

## Hardware Requirements

- Computer(s) w/ Graphics Card w/ 12gb of VRAM, 32gb of RAM
  - The number of computers will vary depending on the complexity of the LED wall - RDX will use any configuration that works for your wall.
- nDisplay or Disguise to run Unreal Engine
- Network needs to be accessible to tablet by either WiFi or Ethernet and/or router (if network is not provided by client/facility)
- Android Tablet (iOS compatibility coming soon)
- Ethernet cable, 1GBps internet speed (minimal), extension cords, charging doc for tablet, USB-C for charging tablets
- Any desirable camera tracking system can be used with any professional production camera/lens (anamorphic lenses and VP don't work well).

## Software Requirements

- Unreal Engine version 4.2.7 or higher
- RDX Lab App (currently installed by Rosco on Android tablet, app store download coming soon)
- RDX plugin (coming soon to the UE marketplace).

## LED Wall Requirements

- The RDX LAB System can be used on any type of LED wall used in virtual production. It's important to note that the camera should be a certain distance from the LED wall, which is dependent on the pixel pitch. We recommend the calculation of pixel pitch x 10 = ft distance (example - 2.5mm pixel pitch x 10 = camera 25 ft away)