



# 3D STORM

3D STORM PRODUCTS CATALOG 2015-2016



TOOLS FOR LIVE VIDEO AND SPORTS PRODUCTION

# LiveMedia Server

Dual channel, multiformat digital player/recorder



**LiveMedia Server** is a versatile solution for recording and broadcasting video clips. Especially suitable for live requirements, it offers operators great flexibility to import and readjust clips at the last moment, instantly record and replay files, natively support and mix a great number of codecs, formats and resolutions.

## Compact to integrate, easy to use

LiveMedia Server is a compact 1U rack device with a depth of just 42 cm. It offers 2 channels configurable as recorder or player as desired: i.e. 2 broadcast channels, 2 recording channels or 1 recording channel and 1 playout channel simultaneously. LiveMedia Server has 2 SDI SD/HD inputs and outputs with embedded audio.

The modular user interface is displayed on a standard monitor and is operated by keyboard, mouse and an included Jog-Shuttle controller.

## Total multi-codec environment

LiveMedia Server supports the recording and playing of most codecs and formats, without prior transcoding: DNxHD, H264, ProRes, MPEG1/2/4, XDCAM, QuickTime, MXF, WMV... All types of files can be mixed in the same broadcasting list, LiveMedia Server automatically manages the SD/HD conversions, the aspect ratio changes and field inversions.



## Playlist editor

The clip broadcasting lists are editable in real time by simply dragging and dropping and by monitoring the folder: new clips saved in a folder are automatically detected to be added to the playlist, even during broadcasting. They support the following play modes: sequential, clip by clip and loop.

## Playout during recording

A clip being recorded on a channel can be dragged in real time into the play channel enabling simultaneous broadcasting with slow-motion play.

## External controls

LiveMedia Server can command one BlackMagic router and one TriCaster production system over IP to trigger a switching onto playout. On the other hand, LiveMedia Server can be controlled by GPI, VDCP protocols and Sony RS 422.

## Two graphic layers per channel

A fixed or animated graphics page can be embedded on a playlist's broadcast. It may simply contain a static logo, but also several animated elements assembled with the free LiveCG Composer editor.



▲ Included Jog-Shuttle controller

Optional Jog-Shuttle console for intensive live use ▼



A second graphics channel also enables a graphics page to be synchronized on each clip of the same playlist.

## Technical Specifications

### Video input

2x SD/HD-SDI with embedded audio, 1x GenLock

### Video output

2x SD/HD-SDI with embedded audio

### Audio channels

16 channels IN/OUT

### Monitoring output

1x DVI

### Storage

2x 2TB hard drives

### External router control

TriCaster and BlackMagic Atem® through IP

### Supported Codecs (Rec/Play)

MPEG1/2/4, Cuda H264, Quicksync H264, Apple ProRes, DNxHD, DV/DVCPRO-HD, FLV/Sorenson, HuffYUV, MJPEG, WMV, JPEG2000, Theora, Lossless JPEG, Quicktime Animation

### Supported file formats (Rec/Play)

MPEG PS, MPEG TS, MP4, MOV, XDCAM, MXF, MXF D-10, GXF, DV, FLV, DVD Video, ASF, iPod MP4, AVI, MKV, WebM, MP3, AC3, AAC, WAV

### Chassis

1RU, i7 processor, 16GB of ram, 150W power supply

# LiveCG Broadcast™

Compact Graphics Generator with  
Social Media Integration



**LiveCG Broadcast** is a stand-alone 1RU device that gives the ability to display all graphics needed for a television production, with the fewest number of steps: including fixed and animated titles and logos, crawled or rolled tickers, clocks, countdown, dynamic data and bitmap sequences. LiveCG Broadcast can broadcast live messages collected from social network accounts such as Facebook®, Twitter®, Flickr®, Instagram®... as well as RSS feeds, SMS, Skype® messages, and dynamic data from text files or Excel spreadsheets.

## Multilayers:

LiveCG Broadcast is the most compact multilayer character generator for automatic management of titles and graphics. A single page can contain multiple still or animated objects with transition per element.

## Independent pages Composer:

Create CG pages from any PC or laptop in the network with the free of charge LiveCG Composer. Versatile for live events and On-Air broadcasting.

## LiveCG Broadcast includes:

- A playlist editor: collect any page into a playlist that can run in loop mode 24/7 seamlessly.
- A scheduler creator: select pages and apply broadcast period, exact time or precise time to time and loop over day, week or month.
- A live interface: allocate pages to interactive buttons to go on air manually or by GPI or Midi triggering during a live event.

## Perfect for Music, Sport, News or Shopping channels:

LiveCG Broadcast can handle multiple dynamic sources simultaneously: split the screen to display music titles, author, people info, games ranking, stock exchange rates, breaking news ... updated automatically from RSS feeds, text files or Excel spreadsheet.



## Smart and versatile link to Excel spreadsheets:

Excel files spreadsheets can also be used to create amazing interactive display of pictures, logos and figures, based on customized formulas and automatic rules for election results, sports scores, television games...

## LiveCG Broadcast Features:

- Static and animated graphics and logos
- Dynamic text, clock, date, crawl, roll, ticker...
- TGA, BMP, PNG, TIF, JPG, GIF sequences and FLASH (.swf) animations with alphachannel
- Effects: shadow, blur, motion blur, smooth edge
- Smooth Transition: fade, move, zoom
- Midi protocol support
- GPI with optional LiveControl Box
- Included USB remote panel
- Unicode support

## Two models available:

### LiveCG Broadcast IP for TriCaster and 3Play :

Directly connected to TriCaster or 3Play through the network, it avoids using external video inputs. Full animated graphics with transparency are delivered in real time to a single NET input.

### LiveCG Broadcast SDI :

It provides SDI in and out as well as Key out and genlock in to be integrated with any professional video switchers and video server. It supports both internal and external key modes. LiveCG Broadcast SDI also supports AirSend® connection to TriCaster and 3Play.

# Social Hub

Live from the Social Networks, in touch with your audience

**Social Hub** is a message moderation software that supports most of the actual social networks and dynamic data sources. Used with LiveCG Broadcast or LiveCG Action it allows incoming messages from your audience to be quickly and safely sent on-air.

Social Hub manages accounts from multiple social networks and messaging tools at the same time: Twitter®, Facebook®, Instagram®, Skype®, WhatsApp®, Flickr®, Line®. It is designed to collect also SMS from mobile phones, RSS feeds and emails.

## Collect, sort, validate and display:

Within a single user interface, Social Hub downloads and lists messages from all registered accounts. Several parameters can be set for each account : update frequency per seconds, date range per days, maximum number of messages, Hash-Tag for tweets, Fan Page name for Facebook®...

Messages can be sorted by account, sender, date and a search engine is available to retrieve specific contents by keywords. The operator can read, and modify each message before validation and send it On-Air. Pictures or video clips attached to messages can be downloaded from Social Hub.



## Flexible integration:

The full integration with LiveCG Broadcast and LiveCG Action allows customization of any graphic element of the message, showing it as static text, crawl or tickers. Content coming from different accounts can be mixed in a single graphic area or separated into dedicated zones on-screen with lower third and logo branding. Social Hub software can be installed remotely from the CG system sending messages through the network. A single license can address several CG units by sending dedicated content to each of them. Each CG operator is prompted when new messages have been validated. Messages can be simultaneously collected into a file or a folder for archiving purposes. A report session gives the ability to monitor and manage the messages already sent.



Connect Social Hub to OpenWeatherMap and get free access to weather data and forecast over 200 000 cities in the world, to automatically display logos and parameters, such as temperature, humidity, sunrise, sunset...

## System requirements:

- Dual Core CPU, 2GB of ram, windows XP SP3 or more recent versions
- Internet connection
- Social Hub is provided with a GSM modem for SMS support



# LiveText 2

Titler and character generator



**LiveText** is NewTek character generator built into TriCaster systems. It supports numerous file formats for importing existing elements and graphic charts, preparing title page and logo templates which can then be edited during live broadcasts to enter the names of speakers, replace photos and logos.

**LiveText operator workstation:** NewTek offers an additional LiveText 2 license to create a remote workstation dedicated to character generator, on a standalone PC connected to the production system via the network.. The graphics and animation pages are transmitted in real time through IP channels and can be used live, without monopolizing the video inputs. Transparency (Alpha Channel) is detected directly in the different M/E and DSK overlays.

**Dynamic animated graphics:** The LiveText 2 license allows you to automate result table displays (sports, elections, games etc.), scores updated instantly, RSS news feeds, extracts from SQL databases, as well as the current time and date.

**Extremely intuitive editor:** The LiveText 2 multi-overlay editor works very fast to achieve most of the needs of animated graphics: titles/subtitles, crawl and roll, simple generic credits...



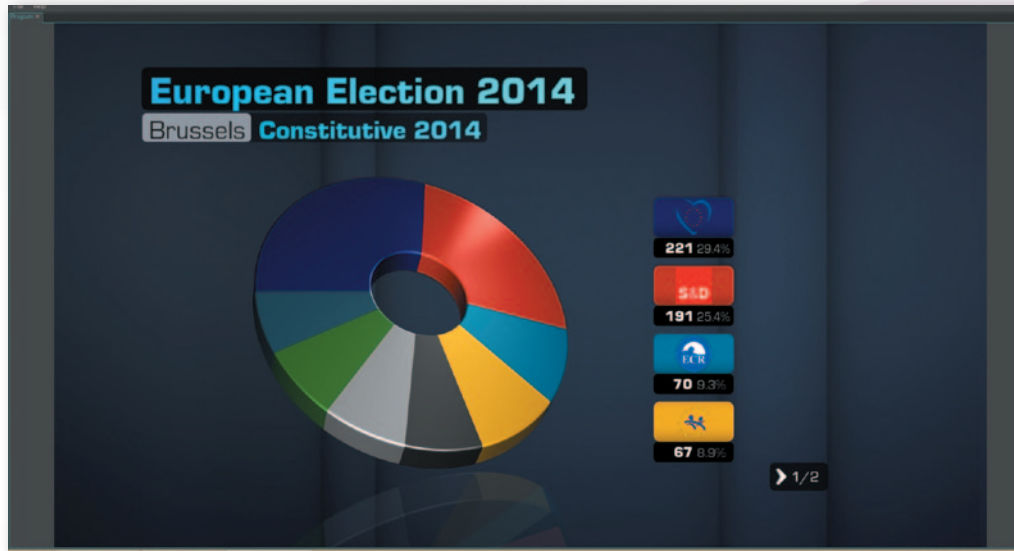
## Minimum system requirements:

Windows 7 or Windows Vista operating system or higher  
Processor with SSE2 support (Intel® Core2® type or higher)  
4 GB of RAM  
Directx® 9 graphics card or higher and a minimum resolution of 1200x800.  
Gigabit Ethernet connection.

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# LiveCG Election™

2D and 3D statistical data animation software



**LiveCG Election** is a motion software product that processes the results of elections and all types of figures in real time. With its 3D rendering engine, data is instantly transformed into motion graphs: 3D Bar Charts, Curve Charts, Pie Charts, Tables ... LiveCG Election can process live data during election evenings, at conventions, free-hand votes and all instances requiring animation of statistical results the minute they are received.

## Simple, flexible preparation:

LiveCG Election lets you import in advance photos of candidates and party logos in standard graphic formats: JPEG, TGA, BMP and PNG. The lists are saved as projects that can be used in any election or similar event.

**A colour code is assigned to each party, using chromatic references or an eyedropper to directly recover the official colour of each logo.**

Name	Party	Logo	Color
Gabi Zimmer	GUE-NGL	[Logo]	[Color]
Giovanna Pitella	S&D	[Logo]	[Color]
Rebecca Harms	GREEN-EPFA	[Logo]	[Color]
Guy Verhofstadt	ALDE	[Logo]	[Color]
Hanneli Lieber	EPF	[Logo]	[Color]



### LiveCG Election integrates 10 types of customizable graphics



This gives a choice over background, positioning of titles and captions, fonts and size and orientation of graphics in 3 dimensions. The user can choose how the logos and photos are displayed, and to add the reflection of the graphs.

### Real-time data processing

LiveCG Election recovers data from .csv files scanned in real time before each broadcast of graphics. The results can be updated automatically at any time. Files are shared across a network so they can be changed from a dedicated workstation using Excel® or any other application that generates .csv files.

The processed data covers: titles and captions to be broadcast, the names of parties and candidates, the number of votes and seats won, and the percentage distribution of votes. LiveCG Election also lets you display predictions and comparisons between two election results.

### Adapted for live use

LiveCG Election integrates an interactive playlist to manage the live display of motion graphics. Very flexible to use with drag/drop, it lets you select the graphics to be broadcast, moving from one animation to another, but also allowing certain data to be retained on the screen while displaying new graphics.

Two text crawl areas can be added at the bottom of the screen for automatic display of information threads read dynamically from shared text files.

### Virtual set and augmented reality

In association with TriCaster Advanced Edition, LiveCG Election can integrate graphic animations in augmented reality into virtual sets.

The graphs fit naturally with the set's different shooting angles and form part of a high-quality production.



### Technical specifications

- UNICODE platform
- Image import formats: JPG, BMP, TGA, PNG
- Air Send® link for TriCaster and 3Play
- Supports BlackMagic 4K Extreme video cards with SDI SD/HD Fill and key signal

### Configurations Available

- LiveCG Election software for TriCaster
- LiveXpert 4U Rack

# Virtual Set Editor™ 2.5

**VSE is NewTek application to integrate new virtual sets and composition templates in TriCaster. It consists of 2 modules:**

**Set editor:** VSE includes a variety of live virtual set templates that you can customize, quickly and easily—right out of the box: delete set furniture or elements, change color palettes, replace textures, edit camera zoom.

**Importing new sets:** a new set can be created using all the 3D design software available on the market. The project must then simply be assembled in a PSD project including the different layers of the set: background, shots of actual views to be inserted, foregrounds and other decorative elements. VSE lets you transform the PSD project into a virtual set directly accessible from the TriCaster M/E buses.

**Creating composition templates:** in the same way, VSE allows you to very quickly prepare composition templates to overlay several real sources on a customized background, with frames, borders and shading. Simply prepare the background and the locations to overlay the sources in a Photoshop® project and import it with VSE to create the corresponding M/E.



**Holographic sets:** VSE also allows you to transform a panoramic image into 360° set in which the various Live sources connected to the TriCaster can be integrated.

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## Features:

Virtual Set Editor 2.5 includes 2 VSE software licenses, one that can be installed on the TriCaster and the other on a PC for creation. An additional Animation Store Creator license is also provided to enable you to remotely create custom transitions.

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## Minimum system requirements:

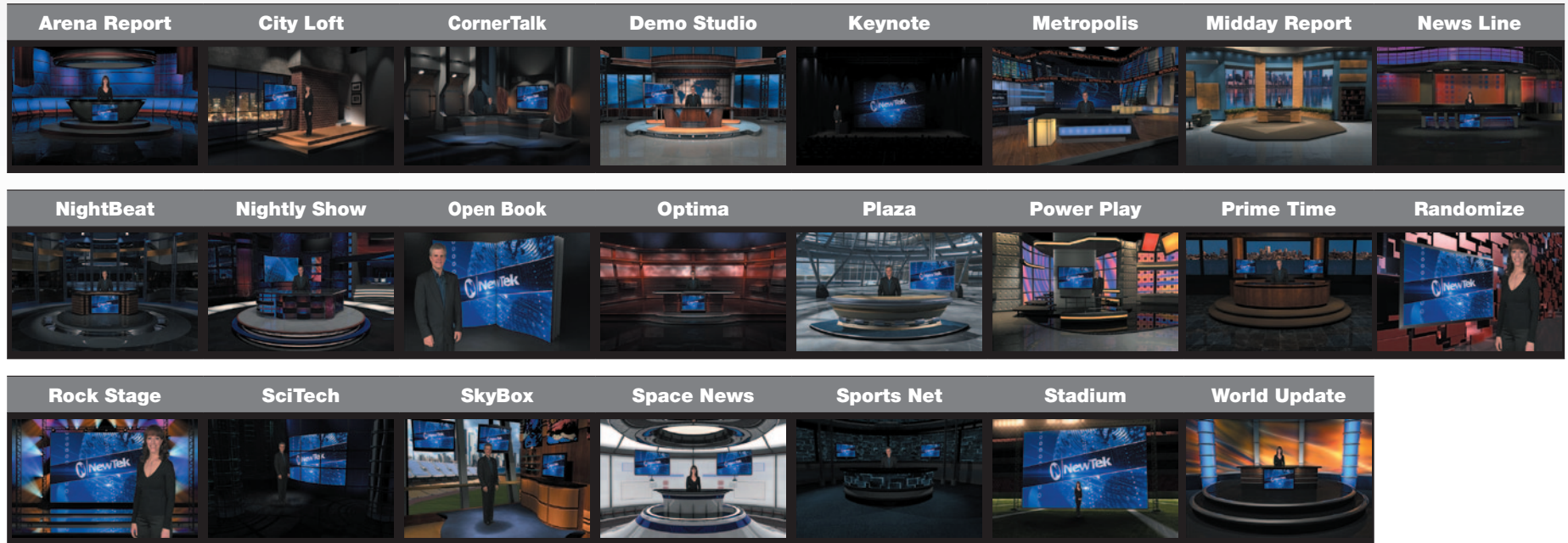
64-bit operating system: Windows 7 or Windows Vista or higher  
4GB RAM

Directx® 11 graphics card NVidia GPU with 1GB of dedicated memory and minimum resolution of 1200x800.

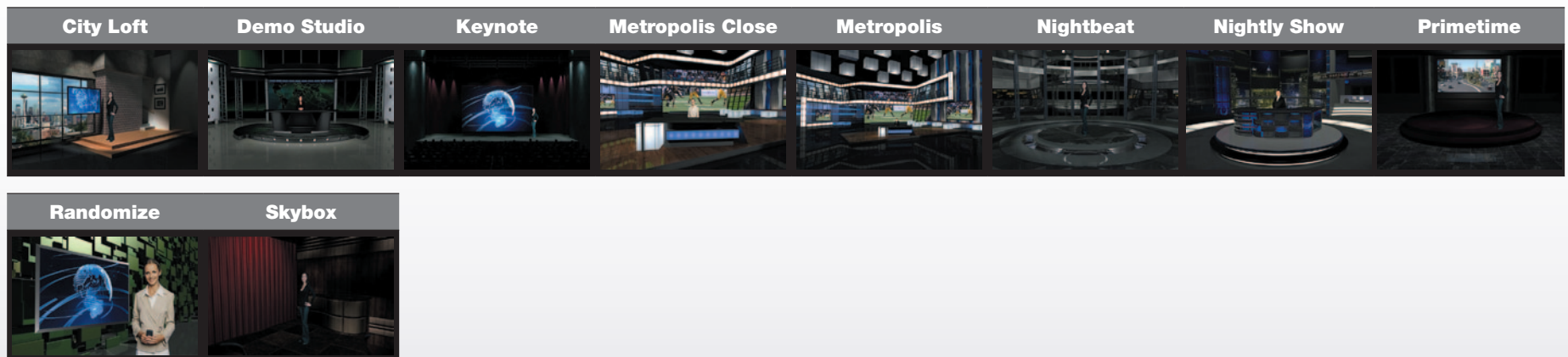
5GB of free space on hard disk  
1200 x 800 display.

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# TriCaster Virtual Set Gallery



# Virtual Set Editor 2.5 Gallery – Customizable environments



# DELTA-stat IP™

Graphics and scoring system  
for multisport live production



**DELTA-stat IP** is a complete turnkey solution to generate and display graphics for multisport live productions such as pre-game animations and presentations, clocks, animated scores, statistics management, actions, referee decisions...

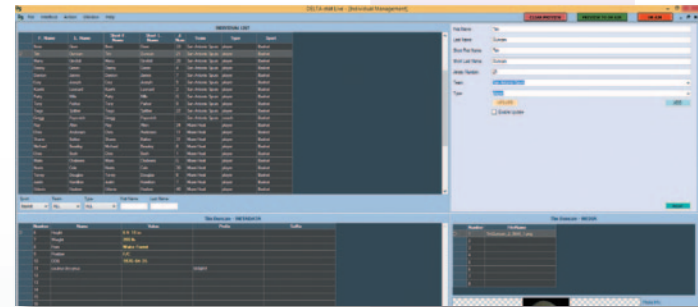
It is featured in a 1U rack format, easy to integrate in stadiums and sports arenas control rooms or in OB vans. Using an Ethernet connection, and not video inputs, DELTA-stat IP complements perfectly TriCaster and 3Play. The quality of DELTA-stat IP 3D graphics engine optimizes display on big screens and on any video terminal.

## Advanced Database Engine:

DELTA-stat IP multi criteria database eases drastically games' preparation and sequencing. Input information about referees, commentators, players

classified by sport, team, and nationality. Each field can be customized to store various types of information such as age, height, weight, rank, position... Pictures and videos can be attached to each entry form. Import players' lists easily and in a matter of minutes from an Excel spreadsheet.

With DELTA-stat IP, store each event's information, organize them by competition, generate results tables, or create stadiums presentation...



*Player's record*

## Intuitive Graphic Design Tool:

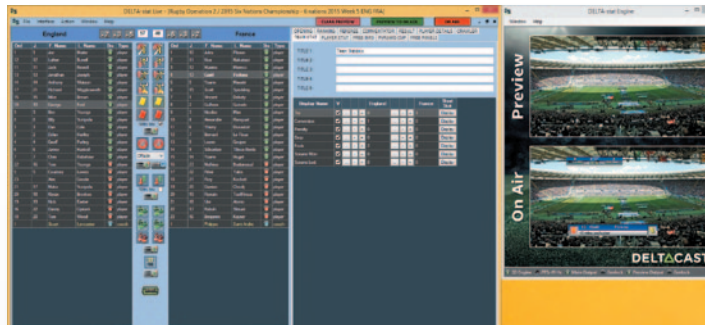
Create customized graphics using information from the database. Insert logos, titles, clips, animate and synchronize them to deliver high-end quality graphics with a very intuitive and complete tool. DELTA-stat IP supports True Type and UNICODE font types. The exclusive timeline provides a rapid and precise control over the animations and transitions. For a perfect finish, each object can be associated to a fixed or animated texture with transitions.



Result table template

### Customized interface for live:

DELTA-stat IP provides dedicated user interfaces for each sport, to easily manage live production according to the rules and actions of each sport. Two windows give the ability to preview pages before being sent live, keeping a complete control over the on-screen content. Games information about players, teams' results, ranking... are available from the tabs, to easily display pre-game information.



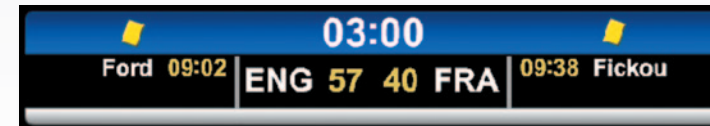
Live Interface - Rugby

Players' replacement, yellow card, goal... specific animations for each action of the game can be launched with a single mouse click.



### Timers and countdowns:

Every timer design can be adapted to each sport, to display various timing information during the game: extra time, injury time, shot clock... DELTA-stat IP can be connected to digital scoreboards using LiveCG TeD.



Rugby timer, with suspension time



Basketball timer with scores

### Statistics:

A module dedicated to statistics inputs, feeds the database in real-time to be live-ready. Statistics categories can be customized according to players, actions and position on the field. All the statistics of a game can be stored in the event database.

### Features:

- Specific user interfaces for: Soccer, Rugby and Basketball
- UNICODE support.
- Supported formats: JPG, BMP, TGA, PNG...
- Supported video formats: QuickTime® (.mov).
- AirSend Protocol support for TriCaster and 3Play integration.
- 1U Rack format.



# LiveCG Football 2™

## Football Scoreboard and Presentation Software



**LiveCG Football™** is the dedicated tool for managing real-time graphic displays during football (Soccer) games. As additional software to TriCaster/3Play or as independent turnkey system, it includes all features needed to compose and display full information on stadium big screens. Many major football clubs use it presenting game presentation, displaying player's details, teams ranking, scores and statistics, promoting sponsors, and more. LiveCG Football is the essential ingredient for turning a game into a show, all in the colours of the club!



### Player database

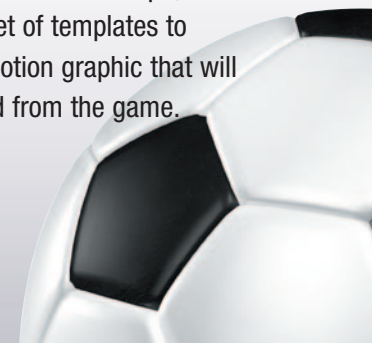
LiveCG Football includes a database that stores and classifies teams according to their country or competition, with logos and a selection of

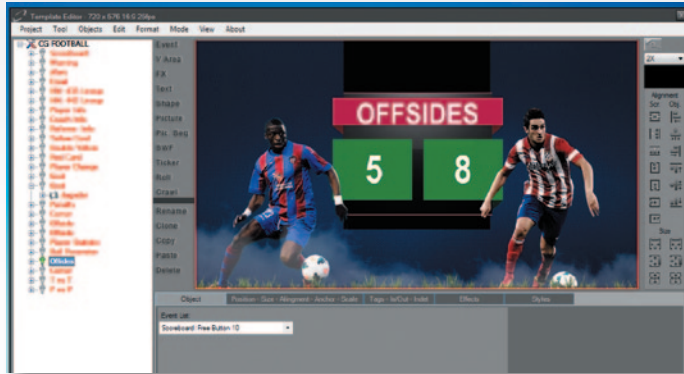


player pictures as well as manager and referee information. Compiling a team sheet then becomes a simple matter of clicking just once on each starting player and substitute!

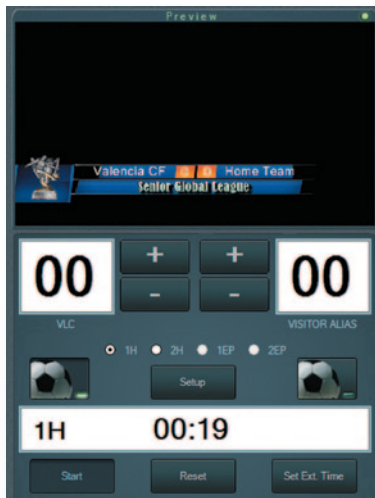
### Full graphic editor

LiveCG Football editor allows customization of your graphical content with clubs and championships standards. It lets you import still or animated components from existing visuals created with tools like Photoshop®, After Effects®, Flash®. LiveCG Football comes with a full set of templates to associate every action of the game to a dedicated motion graphic that will be updated in Live with datas from the database and from the game.





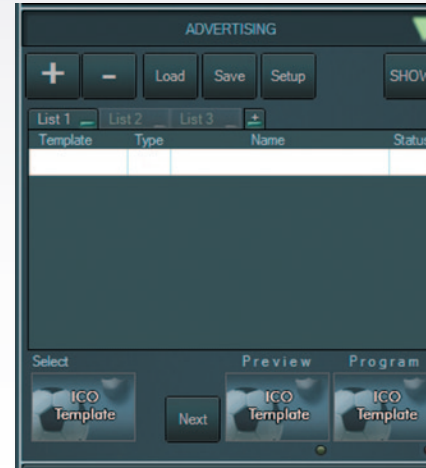
## Clocks and in-game event management



## Stats Module

LiveCG Football can keep track of a whole range of data and display the running totals during the match: Ball possession per team, shots on target vs. total shots, goal chances, assists vs. total passes, fouls by/on a player.

LiveCG Football generates clocks for automatic time displays: normal playing time, additional time and extended play. The user interface allows the operator to trigger each animation for any game's action, with a single mouse click: offside, red/yellow card, player substitution, penalty, corner, goal attempt, etc. When the operator triggers one of these animations, it automatically increments the corresponding counter: match score, player statistics, team statistics, etc.



## Advertisements and information

To enliven the pre-match build-up and half-time periods, LiveCG Football can display a scrolling band with the scores from other games, or it can play advertisements for the club's partners and sponsors. An input box enables the operator to type in messages directly, which appear instantly on the screens.

## Features:

- Supported files formats: GIF, TGA, PNG, JPG and image sequences
- Supported animation formats : SWF (Flash)
- Supported video resolutions: SD, HD, PAL, NTSC, 16/9, 4/3
- Layer management, with alpha channel
- Transition effects: fade in/out, shift, blur, stretch, etc.
- NewTek AirSend® protocol supported for direct Ethernet connection to TriCaster and 3Play

## Recommended hardware configuration:

- i7 processor
- SSD system disk
- 3TB HDD for data
- 16GB RAM

## Configurations available

- LiveCG Football software for TriCaster/3Play
- LiveXpert 4RU turnkey solution providing SDI SD/HD and Fill & Key outputs

# LiveCG Tennis™

Graphics and scoring software for Tennis



**LiveCG Tennis** is a complete solution to generate and display graphics for tennis live productions, such as animations, players' presentations, animated scoring, timers and statistics management. LiveCG tennis is made for perfect big screen display as well as television production.

## Complete and user-friendly interface:

Designed for all games' configurations, single or double, with management of team's name and nationality, LiveCG Tennis fits any game's configuration and any competition. A number of 10 fields are available on each player presentation form, such as age, height, rank, top seed, left-hander, right-hander, prize list... Each field can be used in the different layers displayed.

## Automated scoring

LiveCG Tennis automates scoring management and display, switching between servers at the end of each game, break points, set points or match points...

## An intuitive graphics editor:

Customized graphics created with the graphic editor can be automatically updated, directly from the Live interface, with filled in or imported information on players, or the scores, in real time. Integrate text, logos, titles, image sequence and swf Flash animations with transparency, with the user-friendly interface.

## Statistics:

LiveCG Tennis features a module dedicated to game's data, in order to feed scoreboards with statistics on players, or comparison between players. This module can be customized. Data can be imported from an XML file, or from an internet source or manually input data. All statistics from a game can be stored on a hard drive.

## Features

- Supported Image formats: JPG, BMP, TGA, PNG...
- Supported animation format: image sequences and Flash Animation (swf)
- Alpha Channel 32 bits with transparency
- Support for NewTek AirSend protocol
- Optional, SDI output for Fill & key signal

## System requirement

Processor i7, 16 Go de ram, Hard drive 250 Go, Graphic memory 512 Mo.

## Configurations available

- LiveCG Tennis software for TriCaster/3Play
- LiveXpert 1RU turnkey solution providing SDI SD/HD and Fill & Key outputs



# FingerWorks IP™

Draw as easily as speaking!



**FingerWorks IP** is a graphics workstation for adding interactivity to Live TV shows in news, sports and scientific programs. Using its large touchscreen, commentators can enhance their voice commentaries unaided: they can



display animated symbols to focus attention on an important area of the image, draw the path of a ball explaining the tactic as it unfolds, or provide a real-time illustration of political swings or bad weather progressions.

## Broad range of tools:

Each reporter—a “commentator-telestrator”—has a custom range of graphical tools. All they have to do is grab one with a finger and drag it to the required spot on the image.

They have easy access to simple, intuitive tools for drawing arrows, single out a person with a circle, etc. In addition to classical drawing facilities such as lines, curves, or geometric



shapes, FingerWorks also features dynamic zooming, spotlights, halos, all kinds of animated arrows, and a whole library of 3D animated objects. Its real time 3D rendering engine enables the use of customized, high quality tools.

## Mask management:

FingerWorks IP features built-in masking technology to enable foreground and background to be differentiated and to mimic the image’s perspective. Players can be automatically uncoupled from the field, enabling graphic items to be placed on a transparent layer between the two planes. Notable uses include placing the offside line, depicting angles of view, showing distances, etc.



## Configurations available

- LiveXpert 1RU turnkey solution providing AirSend® stream for TriCaster/3Play
- LiveXpert 4RU turnkey solution providing SDI SD/HD and Fill & Key outputs

# LiveMixer™

## TriCaster Audio Mixer Remote Control



Operating audio mixing with a mouse and a graphic interface on screen is not easy under pressure of a live event. LiveMixer is an exclusive add-on that provides the ability to connect a low-cost Behringer BCF2000 or a professional Yamaha 01V96i to any TriCaster HD model, in order to remotely control the audio mixer functions of the TriCaster.

Just connect the audio console to one USB port of the TriCaster, using the supplied USB-to-MiDi adapter and run the LiveMixer setup on your TriCaster.

**LiveMixer** can be easily configured by independently linking each audio channel of the TriCaster to a fader of the audio mixer, or by mixing audio sources apart from the TriCaster and controlling all internal sources (DDR's, Sound, NET...) and outputs from the external audio mixer.

LiveMixer provides a bidirectional control, any fader change from the audio mixer updates the graphic interface of the TriCaster, and any change made

from the TriCaster interface is reflected on the motorized fader of the audio mixer.

**LiveMixer** is easy to install and easy to use, it comes with factory presets and can be customized to suit production needs.

### LiveMixer Features

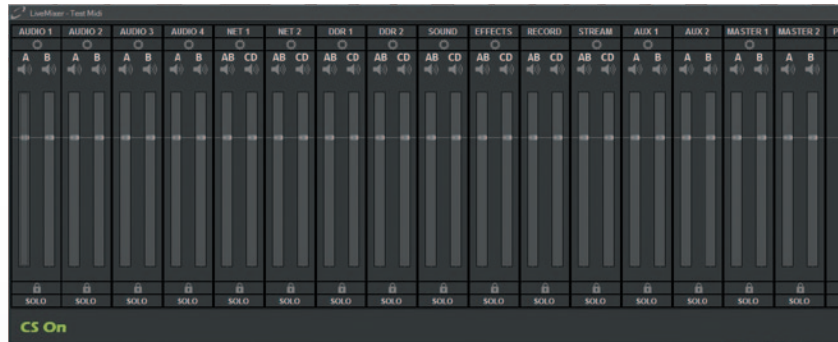
- Presets for different TriCaster models or custom presets.
- Control over audio level, Solo, Mute, Pan and Follow functions from Behringer BCF-2000 and Yamaha 01V96i
- Supports up to 32 audio channels with a single control surface
- Compatible with all TriCaster HD models.

# LiveMixer Remote™

Audio mixing remote workstation  
and automation tools for TriCaster



Unlike LiveMixer, **LiveMixer Remote** runs from another PC or laptop giving a full dedicated workspace to the sound operator. It is connected to the TriCaster through the network and offers a dedicated user interface and the ability to connect a Behringer BCF2000 or Yamaha 01V96i to a USB port on the remote PC using the supplied USB-MiDi adaptor. LiveMixer Remote offers the same audio control features as LiveMixer.



In addition, LiveMixer Remote includes a full set of features to operate any function of the TriCaster remotely over a local network:

## Remote access to all macro-commands:

LiveMixer Remote gives the ability to trigger any macro-commands of a TriCaster from a PC connected over the local network. More reliable and stable than wireless connections, much longer than simple USB cable, LiveMixer Remote lets you imagine interactive scenarios between an anchor

in the studio or a presenter on stage and the TriCaster operation room. Just connect a Midi controller to the remote PC to be able to assign macro-commands to any button, giving a smart and secure interface.

## Automated multi-camera production for Radio channel or conferences:

LiveMixer Remote includes a sophisticated rules editor to automate a multicam record based on audio level detection. This combines the TriCaster's powerful macro-command editor and robotic camera guidance capabilities. This multichannel detection system allows mixing rules to be set over several audio inputs in order to manage wide shots selection. It handles also adjustable time delays to provide smooth transitions between camera shots and to avoid long static shots. Settings can be used to build full scenarios that can trigger one or more actions.

## Technical features:

- Midi Launchpad tablet support
- Pre-setting for various TriCaster models and customizable interface.
- Can be used with Behringer BCF-2000 and Yamaha 01V96i to control sound volume and Solo, Mute, Pan, Follow modes, etc.
- Control all of the TriCaster's sound input and output channels
- Can pick up sound level across 16 mono audio sources or more through optional device.

# NewsCaster™

Open the doors of Broadcast Newsroom

**NewsCaster** is a Newsroom Automation product that integrates Broadcast Newsroom Computer Systems with the TriCaster product line. The TriCaster operator no longer needs to manually set up the show and drop what they are doing to make adjustments while on-air. Playout sequencing will all be done under the control of the Newsroom Computer System. Whole shows are uploaded and then updates automatically applied, without the assistance of the TriCaster operator.

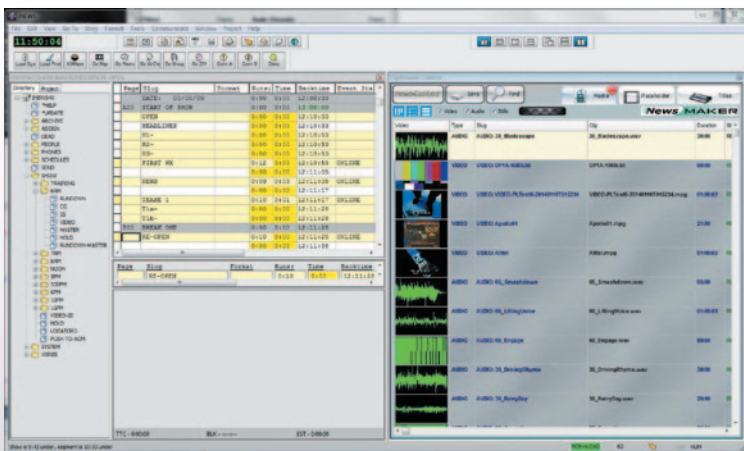
## NewsCaster does two things.

- It allows Newsroom Computer System users to browse and select from proxies made from the current contents of the TriCaster.

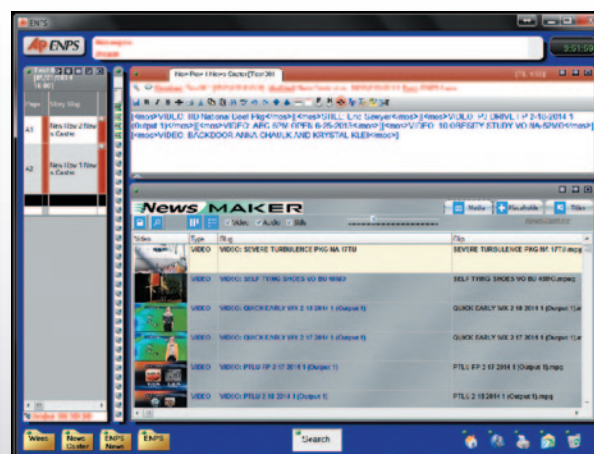
- It dynamically controls the TriCaster Media Bin playlists reflecting the playout sequence as specified within the Newsroom System. The contents of the Media Bins are cleared and reloaded when a newsroom show is placed on-air. As the show producer adds, deletes, moves or floats stories, the Media Bin playlists are automatically modified to reflect these changes. Support is provided for the DDR1, DDR2, Graphics, Text and Audio Media Bins.

## MOS Integration :

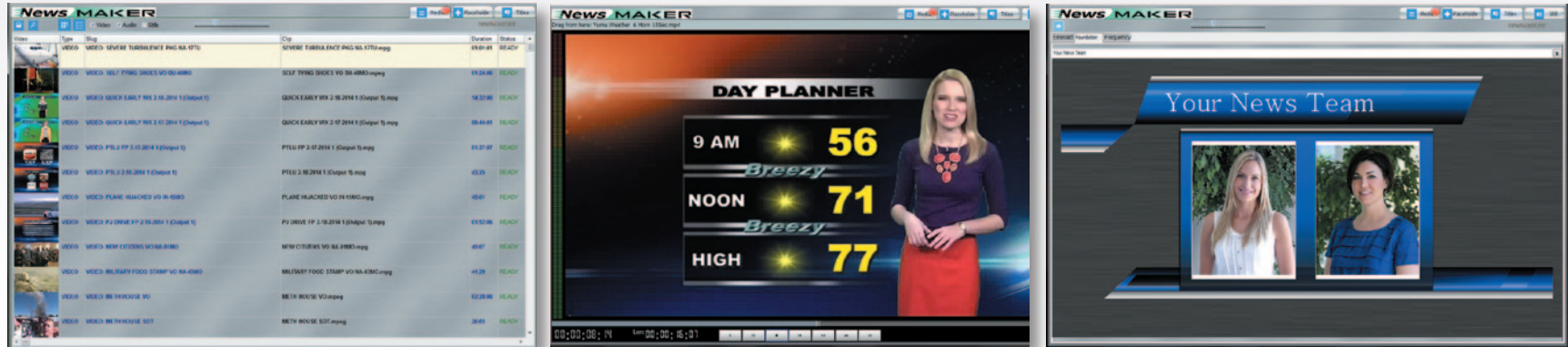
NewsCaster uses MOS ready ActiveX Plugins and the MOS Protocol to interact with the Newsroom System. The ANNOVA OpenMedia, AP ENPS, Avid® iNEWS®, NorCom CPower and Octopus production environments are all supported by NewsCaster.



Integration with iNews®



Intégration with ENPS®



### NewsCaster in action:

NewsCaster connects your Newsroom Computer System to the TriCaster by actively linking the TriCaster DDR, Text, GFX, and Sound MediaBins to a NRCS Rundown.

When a show is placed on-air, NewsCaster uploads the events to the TriCaster Media Bins. As slugs within the rundown are added, deleted, moved or floated, the contents of the MediaBins are automatically adjusted. Clips can be automatically allocated to the DDR1 and DDR2 MediaBins or distributed as specified within the NRCS.

NewsCaster caches proxies of the video assets that are on the TriCaster or Network Storage.

These proxies are then available within the Newsroom Computer System, allowing preview and playback control directly from the NRCS client workstation.

### Character generation:

Also available is an integrated character generator. Style templates can be updated within the Newsroom Computer System client, users can display a list of these templates and can enter the variable information.

### Technical specifications:

- 1RU system running Windows 7
- 6x port Gigabit Ethernet
- 2x 1TB system drives
- 2x 4TB data drives
- Redundant power supplies

# LiveTally Air™



Smart & Versatile Wireless Tally Lights Systems



**LiveTally Air** is the simplest solution you could imagine for fitting Tally lights to your video cameras. There are no cables to run; just fit a LiveTally Air receiver to each camera, power up, and they will be automatically recognized by the transmitter connected to your mixer. Wireless transmission on the free frequency of 433MHz produces a reliable link over a distance of up to 250 meters between your control room and the cameras. The package comprises a transmitter box and receiver boxes fitted with LEDs.

## LiveTally Air transmitter:

The transmitter receives information from a camera's PGM output and sends a pulse to turn on the red LED on the receiver assigned to this camera. If the mixer also generates information from the selected camera's Preview channel, the LiveTally Air also transmits this and turns on the green LED located at the back of the receiver to keep the cameraman informed.

The metal case of the LiveTally Air transmitter incorporates a small screen for displaying the receiver statuses, an alarm button with flashing light in the event a receiver becoming deactivated, and a menu for managing the remote receivers.

Each LiveTally Air transmitter manages up to 8 receivers. Two transmitters can be connected to a single mixer to handle up to 16 cameras.

## Technical characteristics

- Compatible with TriCaster 410/450/450 Extreme/455/460/850/850 Extreme/855/860/8000 units
- Compatible with most mixers on the market that support Tally management
- DB9 outlet for connecting to the mixer via the DB9/DB15 cable supplied (length 1.5m)
- Management of the Tally Program on TriCaster
- Management of the Tally Program and Preview on Roland mixers
- Supports up to 8 LiveTally Air receivers
- 8 channels supported in the 433MHz transmission waveband
- Mains plug and power supply block supplied.

## LiveTally Air Receiver:

The receiver comes in a professionally finished, lightweight, tough case. It has a large red LED on the fascia for the people on the set, and a small red and small green LED at the back for the cameraman.

The red LED lights up when the camera concerned is on PGM, and the green LED when on Preview.

A small notched wheel under each receiver can be used with a screwdriver to set a number from 1 to 16 to assign the receiver to any mixer input.

LiveTally Air Receiver includes an extra connector to plug an optional small LED that can be remotely placed closer to the cameraman's eye or into the camera's viewfinder.

LiveTally Air receivers are powered by an internal battery that can be recharged using the transmitter's power supply block. A charge lasts 2 or 3 days depending on how heavily the battery is used. An optional D-Tap adapter can be used to power the receiver directly from the camera.

Each receiver is delivered, ready for use, with one 1/4" screws adapter for camera flash hot shoe mount and one 1/4" male to 1/4" male threaded screw adapter.



# LiveTally Remote™

Turn the head to the camera without ...  
headache!



A strong-built and reliable solution to equip your production studio with Tally lights. The package comprises a transmitter box connected to the video switcher and receiver boxes fitted with LED's to be placed on the cameras. The receivers are connected to the transmitter using standard CAT5 Ethernet cables.

## LiveTally Remote transmitter:

The transmitter receives information from a camera's PGM output and sends a pulse to turn on the red LED's on the receiver assigned to this camera. If the mixer also generates information from Preview row, the LiveTally Remote transmits this and turns on the green LED located at the back of the receivers to keep the cameraman informed that his shot will soon be On Air.

## Mix CCU connected cameras with standard cameras:

A second DB15 female port on the rear panel that acts like a pass-through of the switcher's tally port. It provides tally output channels that can be used in combination with the 8xRJ45 connectors to control a maximum of 8 Tally lights through CCU for built-in Tally light cameras and LiveTally Remote Receivers.

## Technical features:

- Compatible with TriCaster 410/450/450 Extreme/455/460/850/850 Extreme/855/860/8000.
- Compatible with most mixers on the market that support Tally management.
- DB9 outlet for connecting to the mixer
- Delivered with a 40 cm long DB15 cable to fit into the Tally port of any TriCaster HD models
- Management of the Tally program and Preview on mixers supporting such feature.
- Supports up to 8 LiveTally Remote Receivers
- Mains plug and power supply block included.

## LiveTally Remote receiver:

The receivers are connected to the transmitter through 8xRJ45 connectors. They come in a professionally finished, lightweight, tough case with a large red LED on the fascia for the people on the set, and a small red and small green LED at the back for the cameraman.

LiveTally Air Receiver includes an extra connector to plug an optional small LED that can be remotely placed closer to the cameraman's eye or into the camera's viewfinder.

LiveTally Remote receivers are powered directly by the transmitter through the CAT5 cable.

Each receiver is delivered with one 1/4" screws adapter for camera flash hot shoe mount and one 1/4" male to 1/4" male threaded screw adapter.





## LiveTally Converter

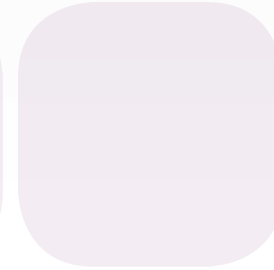
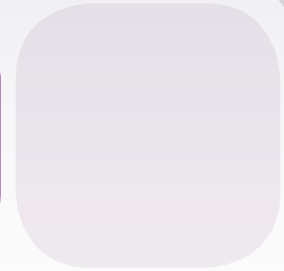
**LiveTally Converter** is an adapter for TriCaster HD models that converts the Tally connector into closed contacts.

As standard, TriCaster Tally connector delivers 3 to 5 volts on pin used for Tally lights which is not suitable to connect to external Tally devices, including camera CCU. LiveTally Converter is a smart cable that plugs in one end to the TriCaster tally port and provides a

standard DB15 connector with closed contacts only on the other end.

### Technical features:

- 15 pins (DB15) male connector for any TriCaster 410/450/450 Extreme/455/460/850/850 Extreme/855/860/8000
- Small box with 15 pins (DB15) female connector
- 40 cm long cable



## LiveControl Box

Ethernet to GPI and Quad RS-232/422 hardware interface

**LiveControl Box** acts as a portal for controlling devices like VCR's, DDR's, video routers, switchers, projectors... across a network.

LiveControl Box works with TriCaster 410, 460, 860 and 8000. It's the interface mandatory for sending and receiving GPI (General Purpose Interface) to and from any kind of devices supporting GPI. It converts switch contact closure to IP commands compatible with TriCaster to trigger macro-commands. LiveControl Box supports simultaneously 24 GPI inputs and 24 GPI outputs. The GPI ports on the rear of the Box are 25 pin D-sub connectors. Configuration is accomplished through a web page server built into the box.

### Technical features:

- communication over standard TCP/IP
- traffic can be routed over internal LANs, wireless LANs, MANs, WANs and Internet
- GPI In connector has 24 TTL/CMOS inputs with internal pull-ups to +5 volts.
- GPI Out connector has 24 TTL/CMOS outputs.
- Requests TriCaster version 2.3 and above
- Dimension : 21,6x11,94x4,45 cm
- Weight : 1,5 Kg





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