

TH-S VideoEngine3D



Video Playout Software

by APB Tools

TH-S VideoEngine3D

The **TH-S VideoEngine3D** is the solution for the increasing demand for complex and interactive video playout in all areas of theatre, show, event, museum etc. It hosts **5 independent Video-Machines** with an integrated output matrix. Up to 999 video clips per player can be organized via the **META Player** playlist management. Each clip can have up to **8 embedded audio channels**.

Each of the four main Video-Machines incorporate two A-B Players for independent starting and crossfading. For each video clip individual start/stop/loop times as well as various autocue modes can be defined. In addition **4 live video signals**, arbitrary pictures and self defined masks can be added to the mix or can be used as compositing sources. Machine 5 can also be used for playout, but in addition serves **as a remote for up to 16 computers on the same network with installed TH-S SOLOPlay-er3D software**.

For each of the four FullHD playout channels there are currently **20 realtime filter effects and 26 realtime compositing effects** plus realtime RGB coloring available (extendable Plugin structure). All player- and live signals can be **positioned / scaled in the virtual 3D-space** and played out through arbitrary outputs of the integrated video matrix.

The **3D positioning /-scaling, warping and edgeblending** as well as all other effects parameters can be saved and recalled via snapshot automation. Recalling suitable snapshots allows to create completely different playout situations during a show in a fast and stress-free way.

TH-S VideoEngine3D can be installed independently from the Theater Suitcase hardware on PCs or Macs with appropriate minimum hardware specifications. The software can easily be integrated in bigger system solutions via MIDI, USB, OSC.



Specification

- 4 OpenGL Render Contexts on GPUs
- 9 Players with 4 discrete Video Outputs
- 3D Softedging / Warping / Masking / Freehand-Distortion
- 20 Realtime Effects (FullHD)
- 26 Compositing Effects (FullHD)
- Stereoscopic & Quadscreen Projection
- Snapshot Recall of all Picture Parameters
- 4-in-1 Live Video Mixer (with PC solution TH-S Suitcase)
- 3D Projection Objects (.obj, .bvh,.3ds,.dae)
- Supports up to 8 embedded Audio Channels
- Optimized Cross-Platform workflow via Apple ProRes 422 Playback

5x4 Video Output Matrix

Positioning and Scaling in 3D space

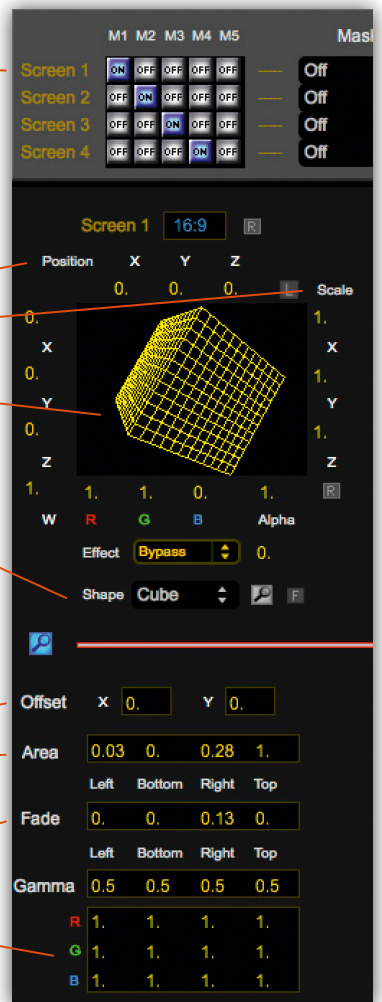
3D-Interface

Selection of Projection Surfaces
(Plane, Sphere, Cube, Cylinder,
Freehand, 3D-Object)

Edgeblending Area

displayed Picture Part

Brightness and Color within
Fade Area



TH-S Soloplayer3D



Spezifikation

- 1 OpenGL Render Context on GPU
- 3D Softedging / Warping / Masking / Freehand-Distortion
- 20 Realtime Effects (FullHD)
- 26 Compositing Effects (FullHD)
- Stereoscopic Projection
- Snapshot Recall of all Picture Parameters
- 3D Projection Objects (.obj, .bvh, .3ds, .dae)
- Supports up to 8 embedded Audio Channels
- Optimized Cross-Platform workflow via Apple ProRes 422 Payout

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