MAGICSOFT CG



Cena:
Kategorie: Broadcast, Grafika TV

GALLERY IMAGES



OPIS

Broadcast quality

MagicSoft CG has a GPU-based rendering engine that supports all SD and HD modes. The graphics is 24 bit (TrueColor) with 8 bit alpha channel (256 transparency levels). De-interlacing and anti-flicker display options guarantee proper output of images and live video. The engine offers Antialiasing for TrueTypeFonts and Anisotropic Filtering for images profiting by GPU.

3D working environment (no layers)

The objects can be animated by moving, rotating and changing color and transparency and can be dynamically moved on z-axis eliminating the limitations of the layer oriented programs. Rendering for both Preview and On Air is made in the GPU so powerful CPU is not needed. The key-frame concept is used to describe the characteristics in time of an object and can be used to interpolating the previous-mentioned characteristics in the time intervals between key-frames.

Scripting and Automation

MagicSoft CG offers the possibility to run application like SMStoTV by scripting. The TCP/IP protocol allows you to control the displaying and content of a project.

HARDWARE SPECIFICATIONS

The following configurations are based on Intel motherboards (socket 775 and 1156). The recommended configurations are easy to upgrade from SD to HD (sure, an HD system can also work in SD). Our software works under Windows 32bit OS (Xp, Vista or Windows7).