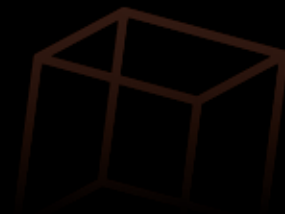


# XPression™

## BlueBox



Live Production Technology™

**XPression™ BlueBox™** The stand-alone version of the realtime, high-end 3D Graphics Engine which powers all XPression products. Create custom multi-channel SD or HD broadcast solutions by using its elegant object oriented API, MOS, GPI triggers or all of the above.

**BLUEBOX OVERVIEW** · The XPression BlueBox can output the exact same graphics as its full-blown counterparts like the Studio version, but without a Graphical User Interface. Instead the BlueBox comes with a very powerful object oriented API through which you can control the entire engine. Projects containing scene templates can be created in the XPression Studio, Developer or Designer version after which they can be loaded into the BlueBox. When a project is loaded, it only takes a few lines of code or a simple GPI or MOS trigger to get scenes on-air, start effects, create dynamic animations, start video, update data fields, ticker-tapes, logos etc. Create custom solutions better looking and faster than ever before - with ease.

**MULTI-CHANNEL OUTPUT** · Using a single BlueBox instance you can drive multiple output channels at the same time, using different graphics, audio and video for each. The actual number of outputs is only limited by the available hardware resources.

**MULTI-LAYER OUTPUT COMPOSITING** · Combine multiple scenes on the same output. All layers can display fully animated dynamic scenes and play and composite them onto the output while all still running completely independently from each other. Using layers you can use effects to reveal and hide lower-thirds, crawls etc. All while preserving the display of an animated logo in a different layer.

**INTEGRATION** · The BlueBox can be integrated into any existing workflow by using one or several of its many automation features and non proprietary hardware options. Use traditional GPI, Smart-GPI, the object oriented COM API, Fixed Sequence, the MOS Gateway or any combination thereof. Depending on which hardware you decided to use you can use internal or external keying or even both.

**MOS GATEWAY** · The XPression MOS Gateway option enables you to seamlessly integrate XPression products into an existing MOS Newsroom environment. Have your graphics department design templates and decide which template properties you want to be published/available to the MOS interface. Then, from within the newsroom system, the editors can supply the appropriate data for the published template properties and get a full preview before adding them to the BlueBox's play list.

**OBJECT ORIENTED AUTOMATION API** · Using the COM based automation API, automation and integration becomes easy. Build gameshows by running predefined animations or create dynamic animations on the fly. Update news items, scores, start and update rolls, crawls, fully dynamic ticker tapes etc. Use the programming language of your choice: c++, #, visual basic, vb.net, delphi or any other COM or .NET capable language.

#### BLUEBOX FEATURE HIGHLIGHTS

- Fast and uncomplicated playout of scene projects
- Real-time 2D and 3D graphics
- Multi-Channel and Multi-Layer
- SD and HD enabled
- Continuous Animations™
- Video, Audio clips and Dynamic Animations
- Real-time transitions
- 3D model support
- Live Inputs and DVE effects
- Real-time transitions
- Easy to use, elegant and object oriented API

#### TYPICAL USAGE SCENARIOS

- Lower Thirds and Full 3D graphics
- Ticker Tapes
- Newsroom Automation
- Gameshow Graphics (automated)
- Sports Graphics (automated)
- Channel Branding / Logo insertion
- 24/7 Theme Channels
- Vidiwall Content Creation
- OEM Graphics Solution

#### SUPPORTED IMAGE FILE FORMATS

- Photoshop (.psd)
- Targa (.tga)
- JPEG (.jpg)
- Bitmap (.bmp)
- TIFF (.tif)
- GIF (.gif)
- Portable Network Graphics (.png)
- Paintshop Pro (.psp)
- Silicon Graphics (.sgi, .rgba)
- Autodesk Graphics (.cel, .pic)

#### SUPPORTED 3D MODEL FORMATS

- Autodesk 3D studio (.3ds)
- Wavefront (.obj)
- Collada (.dae)

#### SUPPORTED AUDIO FORMATS

- 16bit stereo PCM wav

#### SUPPORTED VIDEO FILE FORMATS

- Quicktime (.mov)
- MPEG 2 (.mpg, .vob)
- AVI\* (.avi)

#### SUPPORTED HARDWARE FRAMEBUFFERS

- AJA Video XENA Series
- Blackmagic Design Decklink
- DELTACAST Framebuffer Series

(for other supported hardware framebuffers, please check our website)

\*Any AVI format for which a VFW codec is available on the host system. AVI 2.0 (OpenDML) compatible. XPression comes with its own video codec with alpha channel support providing an easy and efficient path from 3rd party video applications to XPression.

Features and options are edition and/or version specific. It is possible not all features are available in certain editions or versions.