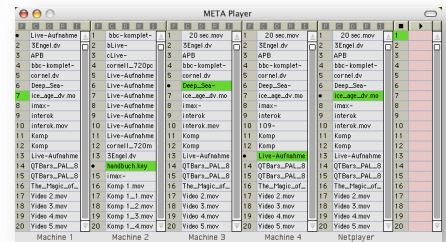
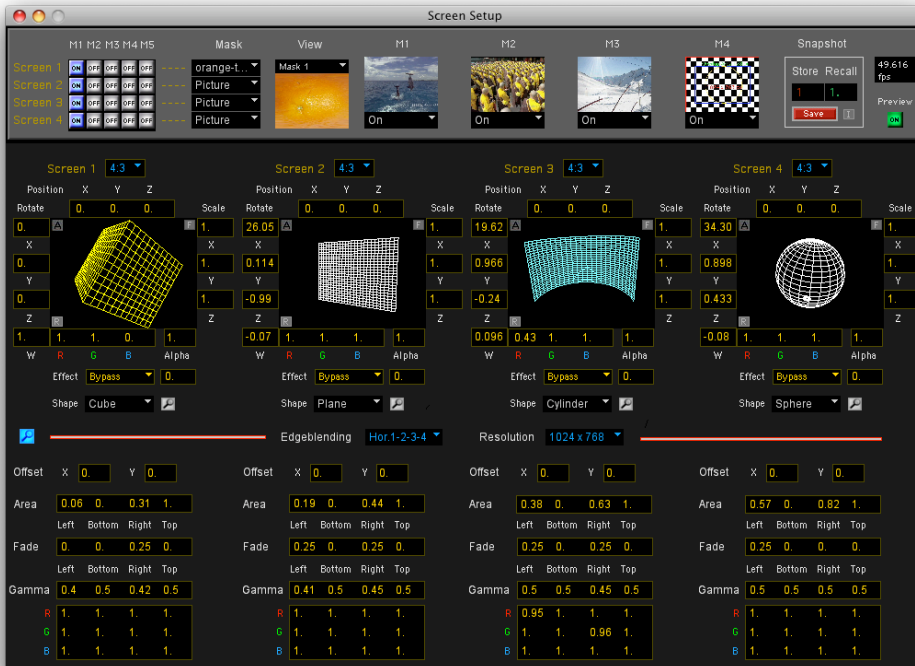


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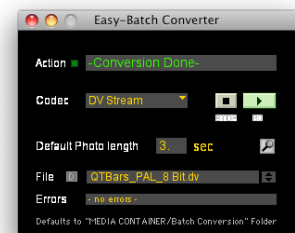
TH-S VideoEngine3D

The TH-S VideoEngine3D is the solution for the ever increasing demand for flexible, high quality video playback in all areas of theatre, ballet, show, event etc. It hosts 5 independent „Video-Machines“ (OpenGL Render Engines) which are able to handle hundreds of video clips (127 clips per player addressable via MIDI) through a intuitive drag&drop playlist management („META Player“). Each of the four main „Video-Machines“ incorporate two independent A-B Players for individual starting/crossfading. Machine 5 serves as a studio player but can also be used for additional playback. For each video clip individual start/stop/loop times as well as various autocue modes can be defined. In addition 4 analog live SD video signals, arbitrary pictures and self defined masks can be added to the mix or can be used as compositing sources. For each of the four FullHD playback channels there are currently 18 realtime filter effects and 26 realtime compositing effects plus realtime RGB coloring available (extendable PlugIn structure). With the integrated Video Matrix all player- and live video signals can be routed over arbitrary outputs. The 3D positioning/-scaling, warping and edgeblending as well as all other effects parameters can be saved and recalled via snapshot automation. This allows extremely fast and efficient changes of complex playback situations during a show. Also the TH-S VideoEngine3D supports video files with interleaved multichannel audio.

SYSTEM REQUIREMENTS:

MACPRO 8-CORE, MIN. 4 GBYTE RAM, VIDEO-DISK OR RAID, MIN. 2X NVIDIA GEFORCE 8800+1X ATI XT2600 OR BETTER (PCIe)

Available now



Features:

- 5 OpenGL Render Engines on GPUs
- 9 ! Players with 5 discrete DVI outputs
- 26 RT Compositing Effects (Full HD)
- 18 RT Filter Effects (Full HD)
- Realtime RGB Picture Coloring
- Video Matrix / Quadscreen Projection
- 3D Softedging / Masking / Warping
- 4 SD LiveVideo Inputs (PAL/NTSC)
- Snapshot Recall of all Parameters
- Playlist Organisation via drag&drop
- 3D Picture-in-Picture Function
- MIDI/USB/GPI/Ethernet Remote
- Supports all Quicktime Codecs
- Support for up to 8 Audio Channels inside the movie
- Integrated Batch-Converter