Key Features

3D — **Real-time 3D Rendering System**
- Synthesize actors and graphic backgrounds in real-time.
- Based on High performance Rendering System

Advanced Chorma — **3 Color Chromakey**
- Elaborate Chroma-key using the 3-color extracting process

HD — **SD/HD compatibility**
- Support SD/HD-SDI signal
- Support all industry standard formats

ALL — **Utilization of all kinds of Sources**
- The system can import clips, images, external sources into 3D object, and create various scenes with them.

EASY — **Easy to Use**
- Simple operated system enough with only one operator
- Direct control of 3D objects on the 3D background (Not using the external tools)

Effects — **Various Effects**
- Reflection, Shadows, Animation, Object dissolve
- Aligning to the direction of virtual camera, Lighting and Colors for the set.

12 — **Virtual Camera**
- 12 Virtual Cameras to direct various scenes in real time.
- Display successive motions among cameras.

3D Stereo — **Easy 3D conversions control**
- Supports Side by Side and Top and Down format video clip.
- Input HD-SDI L/R signals.
- Output SBS format or L/R signals.

Switcher — **Video Switcher**
- Operating in the same way of 12 channel video switcher
- Producing via PGM and PVW, and loaded functions of cut /switching and dissolve
- Output of the input source(video signal, video clip, image) to full screen
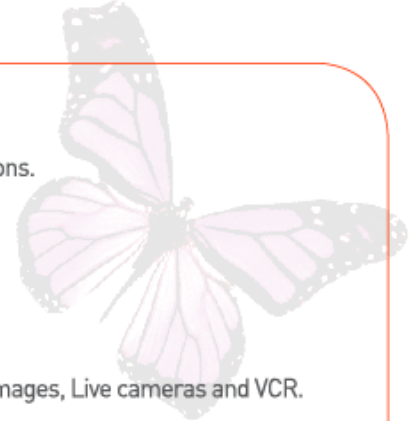
Option — **Options**
- RS422 remote control for DECK and Video bypass
- Tally out for Virtual Camera selection.

Function

- The system is compatible with SD/HD-SDI, HDMI or Analog signals-Component, Y/C, Composite in options.

- Output resolution of this system offers 1080/60i,1080/50i,525/60,625/50

- TV Standard of In/Output for this system is compatible with NTSC and PAL signals.

- 10 Channel-source window importing external image sources such as various formats for video clips, images, Live cameras and VCR.

- Adjusting position, direction, and scale of the objects in the 3D Virtual Studio in real-time.

- Insert various multimedia sources imported on the source window into the 3D object in the Virtual Studio set.

- Easy to use and advanced Chroma-key work in the 3-color sampling process.

- Contents creation jumping over time and space in the Chroma-key process with recorded video files.

- Virtual Camera able to create up to 12 camera shots by one real camera.

- Handle sudden shot changes as it's able to modify the broadcast emission and stand-by screen in real-time.

- 12 Channel Virtual Switcher able to switch the shot made from the Virtual Cameras.

- Source Out Function to export the imported source to the main screen.

- Play Zimizib effect and create successive motions of the Virtual Camera by S-Play function.

- Floor reflecting, Shadow, animation, fading object and lighting effects.

- 3D Conversion buttons to easily convert to 3D Stereo - EZcast

Features Description

GUI

PGM PVW Menu Bar Source Window

Virtual Switcher

Virtual Camera

It is an user-friendly intuitive operating system with full graphic interface, and what you see becomes what you get. It doesn't require any programming of scripting, complex parameter or key frames. One operator is enough only.

The way of operating the system is designed as a commonly used signal output from the switch board. No special training for new users of virtual studio system is needed.

12 virtual cameras are adjustable to a real camera on swing bracket and all the movement and rotation can be all controlled by clicking buttons.

3 Color Chromakey

A more detailed Chromakeying is possible by selecting three different colors

3 kinds of back ground colors   Extracting blue   Extracting green   Extracting red

Easy and simple layout

It is based on IT structure with replaceable components, which leads to high potential for upgrading and convenience for maintaining.

It also has adjustable virtual sets with independent elements, decorating the virtual studio environment in any way you want.

Virtual Camera

PGM, PVW camera control buttons

12 Virtual Cameras

Virtual Switcher

- Operating in the same way of 12 channel video switcher
- Producing via PGM and PVW, and loaded functions of cut/switching and dissolve
- Output of the input source(video signal, video clip, image) to full screen

Virtual camera switching

Successive camera moves using S-Play

Source output

Effects

· Reflection

Controllable illumination on the scene, and adjustable reflection on the floor and other objects.

· Shadow

Realistic shades for an actor

· Light/Color

Color-light/dimmer-light effect of background set.

· Animation

There will be only two steps needed for any animation, all you need is setting a start frame and move the object to the end position and set it as the last frame. And with the combination of the dissolve and rotation functions, any animation can be created for needs.

Up and down moving animation on the live screen

Rotary animation of a flight

EZcast

GUI

3D Stereo Button

Directing 3D Stereo on the operating monitor, switching the direction of
L/R signals from output signal, modifying the distance and angle of viewpoints

3D Stereo Source Control

L/R divided external signal

Side by Side

Top & Bottom

Directing 3D Stereo on the operating monitor, switching the direction of L/R signals from output signal, modifying the distance and angle of viewpoints

Input

· Side by Side, Top & Bottom
· 1CH 3G HD/SDI, 2CH 1.5G HD/SDI, HDMI v1.4
· Internal three-dimensional video clip, Video Source

Output

· Side by Side
· 1CH 3G HD/SDI, 2CH 1.5G HD/SDI, HDMI v1.4

Application

Live Show, Forum, E-Learning, News, Documentary, Election, Event. The usage of VRCAST, you can name it!

Sports

Experience

Live show

Forum

Event

E-learning

Election

News

Exhibition

Documentary

Ezcast Render Server System Key Featurs

Render Server System :

i7-3Gen 3930 * 1
DDR3 4G PC3-12800 (4G * 4)
SSD 840 Series (120GB * 3)
16X DVD+-RW SuperMulti SATA 1st Drive
Nvidia Geforce GTX780 * 1
Gigabit LAN * 1
Windows7 Ultimate 64bit
24Inch (1920 * 1080)

Operation Software Key Featurs :

Ezcast 3D-Stereo Virtual Management Software
Scene Operation Modual (3D-S Background Setting)
10 Input Source Control Modual
12CH Virtual Camera Control Modual
12CH Virtual Switcher Control Modual
2CH Chroma-Key

Input :

Side by Side, Top & Bottom
1CH 3G HD/SDI, 2CH 1.5G HD/SDI, HDMI v1.4

Output :

Side by Side, Top & Bottom
1CH 3G HD/SDI, 2CH 1.5G HD/SDI, HDMI v1.4

International Market Cooperation

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