



**VisualCG**  
All-in-One Real-Time Character Generator

VisualCG is an all-in-one creation and playout real-time character generator. It has extensive range of built-in editing tools and content library that helps users to 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.

## Real-time Playout



With a graphics engine optimized for the latest hardware, scenes composed of large amounts of graphics can be delivered in real time with effects.



Multi-Layer Playout

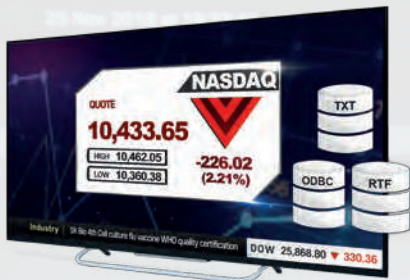


Edit During Playout



On-Air Mode

## Real-Time External Data Link

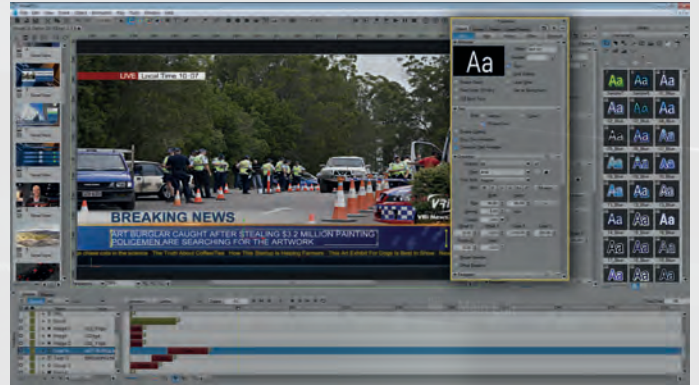


In a live broadcast environment, you can update external data to the scene in real time using ODBC, TXT, or RTF files. Data can be updated by applying a transition effect or scrolled on the screen. With RTF files, you can change from simple text to color, font and size.

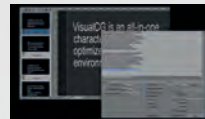
## Extension API

VisualCG provides an API that can be controlled remotely through a TCP/IP network, enabling the development of various broadcast graphic applications. The API is provided in COM format and can be used in languages such as C#, C++, and VB.

## Productive Graphics Creation



VisualCG has built-in tools to help you quickly and easily create complex and many graphics. Features such as a rich library, batch processing for multiple scenes, and importing text with templates can help designers efficiently complete large-scale tasks by reducing iteration and simplifying complex tasks.



Text Import



Batch Scene Editing



Convenient Scroll Creation

## Intuitive User Interface



The intuitive interface as the user's task process makes it easy for even first-time users to create high-quality graphics. In addition, it provides customized screen layout and shortcuts, which adds efficiency to the user's task.

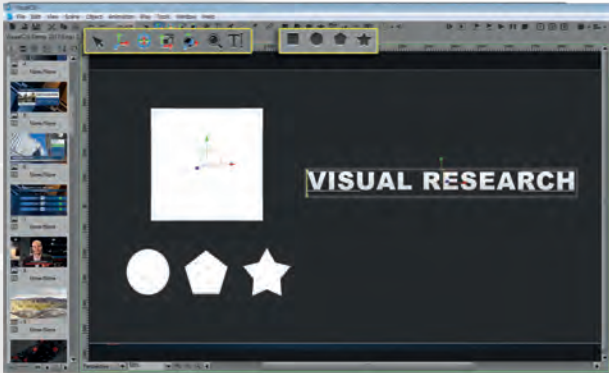


Multi-Project Interface

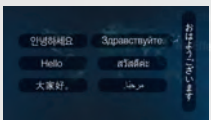


Practical Libraries

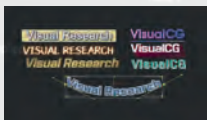
## Various Objects and 2D Styles



Built-in tools for creating text, shape, and path authoring tools support you to create various graphics without any external programs.



Supporting Various Country Characters



Advanced Font Style

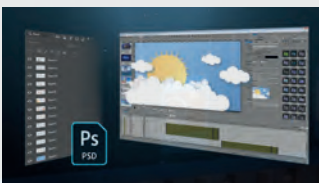


Table in Various Styles

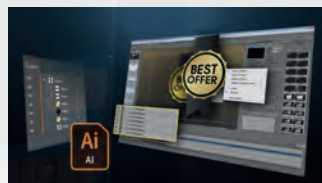
## Utilizing External Images



Import Image and PSD, AI files in whole or layer units, making file management and utilization easy.



Import PSD Files

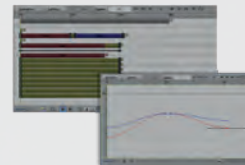


Import AI Files

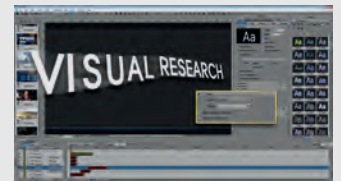
## Keyframe Animation



VisualCG provides advanced keyframe based animations for motion graphics production. You can animate and preview most object properties, including movement, rotation, and scale.



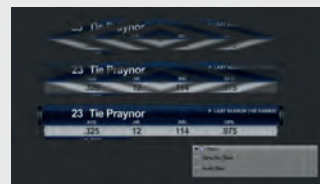
Accurate Timeline Editing



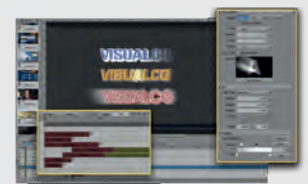
Typing Animation

## 3D Transition Effects

Adjust the various properties of the effect and combine it with keyframe animations to create a designer-specific effect.



Mask Effect



Customizable Effects



3D Path



Various 3D Transition Effects

## Product Line and Comparison

Category	Features	VisualCG	VisualCG Plus
Creation	Built-in 2D Text, Shapes, Path Tools		
	Clocks (Counter, Timer, Digital Clock)	•	•
	Import Images (TGA, JPG, BMP, PNG, AI, PSD)	•	•
	VRV and Sequence Image	•	•
	2D Styles (Edge, Shadow, Glow, Gradation, Texture)	•	•
	Curved Text	•	•
	Object Mask	•	•
	Crawl, Roll Scenes	•	•
	Timeline UI	•	•
	Real-time External Data Link (ODBC, EXCEL, TXT, RTF)	•	•
	Built-in Library	•	•
	Object and Scene Transition Effect (Wipe, Push, Transform, Curl, Wave, Fade, Particle, Crop, Blur, etc.)	•	•
Playout	Audio Playout (Background, Event)	•	•
	Live-In Image Grab	•	•
	TriCaster, NDI Playout	•	•
	Multi-Layer Playout	1	4
	Network Automation Server	-	•
Animation	Key-Frame Animation	-	•
	Text-Typing Animation	-	•
	Animation using 3D Path	-	•

## System Requirements

Category	VisualCG / VisualCG Plus
OS	Windows® 10 Pro 64Bit
CPU	Intel® Core™ i7-8700 Processor or higher
RAM	DDR4 2,666MHz 8GB or higher
VGA	nVIDIA® Geforce® GTX1650 or higher
Display	1920x1080 or higher
Video I/O Boards	Matrox DSX LE4 AJA KONA LHe Plus Blackmagic Design DeckLink 8K Pro BlueFish444 Epoch SuperNova CG

## Video I/O Specification

Category	VisualCG / VisualCG Plus
Video I/O	1 x SDI (SD/HD) fill output 1 x SDI (SD/HD) key output 1 x SDI (SD/HD) input
Video I/O Format	1920 x 1080i @ 25, 29.97, 30fps 1920 x 1080p @ 23.98, 24, 25, 29.97, 30, 50, 59.94fps 1920 x 1080p @ 23.98, 24fps 720p @ 50, 59.94, 60fps
Genlock	Analog black burst, tri-level or SDI input signal sync
Audio I/O	Support up to 16 channels AES/EBU audio input Support up to 16 channels AES/EBU audio output Support up to 16 channels embedded audio on each SDI signal