



Karisma
O-Stream **4K UHD**

D-Stream is a multi-format disk recorder that can be used for editing/sending/recording, etc. You can create SDI input signals into files with various codecs or output video files as SDI. With built-in sequence editor and CG mixing, D-Stream can playout in real time, increasing the productivity of live broadcast and post production.

Multi-Channel Record and Playback

Support 4 input/output channels, and various input/output configurations. For HD and 4K (2160p), you can use up to 2 recordings or 2 playbacks, or 1 recording 1 playback.

4K I/O

Simultaneous recording or playback of 2 channels of 4K 60p. Both of 4K input/output support 3G quad link (2SI/SQD), 12G and IP.

Various Video I/O Formats

Various input/output video formats such as SD (NTSC, PAL), HD (720p, 1080i, 1080p), and 4K (2160p).

Video fill & key recording/playback

Selectable 2-channel input/output or simultaneous fill and key recording/playback mode. You can record as a single file in YUYA format or as a video of each fill and key.

Native 10-bit Processing

Record high-quality video via internal 10-bit processing for recording with Codecs such as Avid DNxHD and Apple ProRes 4444 can record high-quality video without increasing the file size, minimize video loss.

D-Stream User Interface

Multi-Device Window

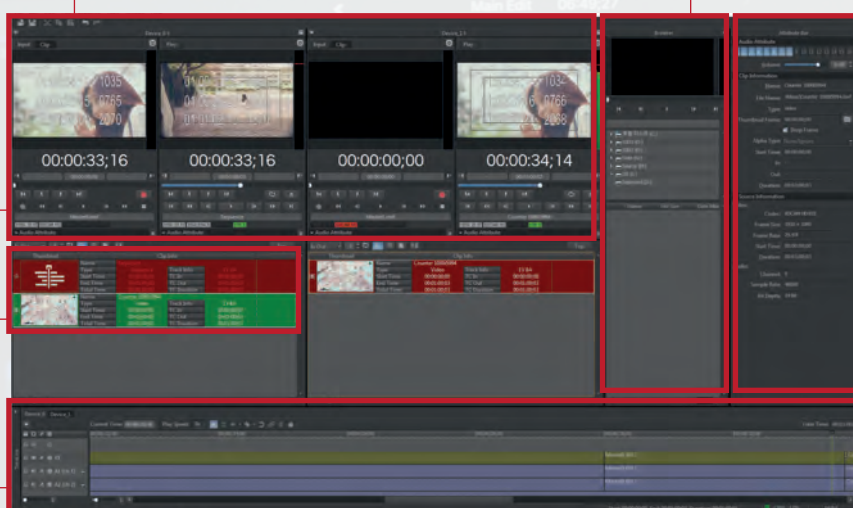
System File Browser

Control Panels

Play List

Attribute Bar

Multi-Track Timeline



Flexible Recording Methods

D-Stream can record and playback with accurate timecode using various actual codecs in broadcasting

Scheduled Recording

Record daily and weekly as recurring schedules.

Time Delay Instant Replay (TDIR)

Playout or video edit on another device while recording the input video as a file, without waiting for the recording to be completed.

Simultaneously Creating Proxy

D-Stream simultaneously records proxy simultaneously when recording original high definition video.

TC Break Recording

Create files for each successive timecode section when recording from a tape. It makes multiple recorded files in one operation.

Record Markers

Search easily the wanted frame or an error frame by marking during recording.

Real-Time Non-Linear Editing

Simplify the workflow by editing of multi-track sequences consisting of video, audio, graphics, and playing out the created sequence in real-time.

Multi-Track Sequence Editing

Place video and audio and scenes on the timeline and edit a video track easily by timeline-based editing functions. You can use trimming, mark in/out, and transition effects, too.

Real-Time CG Mixing and Playout

Create a scene files by KarismaCG and place them on the timeline by D-Stream. Mixing and playing out without rendering in real-time is also available.

Import Sequence from NLE

Import video, audio, and CG editing sequence from NLE into the D-Stream timeline and playout them in real-time so that reduce rendering time.

Export Sequence to NLE

Export edited sequence of D-Stream as a video file with various codecs. D-Stream can create a file in a shorter time than the actual play time of the video even for the multi-track timeline rendering.

Adapting to Linear Editing Workflow

Switch gradually to a file-based edit environment from a linear edit environment by replacing tape-based VCR to D-Stream.

Work with Editor or VTR

D-Stream supports 9-pin control and can be used in linkage with an editor, VTR recorder or a player. Control a linear editor, a VTR recorder and a player through 9-pin.

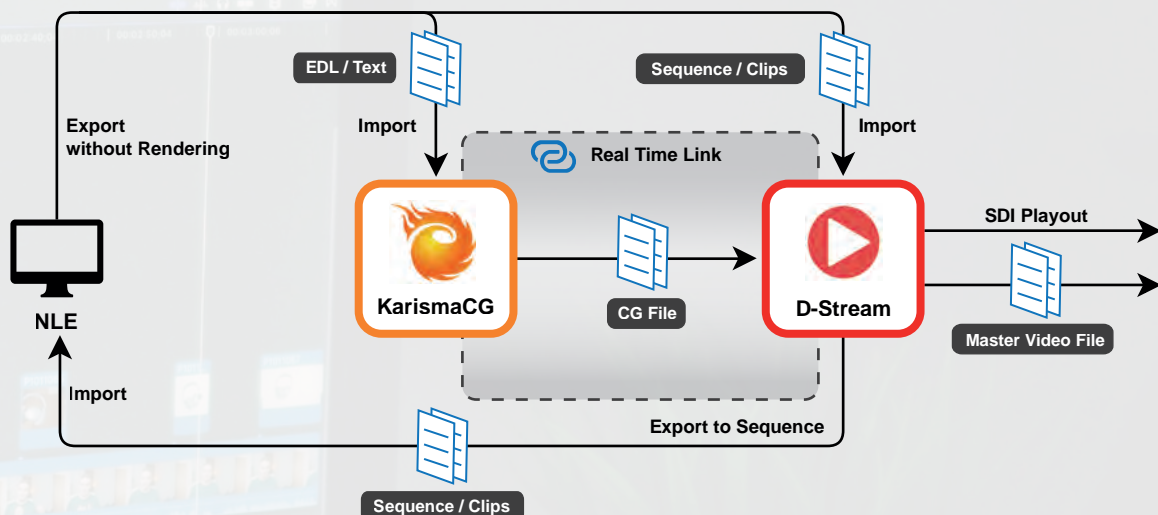
- D-Stream control in editor
- Control for output from D-Stream to VTR(D-Stream VTR)
- VTR to D-Stream recording control(VTR D-Stream), too.

Built-in Functions for Linear Editing

Control the BVE editor with Sony 9-pin control to use following editing functions.

- Assemble/insert editing
- Pre-read editing
- Audio editing
- Hardware EE mode
- Split editing
- Drop/non-drop frame
- Field recording

D-Stream & KarismaCG Studio Workflow



Supported Media File Formats

Format	HD	4K
AVI	DVCPro HD MPEG-2 I-Frame 4224/422 MPEG-2 IBP 420/422	MPEG-2 I-Frame 4224/422
MOV	DVCPro HD XDCAM HD422 ProRes 4444/422/422(HQ)/422(LT)/422(Proxy) H.264	ProRes 422/422(LT)/422(HQ)/422(Proxy)
MXF	MPEG-2 DVCPro HD AVC-Intra 100/50 DNxHD 220/220x/145/100 XDCAM HD 35/25/422S XAVC Intra Class 100 CBG XAVC Long GOP 50/35/25	XAVC Intra Class 300, 480 CBG/VBR XAVC Long GOP 140/200
MP4	MPEG-2 H.264	—
Graphic File	TGA, BMP, JPG, PSD, TIF, GIF, PNG VRV (VRi Video), T2P (KarismaCG Project), T2S (KarismaCG Scene)	

System Requirements

Category	HD	4K
OS	Windows 10 Pro 64bit	
CPU	Intel® Core™ i7-7700K 4.2 GHz	Dual Intel® Xeon Gold 5218 2.3 GHz
RAM	DDR4 16GB 2,133MHz (2x8GB)	DDR4 64GB 2,666MHz (4x16GB)
VGA	Intel® HD Graphics 630 or higher	NVIDIA GeForce RTX 2070 or higher
Display	1920x1080 or higher	
Video I/O Boards	Matrox DSX LE4 (LP/FH/BNC) 4 100/500/550 Matrox X.mio3 (LP/FH) 4 100/500/550	12G SDI: Matrox X.mio3 12G 550 25G IP: Matrox DSX LE5 Q25 Quad-link 3G SDI: Matrox X.mio3 FH X2 550 Matrox X.mio3 (LP/FH) 8 550 Matrox DSX LE4 FH X2 550
XAVC Accelerator	—	Matrox M.264 S1 or S2

Video I/O Specification

Category	HD	4K
Video I/O	2 x input, 2 x output	Quad-link 3G SDI: 3 x I/O (SQD, 2SI) 12G SDI: 2 x I/O 25G IP (SMPTE 2110): 2 x I/O
Video I/O Format	1920 x 1080i @ 25, 29.97, 30fps 1920 x 1080p @ 23.98, 24, 25, 29.97, 30fps 1920 x 1080psf @ 23.98, 24fps 720p @ 50, 59.94, 60fps 576i @ 25fps 486i @ 29.97fps	3840 x 2160p @ 23.98, 24, 25, 29.97, 50, 59.94, 60fps 1920 x 1080i @ 25, 29.97, 30fps 1920 x 1080p @ 23.98, 24, 25, 29.97, 30fps 1920 x 1080psf @ 23.98, 24fps 720p @ 50, 59.94, 60fps
Genlock	Analog black burst, tri-level or SDI input signal sync	SDI: Analog black burst, tri-level or SDI input signal sync IP: SMPTE 2059-2
Audio I/O	16 channels AES/EBU audio input 16 channels AES/EBU audio output 16 channels embedded audio on each SDI signal	16 channels audio on each audio signal