboration.

► Live Control Hub

Studio acts as the core control hub for multimedia devices, bridging pre-production planning and live execution. With accurate communication and control capabilities, it ensures stable coordination of equipment operations, supports multi-user collaborative debugging, and enhances team efficiency.



The Trusted Tool for Creative Designers

► Design-to-Reality

Seamlessly bridge creativity to execution, delivering precision in every moment.

► Efficient Collaboration

A unified platform for cross-team workflows, slashing communication barriers and boosting project efficiency.

► Adaptive Flexibility

Rapidly iterate designs and respond to creative demands in real time.

► Cost Optimization

Minimize onsite adjustments through virtual previsualization, saving both time and resources.



Lighting Unified Lighting Design & Control

Lighting seamlessly adapts to fixtures across stages, film, architectural lighting, commercial spaces, and art exhibitions. The "Design-to-Reality" philosophy empowers lighting designers with creative freedom through an integrated workflow.

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Key Features

Design-to-Reality: Making Lighting Creativity Instantly Accessible!

► Design Validation

Preloaded universal fixture profiles support custom patch editing and address coding, enabling multi-fixture effect simulations.

► Precision Execution

Direct compatibility with real-world fixtures ensures production-ready designs.

► Agile Iteration

Modify designs instantly - no more waiting for "Next-Round revisions."

► Protocol Integration

Comprehensive control via DMX512, Art-Net, and other protocols for stage/film lights, LED strips, and beyond.



Lighten the Load,
Choose **Lighting**.

One-Stop Lighting Solutions, Perfected.

► **Previsualize Lighting, Zero Onsite Errors!**

Sync effects precisely with performance pacing, eliminating execution risks.

► **Virtual Lighting, Efficient Shoots!**

Unify real-time CG lighting with physical fixtures for authentic scene immersion.

► **Multi-Fixture Mastery, Effortless Execution!**

Centralized control for a variety of lighting fixtures, including stage, cinema, and LED strips, making the realization of creative works more effortless.

► **Pre-Edited Lighting, Simplified Adjustments!**

Automate sequences requiring only fine-tuning, enabling 24/7 managed operations.



Application Scenarios

► Stage Performances

Design-phase simulation of lighting effects, with timeline-synced execution during performances, embodying the "Design-as-Reality" product philosophy.

► Virtual Production

Unify virtual lighting from real-time engines with physical on-site controls to faithfully restore scene atmosphere.

► Installations/Fixtures System

Centralized control for a variety of lighting fixtures, including stage, cinema, and LED strips, with pixel-perfect lighting planning, bringing creative visions to life with ease.

► Brand Events

On-site design restoration through minor adjustments, drastically reducing debugging pressure.

► Media Facades

Plan each architectural fixture with pixel precision, using lights as display screens for animations.

► Theme Parks

Automated Scene Sequencing, hecoos-powered 24h lighting management eliminates operational difficulties.



Server

The Core of Live Control & Virtual Production

Diverse needs, infinite solutions — flexible customization tailors services precisely to your vision!

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hecoos Server

Product Series

► Server-D

Stage/Hall 3D Output Engine

► Server-C

Core of Virtual Production

► Server-R

Powerhouse for Real-Time Rendering



Server-D

Maximize Control Across the Entire Process,
From creative concept to final execution, ensuring precision at every stage.
Engineered for Demanding Environments,
Rapid deployment, stable & efficient performance, mastering complex 3D output.

Applications: Art Exhibitions | Stage Performances



Core Features

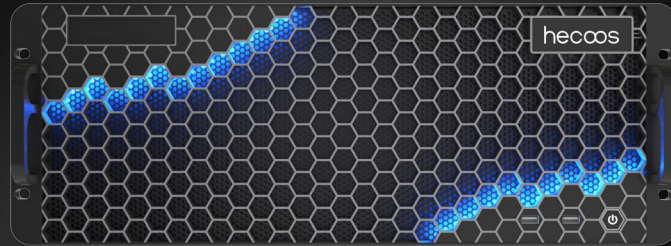
- Content Playback
- Screen Mapping
- Multi-Display Extension
- 3DMapping
- Flexible I/O Expansion
- Tracking System Integration

Server-C

Designed for Virtual Production

Real-Time Rendering Engine Coordination
Frame-Accurate Virtual-Reality Synchronization

Applications: Virtual Production



Core Features

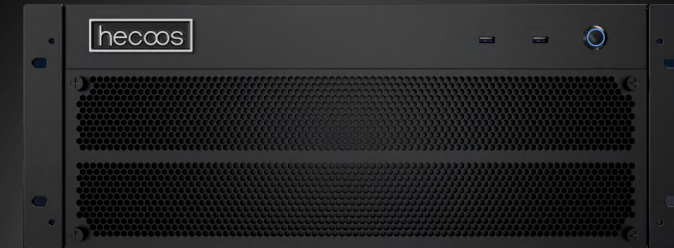
- Multi-Camera Switching
- Latency Calibration
- Colour Grading
- Lens Measurement & Positioning
- Engine Level/Sequence Management
- Virtual-Physical Lighting Coordination Control

Server-R

Powerful rendering ensures robust support for virtual content creators.

High-powered rendering capacity, **Multi-engine compatibility**, **Cluster rendering support**,
Seamless complex scene mastery.

Applications: Virtual Asset Rendering | Interactive Effect Rendering



Core Features

- Rivermax Cluster Rendering
- Engine Selection
- Engine Reverse Control

Custom-Crafted for Every Demand

More wonders await your discovery !
Contact us now for detailed solutions !
Email: info@enlightv.com

	Server-C	Server-D	Server-R
CPU	Intel Xeon Gold Processor	Intel Xeon Gold Processor	Intel Core Ultra 9 Processor
Motherboard	Custom Motherboard	Custom Motherboard	Custom Motherboard
Power Supply	800W Platinum Power Supply	800T Platinum Power Supply	1000T Gold Power Supply
Memory	64G	64G	64G
Hard Drive Capacity	6TB	6TB	2TB
GPU	NVIDIA A5000	NVIDIA A5000	RTX4090D 24GB GDDR6
Number of Network Adapter	2	2	1
Application Scenarios	Art Exhibitions / Stage Performances	Virtual Production	Virtual Asset Rendering / Interactive Effect Rendering
Key Positioning	Stable Choice for Live Performances	Core Hub for Virtual Production	Powerhouse for Virtual Rendering
Key Advantages	Stable Efficiency, Rapid Deployment, User-Friendly Operation	Real-Time Precision, Virtual-Reality Fusion	Robust Rendering, Multi-Engine Compatibility, Cluster Rendering
Stage Control	Seamless integration of video, lighting, and mechanical elements	Real-time adjustment of virtual object lighting/shadow	-
Virtual Production	-	Real-time rendering engine scheduling for precise virtual-reality alignment	Seamless integration with mainstream rendering engines, supporting cluster rendering

xR/VP

Rendering Boundless Scenes Between Virtual and Reality

Applied to serials, programs, live events, and product launches. xR utilizes camera real-time tracking, real-time rendering, and multi-screen broadcast control technologies to maintain accurate three-point perspective relationships between virtual scenes on LED screens and "real actors" in front of screens through camera perspectives. Simultaneously, scenes beyond LED screens are composited in real-time using "foreground overlay" (AR) technology, ultimately immersing "real actors" in virtual environments to achieve integrated virtual-physical visual effects.

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Core Features

- ▶ Lens Measurement & Positioning
- ▶ Latency Calibration
- ▶ Colour Grading
- ▶ Multi-Camera Switching
- ▶ Engine Level /Sequence Management
- ▶ Virtual-Physical Lighting Coordination Control
- ▶ Rivermax Cluster Rendering



► **Lens Measurement & Positioning**

Automatically processes lens measurement data files within 5 minutes, achieving zero-deviation alignment between virtual 3D cameras and real-world physical camera coordinates.

► **Latency Calibration**

Measures camera latency, media latency, and manually adjusts tracking latency to eliminate stuttering/screen tearing, ensuring perfect synchronization between screen content and extended visuals.

► **Colour Correction**

Compares camera-captured LED screen colours with original input signals, auto-generating calibration profiles for exact colour uniformity between on-screen and extended imagery.

► **Multi-Camera Switching**

With tracking systems one-to-one matched to cameras, directors seamlessly switch between tracked feeds at optimal moments to craft dynamic visual storytelling.

► **Engine Level/Sequence Management**

Maps multiple virtual scene programs on Server-C timelines to Unreal Engine scene levels, enabling instant playback/triggering of sequence animations in virtual environments.

► **Virtual-Physical Lighting Coordination Control**

Translates virtual scene lighting plans into real studio setups. hecoos directly controls physical fixtures via ART-NET protocol, achieving synchronized virtual-real lighting effects.

xR/VP System Topology

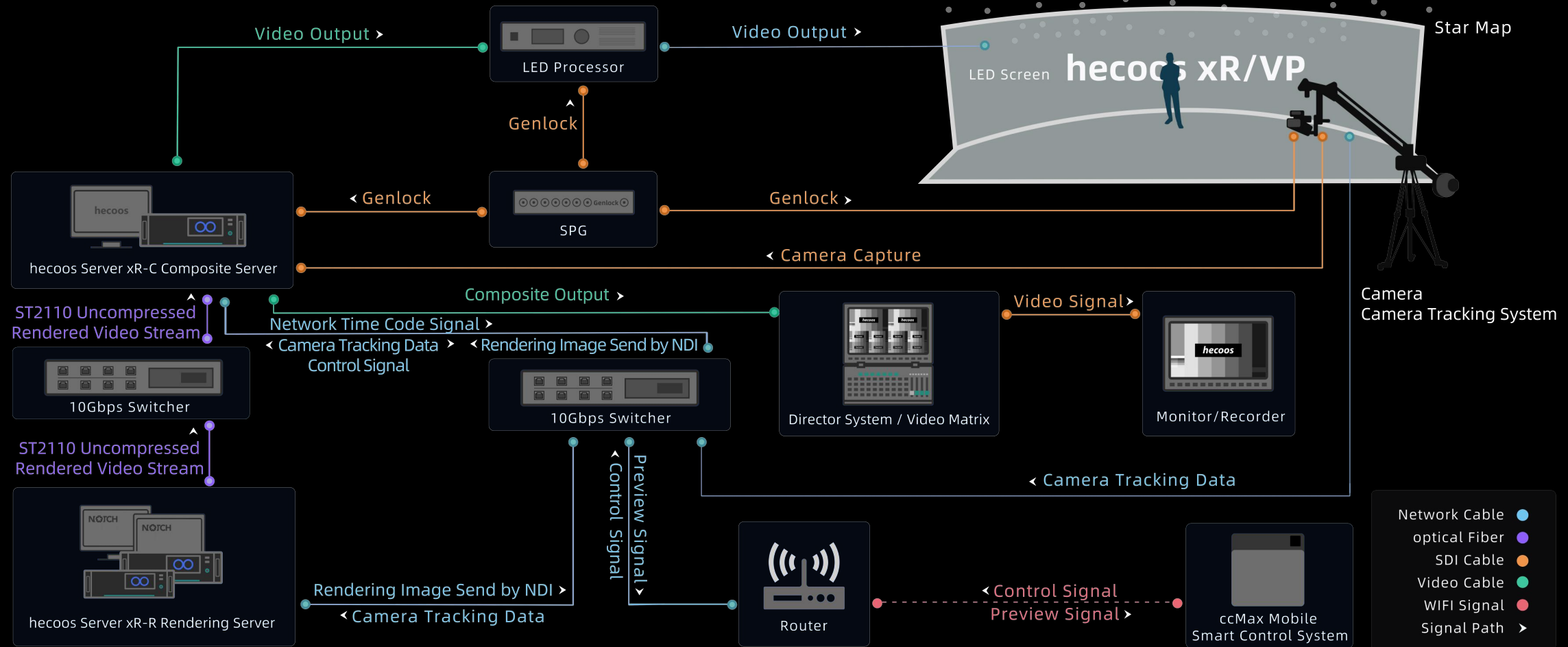
xR is a spatial imaging synthesis technology using LED walls as shooting backdrops, practically implementing Virtual Production concepts as an upgraded alternative to green screens, applicable to film/TV production and live broadcasting.

► Application Scenarios

Film & TV Series

TVC Commercials

Broadcast TV Programs





Application Scenarios

► Broadcast TV Programs



Integrates VFX, precision switching, lighting sync, and AV control into unified workflows, revolutionizing TV production efficiency.

► Film & TV Series



Crafting fantasy 3D narrative environments Enabling real-time virtual-reality hybrid integration, Delivering intuitive shot previews for directors through previz-enabled workflows.

► TVC Commercials



Rapidly builds creative shooting spaces to execute advertising concepts with maximum efficiency.



BYD Launch Events

From cities to wilderness, forests to snowfields – BYD events transcend geographical limits. hecoos xR/VP delivers pixel-perfect positioning and seamless transitions, creating visceral visual spectacles that articulate product capabilities and use cases.

Dual-Workflow Shooting, Virtual-Physical Fusion : Cranes/dolly Cameras capture precise angles while virtual feeds integrate flawlessly, paired with high-res rendering and a 40x6m curved LED wall to dissolve reality barriers, delivering ultra-immersive audiovisuals.



The Wanderer

This large-scale sci-fi film completed all shooting in merely 12 days – a remarkable feat in genre production. The studio utilized a 100m² curved LED wall and 3 hecoos servers, which processed tracking data from MOCO robotic arms to seamlessly integrate physical sets with virtual environments during scene filming.

Studio Software Subscription

► **Subscription Edition**
Flexible pay-per-use model

► **Offline Edition**
Dongle-activated offline operation

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hecoos Member Benefits



3D Scene Previsualization
Projection Simulation
Lighting Design & Broadcast
Planning



2x2K Test Signal (watermarked)
External Device Control
(intermittent allowed)



Show Script & Command Editing
On-site Debugging




Standalone Testing Mode
(no server required)



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