

# System Overview



zactrack® is an automated Follow-System.

People and objects in motion are tracked with high accuracy and represented in a computer model. Based on these inputs, various effect devices are controlled to point, follow, and focus automatically.

zactrack uses Ultra Wide Band (UWB) radio tracking to measure all positions in real-time. People and objects are equipped with a so called tracker. Multiple anchors around the stage collect the radio signals and send it to the zactrack CORE for position calculation.

Control sequences like DMX commands are produced and sent to the different effect-devices like moving lights (via sACN, ArtNet), Soundengines (via OSC), media servers (via PSN, sACN, ArtNet, OSC,...) or cameras.



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