VSNCG+

VSNcg+ integrates an innovative graphic engine that uses SGL (Scene Graphic Library) with an incredible potential. It represents an absolute innovation in the broadcast titling field. vsncg+ is able to manage texts, 3D objects, to import images and videos, apply any kind of graphic effects as well as change attributes and set movement to the specified objects on a path.



Cena:
Kategorie: Broadcast, Grafika TV

OPIS

All the objects created by VSNcg+ are entirely vectorial, which means that no matter how high you resize a graphic, it will be displayed with the highest and finest quality.

VSNcg+ offers hierarchical and dynamic titling at the same time. All VSNcg+'s objects can be organized in groups in a hierarchical and recurring way, in order to divide, locate, manage, modify and apply effects and paths at each group of objects with the maximum freedom.

The powerful graphic engine used by VSNcg+ represents a real innovation in the titling field. It adds support for effects and movements on the same object at the same time, showing all

its power in the dynamic management of vectorial texts. A few and easy operations are enough to move a text along a path, applying effects acting on each character, modifying their position, dimension, rotation, transparency and much more.

The main features of VSNcg+ are:

- Unlimited layers in real-time.
- All standard formats (text, images and animations) can be combined in each project.
- Plug-ins system for external data sources, SMS data, clocks, sports, media, live video, etc.
- Many editable templates included in the standard package.
- Fast learning cycle for operators.