



VisualCG

Real-Time Character Generator

Simple, Fast, Stunning

NEWS TODAY

SPECIALIZED IN PROFESSIONAL ON-AIR GRAPHICS
BROADCASTING FIELD

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Overview

VisualCG is an all-in-one creation and playout real-time character generator. It has an extensive range of built-in editing tools and content library that helps users create stunning graphics in a fast and easy way. Moreover, it provides a stable and high-performance graphic playout. Experience high productivity and time-saving production environment with VisualCG.

Features

Intuitive User Interface

The interface of VisualCG is developed in user-friendly and intuitive style. Even first time users are able to operate and create 2D graphics. VisualCG provides users with a wide range of editing tools to help users easily create excellent graphic.



Various Objects and 2D Styles

Graphic editor for text, rectangle, circle, polygon, pie, and path drawing tools are built in VisualCG. Users can apply up to 16 different styles to each object, such as gradation, texture fill, edge, emboss, glow, extrude, and shadow. Also, re-using the created styles and objects in the library are available as well. With this extensive range of built-in editing tools and content library, users can save working time.

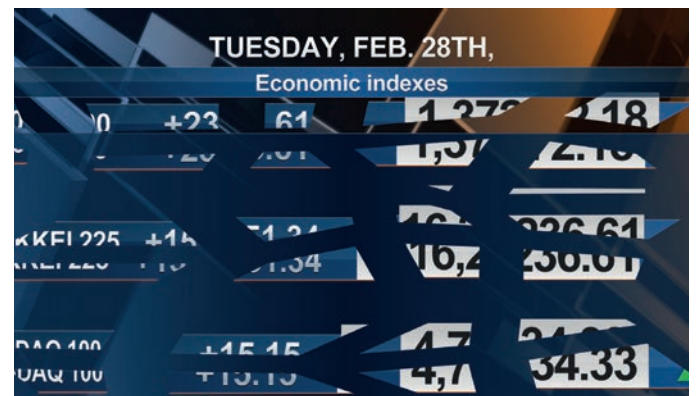


Variety of File Format Support

Importing a wide variety of graphic file formats will give designers better opportunities to create graphics. It includes BMP, TGA, TIFF, JPG, GIF, PSD, AI, and PSD while maintaining their individual layers. Importing MP3, WAV are also available as an audio object and page's background audio.

Dynamic 3D Effects

Users can create Still, Roll, Crawl graphics completely and apply effects to each object and control display timing. There are over 200 ready-to-use 3D effects set such as wipe, push, transform, page curl, particle, distortion, and ripple to be applied to individual objects or entire pages.



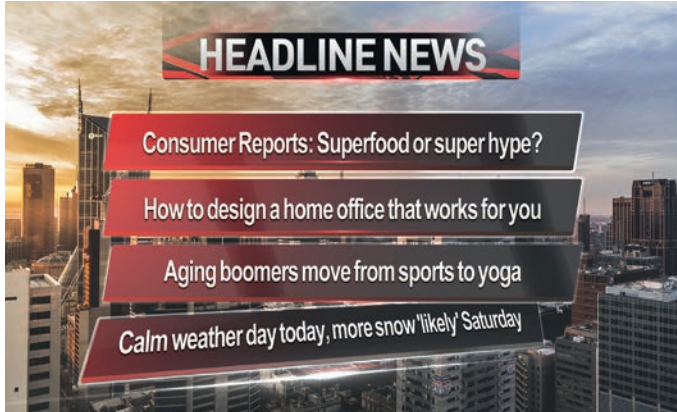
External Data Link

VisualCG utilizes external data source via ODBC, TXT, RTF to update required data field of designed CG templates in real-time. It also updates text, color, font and size in the scenes from the linked RTF file and the data can be updated with transition effects or scrolled on the screen. It makes possible to visualize contents with data updated simply without developing specific application.



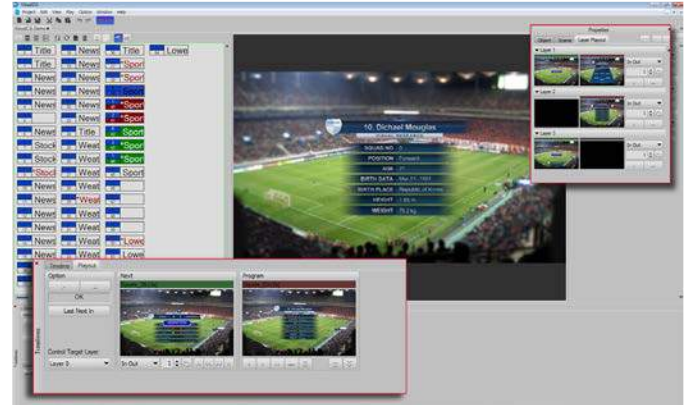
Key-Frame Animation

VisualCG provides a high level customizable key-frame based animation to deliver a powerful motion graphics. Including position, rotation, and scaling, most of object attributes can be key-framed and controlled on the track-based timeline. Also a spline editor that offer full control over every aspect of animation.



Multi-Layer Playout

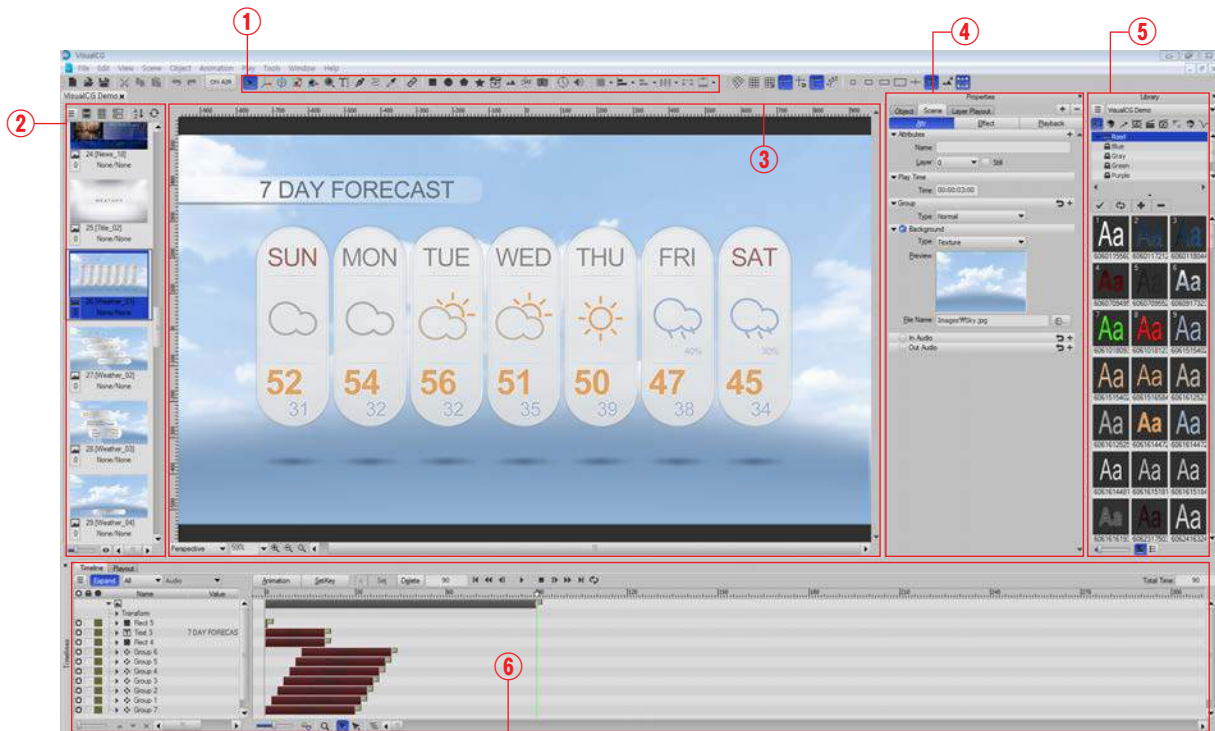
Playing out up to 4 layers allows user to playout scenes simultaneously logo, time, and scroll, etc. VisualCG playout is compatible with Matrox®, AJA®, Blackmagic-Design®, Bluefish444® I/O boards and also NewTek™ Tricaster® with fill and key.



Automation SDK

VisualCG can be controlled by programming interface via TCP/IP network. This SDK includes rich API, sample codes, and documentations that 3rd party developers make for their own purposes in C#, C++ and VB programming languages.

User Interface



- ① Rich Editing Tools
- ④ Detailed Attributes
- ② Scene List
- ⑤ Preset Libraries
- ③ WYSIWYG Edit Screen
- ⑥ Timeline Interface

Product Line and Comparison

Features	VisualCG	VisualCG Plus
Native 64Bit Platform Support	●	●
TrueType, OpenType Fonts Support	●	●
UniCode Support	●	●
Built-in Text, Shapes, Path, Geometries	●	●
Path Editor	●	●
Curved Text	●	●
Clocks (Counter, Timer, Digital Clock)	●	●
Built-in Preset Library	●	●
Import Images (TGA, JPG, BMP, PNG, AI, PSD)	●	●
Object Mask	●	●
Timeline Interface	●	●
VRV and Sequence Image Video	●	●
2D Styles (Edge, Shadow, Glow, Gradation, Texture)	●	●
Still, Roll and Crawl Scenes	●	●
External Real-Time Data Link (ODBC, TXT, RTF)	●	●
Object and Scene 3D Transition Effects (Wipe, Fade, Ripple, Particle, Distortion, etc)	●	●
Audio Payout (Background, Event)	●	●
Editing During Payout	●	●
Key-Frame Animation	-	●
Key-Frame Graph Editor	-	●
Text-Typing Animation	-	●
Multiple Roll/Crawl	-	●
Payout to TriCaster®	●	●
Multi-Layer Payout	1	4
Scene-Link Payout	-	●
Live-In Image Grab	●	●
Network Automation Server	-	●
Remote Controller Box	Option	

System Requirements

	HD
CPU	Intel® Core™ i5, i7
RAM	4GB or higher
VGA	nVidia® GeForce® 1050 or higher
Monitor	1280x1024, 1920x1080 or higher
OS	Windows® 7, 10 (x32, x64)
Video Boards	Matrox® X.mio2™, X.mio3™, DSX LE3™, DSX LE4™ AJA® Kona® LHe +, IoXT Blackmagic-Design® Decklink 4K Extreme™ Bluefish444® Epoch SuperNova CG™, Neutron™

Video I/O Specification

	HD
Input/ Output	SDI fill, key output - 4:2:2 SMPTE 259M/292M SDI input - 4:2:2 SMPTE 259M/292M
Video Format	1920x1080i@25, 29.97, 30fps 1920x1080p/PsF@23.98, 24, 25, 29.97, 30fps 720p@50, 59.94, 60fps, 576i@25fps, 486i@29.97fps
Genlock Format	HD/SD input or black burst/tri-level sync
Audio Format	8 stereo embedded audio I/O Sampling rate@48khz



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