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Contact Information:
Brian Galante
Copper Leaf Media
570-898-2224
brian@copperleaf.media

ENCO Redefines Virtual Production Efficiency with Qimera Advances at NAB Show 2026

Latest updates deliver higher visual fidelity, smarter automation and greater production efficiency for broadcasters and live content creators

Novi, MI, April 16, 2026 – ENCO will introduce a powerful set of new innovations for its Qimera Virtual Production system at NAB Show 2026 (C2116), bringing significant advancements in visual quality, content creation and workflow efficiency. The latest updates reinforce Qimera's position as a flexible, cost-efficient platform for broadcasters and live production teams seeking to elevate production value while simplifying operations.

Qimera is a real-time 3D compositing solution that enables producers to create immersive virtual environments, augmented reality graphics and dynamic live productions from a single platform. With growing industry demand shifting from realism to operational efficiency, ENCO's newest enhancements focus on delivering both. As virtual production adoption accelerates, broadcasters are increasingly turning to platforms like Qimera as primary production tools rather than secondary systems. The ability to create multiple shows from a single studio, reduce physical set construction and empower smaller teams is reshaping how content is produced across broadcast and AV environments.

Striking Visuals
Qimera's latest release introduces NVIDIA DLSS 4.5 integration alongside an upgrade to Unreal Engine 5.6, delivering measurable gains in rendering performance and visual clarity. Together, these technologies improve GPU efficiency and unlock an approximate 15 percent improvement in graphics performance, enabling sharper, cleaner visuals while allowing systems to push hardware resources further than before. The result is a new level of realism for virtual environments, with improved anti-aliasing, enhanced lighting and more precise rendering that elevates the overall on-air look.

"These advancements bring Qimera into a new era of visual performance," said Bill Bennett, Product Design and Solutions Manager at ENCO. "By combining Unreal Engine 5.6 with DLSS 4.5, we're improving image quality while maximizing how efficiently users can leverage their hardware to deliver cleaner, more realistic graphics in real time."

Unique to Qimera
ENCO has also introduced Talent Tracking 2.0, a major leap forward in virtual production realism that only exists in Qimera's acquisition workflow. Moving beyond traditional 2D tracking, the system now delivers full 3D body tracking, enabling accurate spatial positioning of on-air talent within virtual scenes.

This allows for properly aligned shadows and reflections that move naturally with the subject—eliminating common visual artifacts such as floating shadows or disconnected reflections. The enhanced realism is especially impactful for live broadcast environments such as news and weather, where talent interaction with virtual elements must feel seamless and believable.

Complementing these capabilities is new support for robotic and PTZ camera control via VISCA protocol. By integrating camera positioning directly within the Qimera platform, producers can automate movements, reduce reliance on external systems and streamline production workflows—all while maintaining precise control.

Workflow Integration and Flexibility
To further simplify live production, Qimera now expands its workflow integrations with MOS connectivity for newsroom systems and new web-based control capabilities. MOS integration enables real-time triggering of graphics, scenes and media directly from newsroom platforms such as ENPS, allowing producers to seamlessly incorporate Qimera into live broadcast rundowns.

At the same time, the new web interface introduces remote accessibility, enabling users to control and update productions from any authorized location via a browser-based interface. Together, these enhancements support more flexible, distributed production models while reducing operational complexity.

“Our focus is on giving broadcasters more control with fewer resources,” said Ken Frommert, President of ENCO. “Qimera allows organizations to produce multiple high-quality shows from a single space, switch between virtual sets instantly, and significantly reduce the cost and effort associated with traditional studio production. It’s about delivering more value while simplifying the entire workflow.”

ENCO will demonstrate the latest Qimera innovations at NAB Show 2026, which runs April 19-22 at the Las Vegas Convention Center.

About ENCO
Founded in 1983, ENCO pioneered the use of computer-based, digital audio and program automation for radio stations and TV studios. The company has since evolved its award-winning product line to span all aspects of today’s automated broadcast and production workflows, including closed and open captioning, automated live translation, AI production toolsets, live virtual production, visual radio, audio compliance, instant media playout, remote contribution, and cloud-based web streaming. It also brings the benefits of its patented captioning and live audio/video playout innovations to professional AV environments including conference rooms, lecture halls, sporting arenas and event venues. For more information, please visit: www.enco.com.

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