

20
YEARS
AUDIOVISUAL
ENGINEERING

STUDIOtech

MASTERING
VIDEOGRAPHIC SOLUTIONS
AT ITS BEST!

3D Character Generator

3D character generator offering uncompromised creation and playout capabilities from a single user interface



3D Character Generator focuses on bringing ideas and designs to air easily and affordably. Powerful 3D real-time graphics rendering, smart graphic design tools and flexible playout capabilities are all packed together offering an efficient and easy workflow.

3D Character Generator integrates with newsroom systems using MOS protocol, ensuring proper usability in news environments.

3D Character Generator can be controlled by automation systems through industry standard protocols.

3D Character Generator offers the user the ability to subtitle both live and via time code based subtitle files in industry standard formats. 3D Character Generator offers frame accurate playback of subtitles ensuring authenticity.

Creation

3D Character Generator employs a page based architecture that offers an easy and flexible way to create even the most complex 3D look.

Building a 3D Character Generator page is simply done by combining 3D Character Generator primitives, live video input, video clips, Photoshop™ layers or 3D Collada files into the layer's structure. The user can even drag and drop images and RSS feeds directly from their Internet browser to the design window. Through the easy to understand positioning, rotating and scaling tools, the elements can be laid out exactly the way the design requires.

With 3D Character Generator, multiple videos in formats such as Avi, Mpeg, QuickTime™, and Windows Media clips can be played back as an integral part of the graphic scene. The video clips are mapped to any object in the scene, allowing the creation of attractive 3D and 2D DVE effects.

3D Character Generator's fully featured Unicode compliant character generator makes it very easy to set up any type of decorated 2D and 3D text, tables, crawls and rolls. The integrated spell checker helps the user ensure that graphics are not sent to air with typos.

3D Character Generator offers a variety of ticker functionalities such as linking directly to an RSS feed and a fully featured business ticker option.

Through intuitive wizards, the user can easily link graphics to data from any type of database. It is also possible to define event based actions, which provides the ability to display different pages based on data from the database.

Z-ordering and light positioning are very complex tasks in 3D which 3D Character Generator has made extremely easy by introducing concepts from products like PowerPoint™ that enable setting up powerful 3D designs a much easier task.

3D Character Generator has a smooth and efficient effects creation process. For each item on a page the user can easily set up individually timed in and out effects. 3D Character Generator offers a vast variety of pre-defined customizable effects.

Playout

Playout can be performed by organizing items in a playlist, or using the playout controller panel for easy access to graphics in a random order. Each graphic item can be assigned to a different layer, allowing the playout of different graphic items simultaneously. For example, it is possible to manage a logo layer separately from an underlying ticker layer, which could be on top of a lower 3rd or full screen graphic.

Last minute changes to texts or other elements can be performed while on air, providing the flexibility required for today's production needs.



Work in your own language

3D Character Generator is available in a variety of languages such as English, French, Portuguese, Spanish, Russian, German, Japanese, and Chinese. Additional languages can be easily added. 3D Character Generator is based on a 100% Unicode compliant architecture and therefore allows you to work in almost all written languages.

New training concept

3D Character Generator offers a new type easy-to-follow, yet detailed online tutorial conducted by an on-screen guide, providing a clear overview of all the tools and actions that are available.

New powerful graphics engine with low cost of ownership

3D Character Generator's new turnkey ready hardware platform is based on cutting edge technology from leading vendors. Its 2RU chassis is much more than just a PC in box. It is built to meet the requirements of today's graphic designers and operators. The box is available in an SD-only as well as an SD/HD switchable version supporting all SD and HD formats.

3D Character Generator is available in 2 different hardware configurations: single channel, packed on a single 2U box and dual channel (preview/program).

STUDIOtech
AUDIOVISUAL ENGINEERING

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3D Character Generator

Features

- HD/SD switchable
- Real-time 3D graphics creation environment
- Video and clips as textures on any object
- Sequential and random graphics play-back
- Integrated with industry standard graphics formats, such as Photoshop™ and Collada
- Integrated with a vast variety of data sources, including RSS feeds, MS Excel™ and SQL
- Integrated with most automation and newsroom systems
- Supports most written languages
- Localized user interface in a variety of languages
- Graphics can be played back sequentially or via playback controller
- Support for file based and live subtitling
- Powerful ticker functionalities

Creation

- VGA preview
- SDI video input
- Video control and correction
- Full 2D and 3D character generation
- Bar and pie charts
- Sound effects
- Real-time clip playback

Import of

- 3D objects from STUDIOTECH's 3Designer
- 3D models in Collada format
- Photoshop files with layers
- Power Point presentations

Playback control

- Sequencer
- Random page recall
- Scheduled page availability
- Page playback registration

Media manager

- Customizable grouping of elements
- Unlimited number of assets

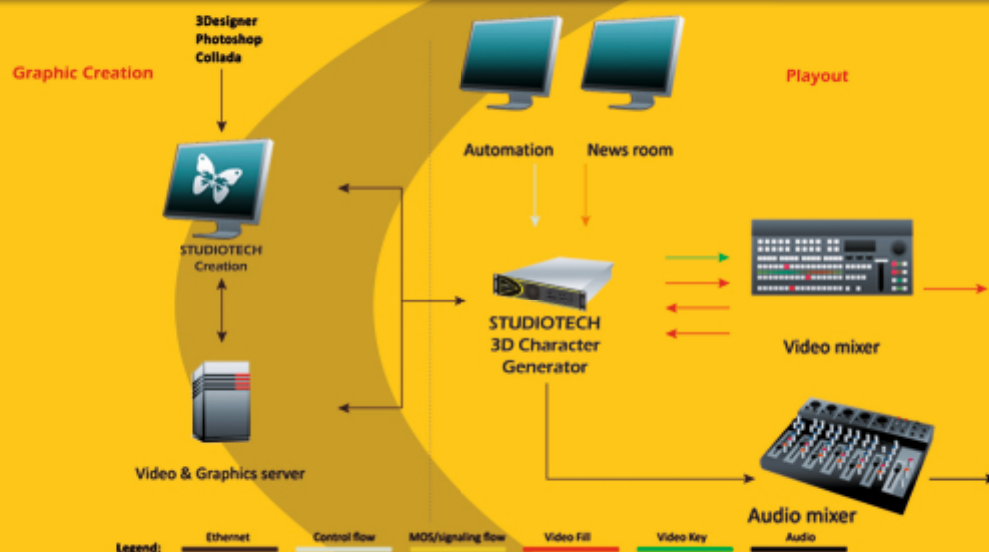
Data source integration

- Text files
- RSS feeds
- Native Excel spreadsheets
- ODBC connectivity to Access, SQL and many more
- Dynamic update of data sources
- Conditional data handling

Usability features

- Unlimited undos
- Undo after save
- Banks of GUI layouts
- User customizable Shortcuts
- Locked save, autosave and incremental save
- Multi-language spell checker

Diagram Single Channel



Hardware Specifications



	Control PC	Render Engine(2U)
Motherboard	nVidia 7100 based	Intel G43 based
CPU	E8200 Intel	E8400 Intel
Operating System	Windows XP(Vista option)	Linux
RAM	2GB (up to 4 GB optional)	4GB
Internal Storage	160 GB system disk	250 GB system disk
Ethernet	1 X 1000 BASE-T (RJ-45)	1 X 1000 BASE-T (RJ-45)
Ports	6 USB (2 front 4 rear)	2 USB (front)
Control Interfaces	PS2 keyboard, PS2 mouse, VGA, DVI, HDMI	USB keyboard and mouse, VGA (front)
Power Supply	100-240 V 47-63 Hz 420 W (Max)	100-240 V 47-63 Hz 400 W (Max)
Supported Video Standards		HD: SMPTE 260, SMPTE 295, SMPTE 274, SMPTE 296 SD: SMPTE 259 ITV-R BT.601
Video In (Mixer)		1
Video In (Insertion)		2 SD/HD SDI for insertion
Video Output		2 SDI outputs (video key compositing configurable) Internal linear keyer Single channel
Video References		Bi/Tri level Sync
Audio	S/PIF, 5.1 analog	SDI Embedded audio (up to 4 channels)
Clip Options		Video to texture mapping of AVI, Quick Time, DV, DVC25 and MPEG files(up to 2 simultaneously)
Video Bypass		Mechanical bypass for power failures (optional) Logical bypass for application failures
Physical Dimensions	Height: 90 mm Width: 443 mm Weight: 15 kg (approximately)	