disguise

create together.

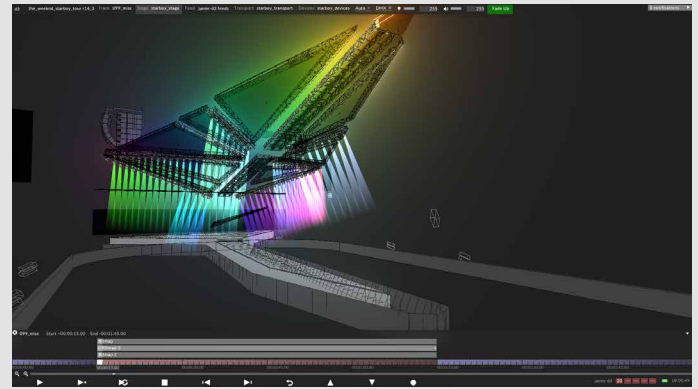**The House of Dancing Water - Macau, China**

disguise solutions sit at the heart of the world's largest water-based theatre production, The House of Dancing Water. In 2019, the show completely overhauled its workflows and invested in a new fixed technology infrastructure, including disguise's OmniCal system and a combination of pro range and gx range servers.

disguise technology platform enables creative and technical professionals to imagine, create and deliver spectacular live visual experiences at the highest level.

With a focus on combining real-time 3D visualisation-based software with high performance and robust hardware, they enable the delivery of challenging creative projects at scale and with confidence.

Turning concepts into reality, disguise has offices in London, Hong Kong, New York, Los Angeles and Shanghai, with technical teams across all to support customer needs, as well as sales recorded in over 50 countries.

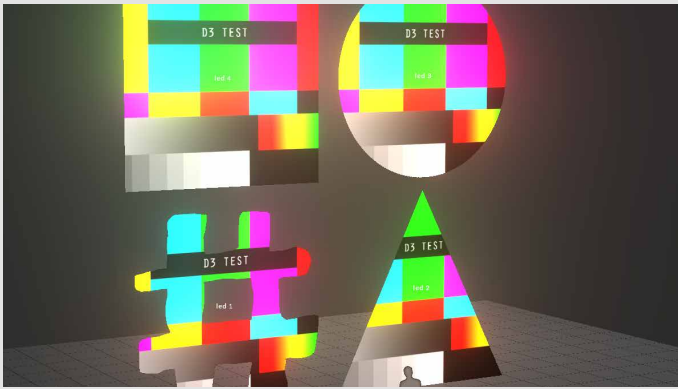The disguise production toolkit lets you design, simulate, sequence and playback more easily than ever before.

Realtime 3D visualisation

Work in three dimensions, all the time, to communicate clearly and inspire your team.

Active Visualiser - The disguise visualiser knows where every pixel is, allowing users to map content easily onto complex surfaces in a fraction of the time.

Projection pre-vis - Place projectors in the scene, and visualise footprints, shadows, overlap, and pixel stretching.

Props and Venues - Import 3D models for props, scenery and venues. Apply textures and lightmaps to bring the show to life.
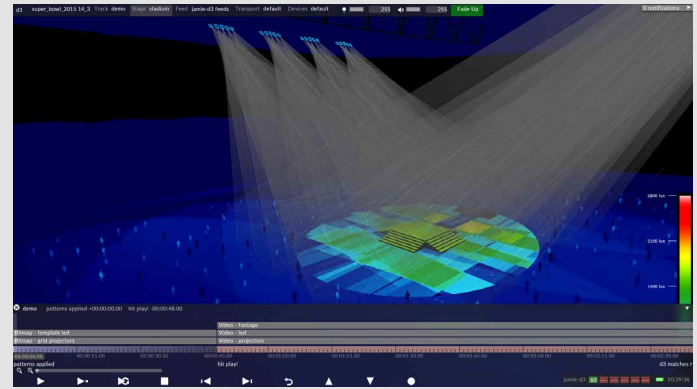
Large format video playback

Play high resolution video files, and map them effortlessly onto the most complex surfaces.

Video playback - The powerful video playback engine supports HAP, NotchLC and Animation codecs, so you can choose the best balance between quality and performance. With canvas sizes up to 16K pixels across, disguise can handle some of the largest shows around.

Generative content - disguise integrates seamlessly with the Notch generative content platform. Create live video effects, particle clouds, smoke, fluids, and lighting effects in Notch builder, then drop the resulting blocks into any disguise project.
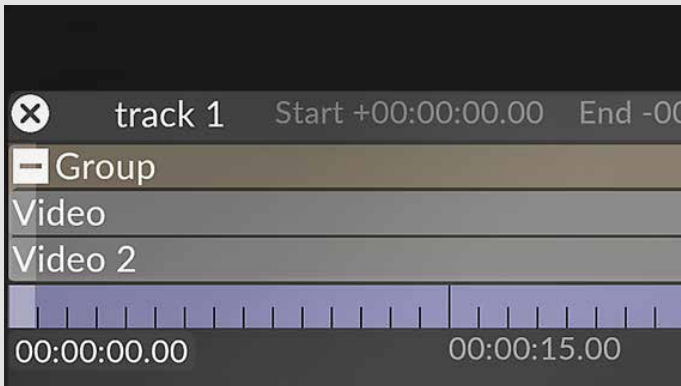
Projection mapping

Plan, set up and calibrate large numbers of projectors quickly and easily.

Advanced Projection Toolkit - For projection mapping projects, create content and apply it directly to the 3D model of your projection surface.

The projector footprints feature shows you shadows, surface falloff, and even pixel shape for any projector configuration. When it comes to line up there is a range of tools from Manual calibration, QuickCal, through to the latest OmniCal solution.
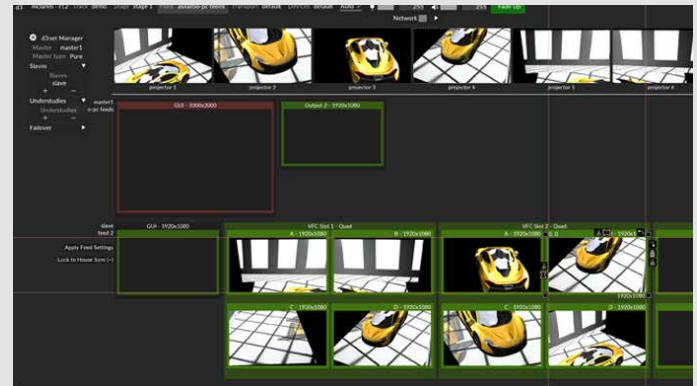
Sequencing

Build your complete show in perfect detail, to the beat or to the frame.

Timeline editing - The disguise timeline lets you create cues, synchronise media and control layers, group layers, and quickly edit layer properties over time.

Work either in HMSF for frame-by-frame accuracy, or add guide audio tracks so you can work in beats and bars for compelling, rhythmic edits. The device recording feature allows you to connect any device and recorded onto the timeline, to capture a performance and then edit around it easily on the timeline.

Show integration

Connect to a huge range of lighting desks, switchers, cameras, control surfaces, moving scenery and motion tracking.

Capture and output - receive up to four HD-SDI or two 3G-SDI streams, and map them to outputs with a latency of 40msec (pro and gx range). Users can also output content as DMX or sACN, interfacing with a wide variety of LED and lighting fixtures.

Tracking and Automation - disguise integrates seamlessly with a wide range of automation protocols including Kinesys, PosiStageNet and Blacktrax, letting you track performers, stage props and screens smoothly within the visualiser.
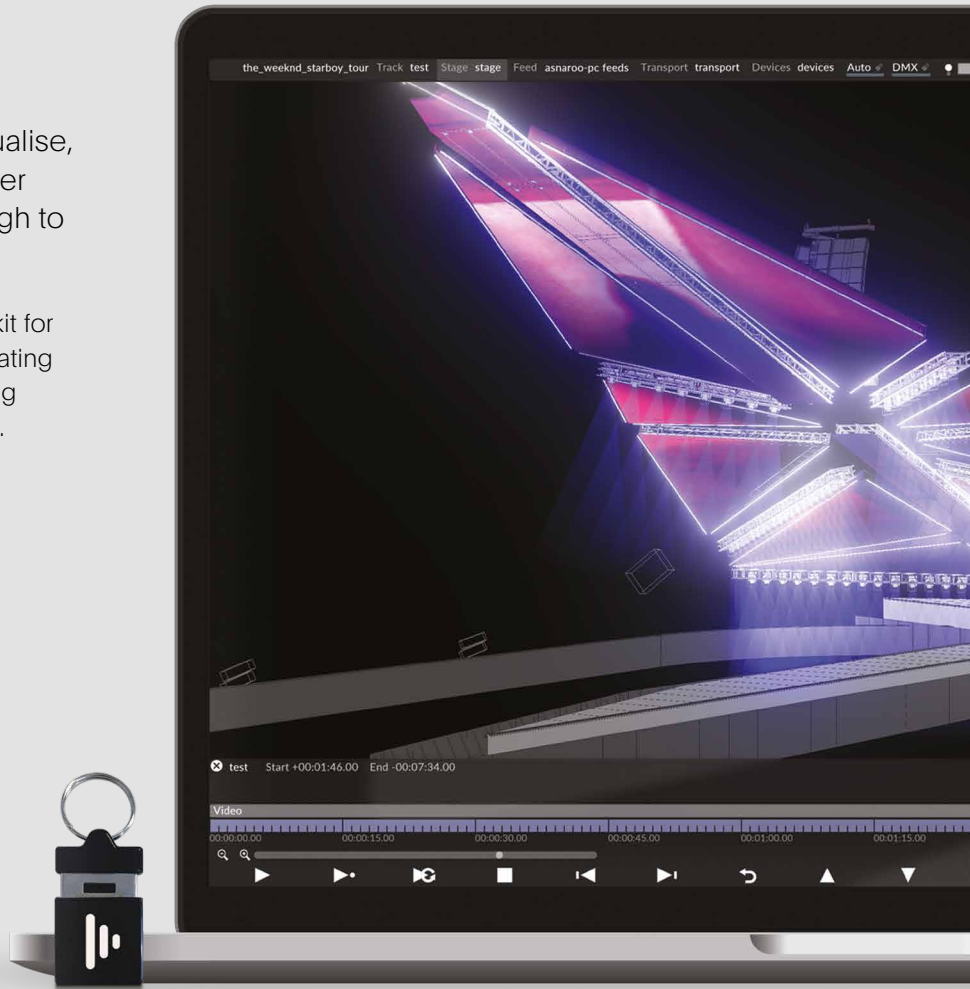
Designer software

Designer is the ultimate software to visualise, design, and sequence projects wherever you are, from concept all the way through to showtime.

Install on a laptop and use as a powerful toolkit for winning pitches, developing storyboards, creating camera fly-throughs, validating content, testing technical setups, and designing entire shows.

Try it now for free

Download the trial version from our website. When you're ready to buy, Designer is available via monthly subscription from our webstore.

$\longrightarrow$ trial.disguise.one

Key to the powerful software, is the disguise hardware.

plus range

The plus range gives you the creative control to bring your vision to life.

Designed for smaller venues as a stand-alone solution, to design, sequence and play back your shows, or as a master in a larger network with pro and gx range machines.

Base units can be customised, to suit project needs and budget.

solo

pro range

We created the pro range with one mission in mind: to play huge video content across massive canvases, in the toughest of live environments.

Drive large shows with fewer servers, reducing space, time, setup, risk, and management overhead. Every feature of the pro range is focused on delivering the smoothest possible video playback experience.

2×4pro | 4×4pro | vx 4

gx range

The gx range's powerful graphics engines let you render more particles, realistic smoke and liquids, lighting effects, and complex environments, all at higher resolutions and smoother frame-rates than ever before.

With high resolutions and better frame rates, push the colour, clarity and complexity of your show to new limits.

gx 1 | gx 2 | gx 2c

VFC cards

Our unique Video Format Conversion (VFC) technology is a swappable output card that slots into the back of the server.

Output DisplayPort, DVI, SDI or HDMI without changing the system. Mix signal formats and resolution types in the same project, with guaranteed frame synchronisation and near-zero latency.
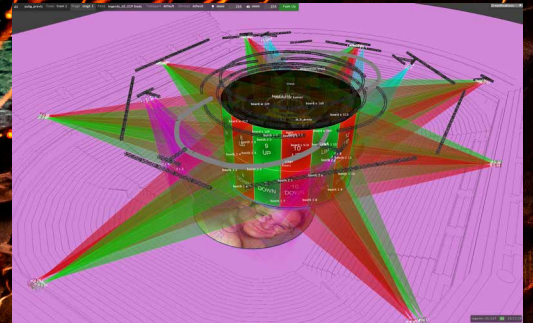
DisplayPort 1.2 | Quad DVI | Quad SDI | HDMI 2.0

disguise.one/products

PUBG Global Invitational event, 2018

"Using a basic OmniCal set on four iPods we could calibrate all of the 48 Panasonic 30,000 lumen projectors in just a couple of hours. It made an otherwise impossible job a breeze!"

Dave van Roon, Live Legends Photo credit: Nico Alsemgeest

OmniCal

power for projection.

A camera-based projector calibration system, OmniCal quickly captures a point cloud of your stage, accurately calibrates projectors to sub-pixel accuracy, and conforms pre-existing surface meshes to match reality.

OmniCal gives the media server the ability to 'see'. By learning more about the physical surroundings, disguise can enable advanced content workflows, projection mapping and generative content to new levels of accuracy. This means that projection mapping is no longer a multi-day process, the capture process takes a matter of minutes, and final adjustments can be carried out offline, enabling other disciplines in the space to proceed with their technical time. Whether it's lighting, sound, set or rehearsals, everyone benefits from the use of OmniCal on a production.

OmniCal hardware

Key to the powerful software, is the disguise OmniCal camera hardware. It has been developed and tested alongside the software, ensuring reliability and user confidence.

All OmniCal camera hardware comes pre-configured and licensed allowing you to use it seamlessly with the disguise software.

Wireless kits | Wired Kits | Custom Kits

→ disguise.one/omnical

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