



Object Tracker Release Notes

Version 1.5

bject Tracker



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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.

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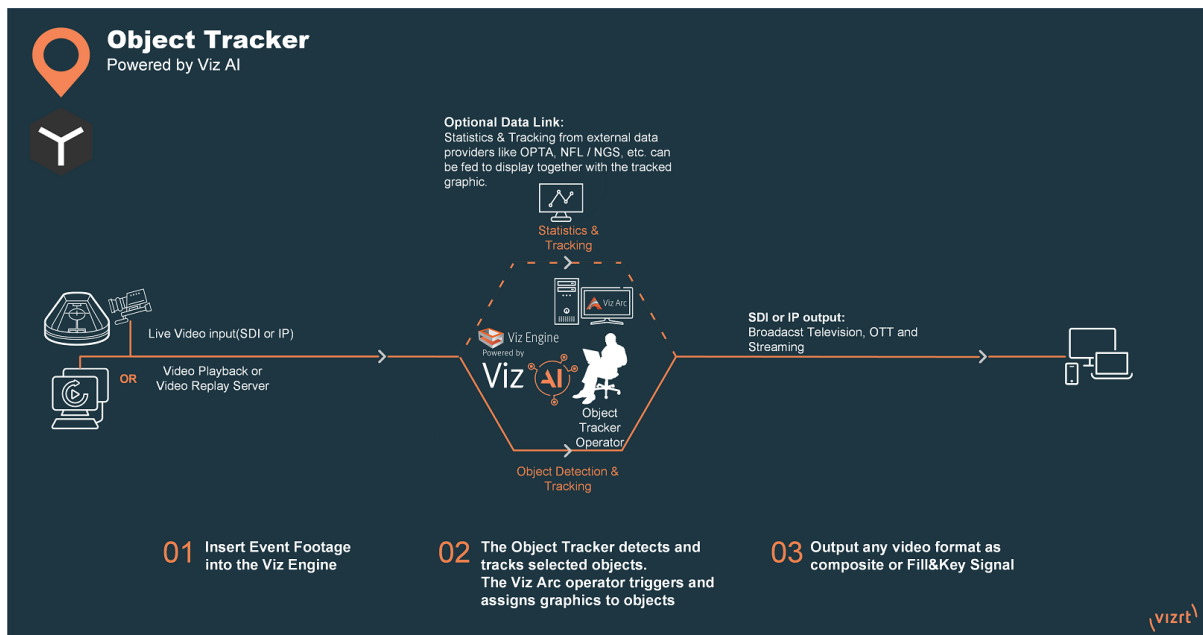
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1 Object Tracker 1.5.0

Release Date: 2026-09-02

These are the release notes for Object Tracker version 1.5.0. This document contains a list of references to the new features, fixed issues and additional remarks regarding the user-visible changes that have been made to the software since release 1.4.0.



1.1 New Features

- New backbone for detection, improving detection stability.
- New backbone for pose tracking, improving pose tracking stability.
- Detection and Segmentation — a new analysis mode combining object detection with segmentation.

1.2 Improvements

- Overall speed and stability
- UI fixes and simplifications
- Engine compilation now waits for the GPU to go idle before building, so a busy GPU no longer results in a slower, suboptimal engine.
- The installer now installs all required NVIDIA dependencies (CUDA, cuDNN, TensorRT) automatically — no need to install them independently.
- The installer now automatically installs the Microsoft Visual C++ Redistributable and .NET 8 runtimes it needs — no manual download required.

1.3 Compatibility Notes

Object Tracker 1.5 is compatible with:

- Viz Engine version 4.4.0 and later.
- Viz Arc version 3.0.0 and later.
- CUDA 13.0, TensorRT 10.13.3.9, and cuDNN 9.13.0 (previously CUDA 12.1 / TensorRT 8.6.1.6 / cuDNN 8.9.0).
- An NVIDIA GPU with compute capability 7.5 or higher (Turing architecture and newer). Maxwell, Pascal, and Volta GPUs — e.g. GeForce GTX 900/10-series, Quadro P-series, Tesla V100 — are no longer supported.
- NVIDIA display driver version 580.65.06 or later.

2 Documentation

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

- [Viz Engine Administrator Guide](#)
- [Viz Arc User Guide](#)
- [Viz Arc Script Guide](#)

3 Support

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