



AI Keyer Release Notes

Version 1.1



Copyright ©2026 Vizrt. All rights reserved.

No part of this software, documentation or publication may be reproduced, transcribed, stored in a retrieval system, translated into any language, computer language, or transmitted in any form or by any means, electronically, mechanically, magnetically, optically, chemically, photocopied, manually, or otherwise, without prior written permission from Vizrt. Vizrt specifically retains title to all Vizrt software. This software is supplied under a license agreement and may only be installed, used or copied in accordance to that agreement.

Disclaimer

Vizrt provides this publication “as is” without warranty of any kind, either expressed or implied. This publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document.

Vizrt’s policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product(s) and/or the program(s) described in this publication at any time. Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
 - C:\Program Files\[Product Name]
 - C:\ProgramData\[Product Name]
 - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Created on

2026/08/31

Contents

1	AI Keyer 1.1.0	5
1.1	Models	5
1.1.1	Keyer Standard 1.0	5
1.1.2	Keyer Standard 1.1	5
1.1.3	Keyer Studio 1.1	5
1.2	Features	6
1.2.1	Greenscreen-less	6
1.2.2	Framing	6
1.2.3	Multiple Talents	6
1.2.4	Clothing	6
1.2.5	Generalization	7
1.2.6	Holding Objects	7
1.2.7	Broadcast Formats	7
1.3	Known Limitations	7
1.3.1	Animals	7
1.3.2	Extreme Framing	7
1.3.3	Extreme Movement	7
1.3.4	Out of Focus	7
1.3.5	People in Background	7
1.3.6	Reflections	8
1.3.7	Transparent Objects	8
1.3.8	Unrecognized Objects and Patterns	8
1.3.9	Little Background Difference	8
1.3.10	Aspect Ratio Different from 16:9	8
2	Documentation	9
3	Support	10

- [AI Keyer 1.1.0](#)
 - [Models](#)
 - [Features](#)
 - [Known Limitations](#)
- [Documentation](#)
- [Support](#)

1 AI Keyer 1.1.0

Release Date: 2026-08-31

These are the release notes for AI Keyer version 1.1.0. This document describes the user-visible changes that have been made to the software since release 1.0.0.

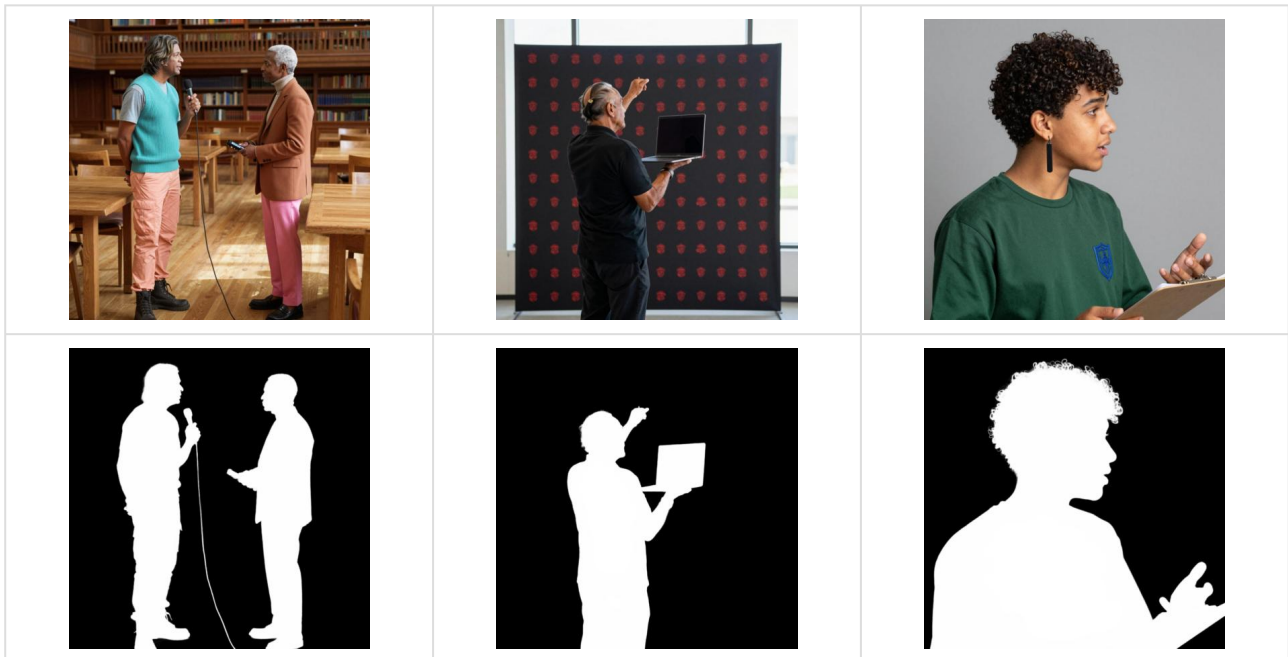
1.1 Models

1.1.1 Keyer Standard 1.0

The standard model from the 1.0 release.

1.1.2 Keyer Standard 1.1

The improved version of the standard model. Better on objects (microphones, headsets, paper cards, tablets and phones), improved contours, and improved details.



Images above are generated using AI.

1.1.3 Keyer Studio 1.1

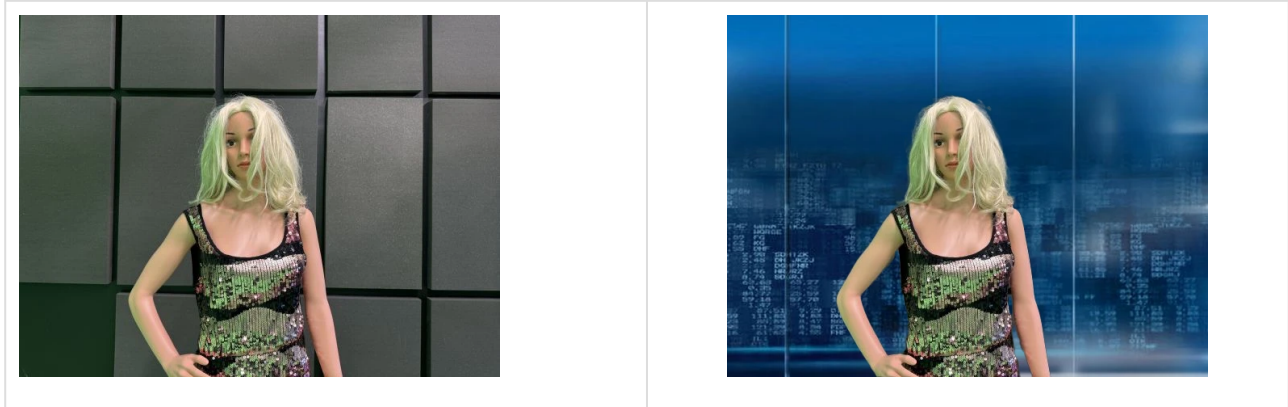
The best model for controlled studio productions. Can be configured for optimal quality depending on the camera framing (see below).

Note: This model does require a dedicated graphics device to run on.

1.2 Features

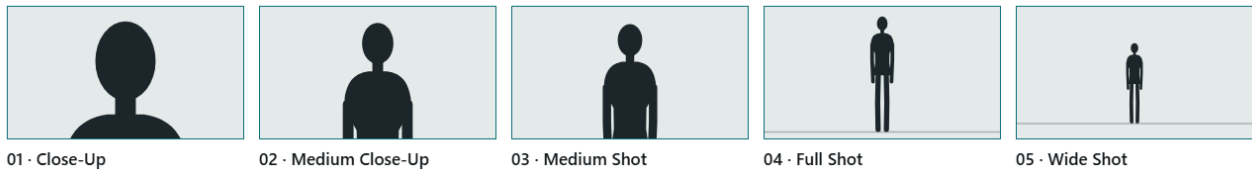
1.2.1 Greenscreen-less

The Vizrt AI Keyer removes the need of a green screen to accurately move talent(s) from a real to a virtual set, or to augment a scene with AR elements.



1.2.2 Framing

People are recognized by the AI Keyer in various shots. The *Keyer Standard 1.0* and *Keyer Standard 1.1* work best from Medium Close-Up to Full Shots, while the *Keyer Studio 1.1* can be configured for optimal quality on all shots below.



1.2.3 Multiple Talents

The AI Keyer recognizes multiple talents or groups of persons.

1.2.4 Clothing

The AI Keyer supports a variety of casual, business and elegant looks.

1.2.5 Generalization

The AI Keyer has been extensively trained on a significantly broader and more diverse dataset. It delivers reliable, high-quality results across a wide range of appearances, covering different genders, ages, and skin tones, ensuring consistent performance for all users in all scenarios.

1.2.6 Holding Objects

Objects are recognized as part of the foreground while being held or worn by the person. In contrast, when in isolation, they are treated as part of the background. The AI Keyer was specifically trained on microphones, headsets, modcards, tablets, and phones.

1.2.7 Broadcast Formats

All common broadcast formats are supported such as *720p*, *1080i*, *1080p*, and *4K* (including *HDR*).

1.3 Known Limitations

1.3.1 Animals

Animals were not considered for this version of the AI Keyer.

1.3.2 Extreme Framing

Shots more extreme than the ones in the framing visualization above are not supported.

1.3.3 Extreme Movement

The keying quality suffers in case of extreme movement of the talent with respect to the camera framing.

1.3.4 Out of Focus

If a talent is not in focus (for example, appears blurry), they can potentially be merged with the background by the AI Keyer.

1.3.5 People in Background

In scenarios with multiple people, they should all stand at a similar level of depth to be considered as foreground. The AI Keyer is trained to put people in the background if they stand significantly behind the main person(s). Vice-versa, people in background might jump into foreground if reasonably close.

1.3.6 Reflections

Crisp and strong reflections of talent(s) could be misinterpreted as foreground.

1.3.7 Transparent Objects

Transparent objects such as a drinking glass (when held by the talent) could be keyed into the background if the background is shimmering through too strongly.

1.3.8 Unrecognized Objects and Patterns

The AI Keyer is trained on a large and diverse dataset; however, there can be objects or patterns that have not been seen during training which could potentially confuse the AI Keyer.

1.3.9 Little Background Difference

If the talent(s) look too similar to the background (for example, the talent wearing white clothing in front of a white wall), the AI Keyer might confuse portions of background and foreground.

1.3.10 Aspect Ratio Different from 16:9

Broadcast formats with a different aspect ratio than 16:9 still function, but at a qualitative cost.

2 Documentation

Documentation for AI Keyer and related products are available on the [Vizrt FTP](#) and on the Vizrt Documentation Center:

- [Viz Engine](#)
- [AI Terminal](#)
- [Reality Connect](#)

3 Support

Support is available at the [Vizrt Support Portal](#).