

XPressionTM

Studio



Live Production TechnologyTM

XPression™ Studio™ The Real-time 2D and 3D flagship product of the XPression series.

The ultimate all-in-one solution for any broadcast workflow. Design, Sequence and Payout.

Fully automated, manually or both. Anything you can think of, all from within a single package.

STUDIO OVERVIEW · The Studio version consists of four major integrated components, the scene editor for design, the sequencer for payout, the BlueBox engine for rendering and the object oriented COM API for automation. XPression Studio has been designed with the graphics designer, operator, director and automation specialist in mind and the studio version satisfies the need of all. This, combined with its seamless up- or downstream studio, pre- and postproduction integration through its wide range of supported soft- and hardware makes XPression the number one choice.

MULTI-CHANNEL OUTPUT · Using a single XPression Studio 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.

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

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

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.

OBJECT ORIENTED AUTOMATION API · Use the COM based object oriented API to automate and integrate XPression. Update news items, scores, start and update rolls, crawls, fully dynamic ticker tapes etc. Use the programming language of your choice: c++, c#, visual basic, vb.net, delphi or any other COM or .NET capable programming language.

STUDIO FEATURE HIGHLIGHTS

- Integrated Designer / Scene Editor
- All-in-one: Design, Sequence, Payout and Automate
- 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

- Extremely Demanding Live Studio Shows
- Lower Thirds and Full 3D show graphics
- Newsroom Automation with Manual Override
- Gameshow Graphics (manual + automated)
- Sports Graphics (manual + automated)
- Rolls, Crawls and Ticker Tapes
- Channel Branding / Logo insertion
- 24/7 Theme Channels with Manual Override
- Vidiwall or other dynamic content creation

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.