XPRESSION REAL-TIME GRAPHICS

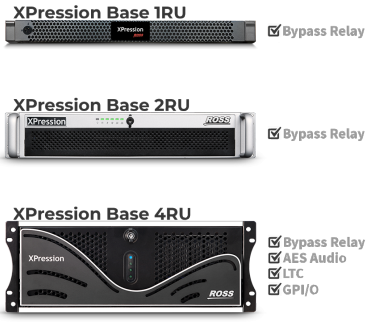
ROSS

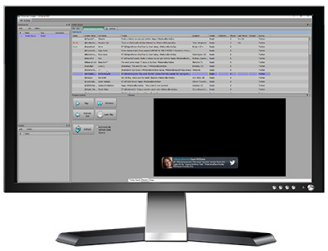
REAL-TIME MOTION GRAPHICS

XPression is the fastest growing real-time motion graphics generation system in the industry today.

Cena:
Kategorie: Video, Broadcast, Grafika TV

GALLERY IMAGES





OPIS

Real-Time

XPression uses intelligent caching to provide real-time access to content so there is no lag between keyboard entry and system operation.

Designer Friendly

XPression employs clean user interfaces, logical menus, and controls based on other widely

deployed creation tools, shortening any learning curve.

Flexible

XPression handles it all: SD, HD, in SDI or IP, UHD/4K in Quad-Link or 12G Single-Link SDI. XPression software is resolution independent and output card agnostic.

IP Ready

XPression Studio and BlueBox supports SMPTE ST 2022-6, SMPTE ST 2022-7 and SMPTE ST 2110. XPression Studio with SMPTE ST 2022-6 is deployed at Atlanta’s Mercedes-Benz Stadium, the world’s first all-IP stadium!

Scalable

XPression has always been available as a software only solution all the way up to a turnkey hardware product. From a portable configuration all the way to purpose-built hardware, there is an XPression platform that suits all configurations

Accepted

XPression is in use around the world, in multiple languages. Designers have embraced XPression as a design tool, making it their entry point into creative design and animation development, rather than starting in a desktop suite.

FEATURES

Open Hardware

XPression supports multiple broadcast video I/O formats and hardware from a wide selction of I/O card vendors.

Scalable

XPression supports video formats from SD all the way to UHD. Changing the video output is as easy as changing the I/O card.

XPression Tessera

Scale broadcast video across multiple XPression outputs in real time and synchronize them with each other to populate massive video walls.

2D and 3D Text

XPression’s font engine gives you the tools to type in any language in any orientation, while toggling between 2D and 3D text for ultimate flexibility.

3D Models

Build graphics from XPression 3D primitives or import your own models from today’s most popular 3D design programs.

Materials

Use still images, video clips, reflection maps, bump maps, refraction maps, gradients, and live inputs to create multi-layered materials with blending modes in the Materials Editor.

Animation

Create Animation Controllers with object keyframes, organize them on a Scene Director timeline, and trigger them at different times, manually or automatically.

Visual Logic

Automate and add intelligence to your XPression scenes with Visual Logic.

Transition Logic

Choreograph how XPression templates transition from one to the other or update on air with Transition Logic.

Clips

Mix and match real-time and rendered animation by using graphic clips rendered with the XPression Video Codec.

Sequencer

Add Scenes as Take Items by dragging them directly into the Sequencer.

Data Integration

Binding data to your XPression scenes is easy with the XPression DataLinq™ Server – a powerful, yet easy-to-use data management tool.

Fitting in Everywhere

Ross Video is introducing a powerful new hardware platform For XPression Studio, BlueBox and Clips, in a high efficiency 1RU form factor. Fitting into the physical space is one thing; the XPression 1RU also sneaks into spaces normally reserved for laptop and desktop towers, with a sound level at or below 54dB which is quieter than normal conversation levels.

Choose either XPression Studio or BlueBox; available as Single Channel Edition or the XPression Standard Edition for a three channel (Video/Key) configuration. XPression Clips configurations available on this hardware configuration include single channel (Video/Key) or Dual Channel (Video/Key). This small footprint 1RU form factor can have a high impact on productions large or small, without taking up much room.

This innovative 1RU configuration supports up to three channels (Video/Key) in 1080P 60 for XPression Studio or BlueBox in HD-SDI or now with NDI™

Choose wisely…

Ross Video XPression Engines are now available in **three** form factors, 1RU, 2RU and 4RU. After polling a wide range of existing XPression customers, we found many were not using physical GPIs and favored the RossTalk™ Smart GPI protocol. AES was another feature that many customers were not using. Even fewer customers needed the Longitudinal Time-Code Input. For those customers, the XPression 1RU and 2RU platforms offer all the functionality they need.

The **1RU** allows for up to 3 channels (Video/Key) of HD-SDI 1080P and a whisper quiet 54 dB sound level.

The **2RU HD-SDI** platform offers up to four channels (Video/Key) of 1080P or 1 channel (Video/Key) of Quad-link UHD/4K. For customers interested in the 2RU platform in SMPTE ST 2022-6, 2022-7 or 2110 IP production workflows will find dual 10G SFG cages (SFPs not included) for two channels (Video/Key) of 1080P IP capability.

For the customers who do need AES, physical GPIs and L Longitudinal Time-Code Input, the XPression **4RU platform** options provide for HD-SDI, 12G or IP, using dual 25G SFP Cages (SFPs not included) for video I/O configurations of leading edge video production of 1080P or UHD/4K

XPression Engine Editions

Multiple configurations of XPression are available for you to suit any budget or level of production you may have. XPression Studio, BlueBox and Clips are available as a la carte selections. Pick the edition of software and then pick the appropriate hardware configuration to suit your facility.

XPression Workflow Tools

In today’s fast-paced news, sports, branding, and entertainment environments, the best graphics engines are only as good as the workflow tools that take those graphics to air. XPression has a complete line of hardware and software products for efficient collaboration and media moving that maximize your investment and reduce costs.

XPression Tessera

- Design and Playout control for multiple channel/monitor configurations
- Can support pixel accurate video distribution across multiple XPression engines for seamless synchronization
- Developed for large or dynamic stadium video screens, and now moving into studio configurations
- XPression Tessera is supported in XPression MOS workflows
- XPTessera SE now offers region mapping and control of all the channels within a single XPression Studio

XPression Project Server

- Central repository of XPression projects
- Used as a distribution tool when multiple XPression engines or XPression Project Servers are used
- Provides Version Control of XPression projects
- Treated as a disaster recovery backup location for XPression engines
- Optional for MOS and NLE workflows, as it allows for more than one project to be used in MOS or NLE clients

XPression Gateway

- Central Server for integration of XPression into MOS and NLE workflows
- MOS communications to NRCS
- Preview engine for MOS and NLE clients
- Required for MOS or NLE workflows
- New 1RU form factor

XPression Sequencer Gateway

- Central Server for integration of multiple XPression Studio, BlueBox, Clips or Tessera and Remote Sequencer
- Same as XPression Gateway but for non-MOS workflows only
- Preview engine for Remote Sequencer Workflows
- Requires an XPression Project Server

- 1RU form factor
- Also available as software only

XPression INcoder

- Transcode engine to flip video files to XPression Codec
- Provides Watch Folder functionality to transcode
- Database register to XPression Clips and video files for XPression Graphics
- One Incoder is required for XPression Clips workflows

XPression Remote Sequencer

- Software solution to control multiple XPression Engines from a single User Interface
- Shows Preview images to the operator for each channel controlled
- Can load multiple MOS rundowns at the same time
- Utilize the linear playlist or column per channel playlist
- Add/edit Take Items in the Playlist for last second updates
- Use openMAM sources like XPression Maps or Streamline to modify Take Items in the Remote Sequencer

XPression Tick-It!

XPression Tick-It! is an automated, multi-channel, multi-zone, multi-function, collaborative information and channel branding workflow server for tickers, informational channels and channel branding.

Designed to take the complexity out of data-rich graphics and automated playout of branding imagery, Tick-It! combines live data sources with manually entered content for a unified presentation that can be scheduled to appear as a video overlay or as a stand-alone information channel.

XPression Elect-It!

XPression Elect-It! is a centralized election hub for your station. Built as a web server, the XPression Elect-It! core server allows your entire team to collaborate on election coverage from capturing headshots and candidate information to analyzing the contests before playing results to air.

As a web server, the XPression Elect-It! system connects artists, producers, writers, analysts, anchors, reporters and the production team together with a common interface and a simple web browser. Work from anyplace on the network or with a VPN connection to your network to empower your entire team.

XPression Elect-It! can be interfaced to your existing elections results providers, such as The Associated Press Election Wires and Decision Desk HQ to automatically input contents and contest results. This assures you of the most accurate and up-to-date results possible.

Ross Video also offers a bundled solution of the XPression Elect-It! core server and a Rocket Surgery election graphics package to add to your XPression engines for a complete turnkey solution on election night.

XPression Connect

- Software application for social media aggregation and integration with XPression
- Allows users to create playlists of social media and control playout

XPression Touch Factory

- Design on-air talent controlled touch integration of XPression scenes using a Windows client PC to generate the touch screen input data
- Users can navigate to pre-configured XPression scenes with user-defined trigger locations on-screen
- Can be integrated into MOS workflows

XPression Telestrate

- Software option for XPression allowing for talent-based on-screen illustration
- Provides tools for drawing freeform paths, lines, circles and other geometric shapes
- Functionality to add step-by-step numbers to screen for sequencing
- Uses a layer in an existing XPression frame buffer or can be a separate engine
- Option to control Replay device from the Telestrate interface
- Requires an SDI-HDMI converter and touch screen monitor/PC

XPression Maps Designer

- Create still or animated maps for on-air or on-line use

- Windows-based tool for creating simple or complex maps
- Utilizes Open Street Maps for 3D buildings and user-defined colors, fonts and layers as well as vector-based or Microsoft Bing satellite imagery to create International, street-level or regional maps
- Export either still images or video files for animations
- Create Map templates for use with XPression Maps Server MOS workflow tools

XPression Maps Server

- Central server for XPression MOS workflows
- Journalists access Map templates and input addresses or locations to get formatted maps
- Real-time feedback on map creation in the MOS newsroom
- Local server to support newsroom
- Multiple servers can be linked together to support larger newsrooms

XPression MOS Client

- XPression MOS ActiveX client for use in all the major newsroom computer systems
- Displays WYSIWYG previews from a central render engine
- Interfaces with XPression Maps, Streamline MAM, and network shared folder locations for replaceable content to create a complete self-service graphics creation workflow
- User input controls provide pull-down lists, radio buttons and check boxes that allow for pre-determined input options per template

XPression NLE Client

- Extend the capabilities of the XPression MOS workflow into the Edit Suite
- Journalists can create graphics from MOS templates and save them for the editor to pick up, during the edit
- Provides a real-time interface to the render engine, for the editor to scale graphics on the NLE timeline
- Support on Windows for Avid Media Composer, NewsCutter, Grass Valley Edius and now Adobe Premiere Pro CC