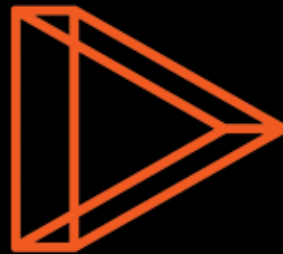


# XPression™ Player



Live Production Technology™

**XPression™ Player™** The Template based Sequencer solution for operator controlled playout of broadcast graphics. Load a project, drag & drop the desired templates into the sequencer, update the published data fields and take them on-air within minutes or if you must... in seconds.

**PLAYER OVERVIEW** · The XPression Player can perfectly playout any project you have created in the Studio, Developer or Designer versions. In a workflow example the graphics artist creates projects containing scenes which can have a very complex layout and structure but publishes only certain specific properties to the Player. For example: text or logos. In turn, the operator loads these projects, schedules the scene templates for playout in the sequencer. Then supplies the published properties with their correct data or leaves them at their default value. The actual playout can be manually operated or fully automated.

**TEMPLATE BASED PAYOUT SEQUENCER** · Use any scene as a base template for a sequencer entry. Before playout the published scene properties can be updated from within the sequencer. Scene template links can be coupled to external data sources through DataLinq™.

**FAST SEQUENCER RECALL** · Operators can quickly recall sequencer take items by entering the Item's ID on the keyboard's numpad. Take items can be renumbered and grouped according to the show's workflow or script.

**SMART-GPI** · Besides the traditional GPI functionality, XPression can be configured to use Smart-GPI which enables you to execute more advanced actions like clearing framebuffers or taking specific sequencer items on- or offline using simple RS232 or TCP/IP commands.

**MULTI-CHANNEL OUTPUT** · Using a single Player 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.

**INPUT GRABBER** · Any defined input can be selected as source for the integrated input grabber. You can quickly grab frames to a user defined folder. Stored frames can then be reused as an image resource within the sequencer.

**INTEGRATION** · The Player can be integrated into an existing workflow by using one or several of its many automation features and non proprietary hardware options. Use traditional GPI, Smart-GPI, Timed Sequences or any combination thereof. Depending on which hardware you decided to use you can use internal or external keying or even both.

#### PLAYER FEATURE HIGHLIGHTS

- Fast and uncomplicated playout of scenes
- Access to published scene properties only
- 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
- Input Grabber
- Real-time transitions

#### TYPICAL USAGE SCENARIOS

- Uncomplicated but flexible studio playout
- Playout by operators without special training
- Lower Thirds and Full 3D graphics
- Rolls and Crawls
- Talkshow Graphics
- Gameshow Graphics (manual updates)
- Sports Graphics (manual updates)
- Channel Branding / Logo insertion
- Vidiwall Content

#### 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.