

Challenges & Problems

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This is an interactive session

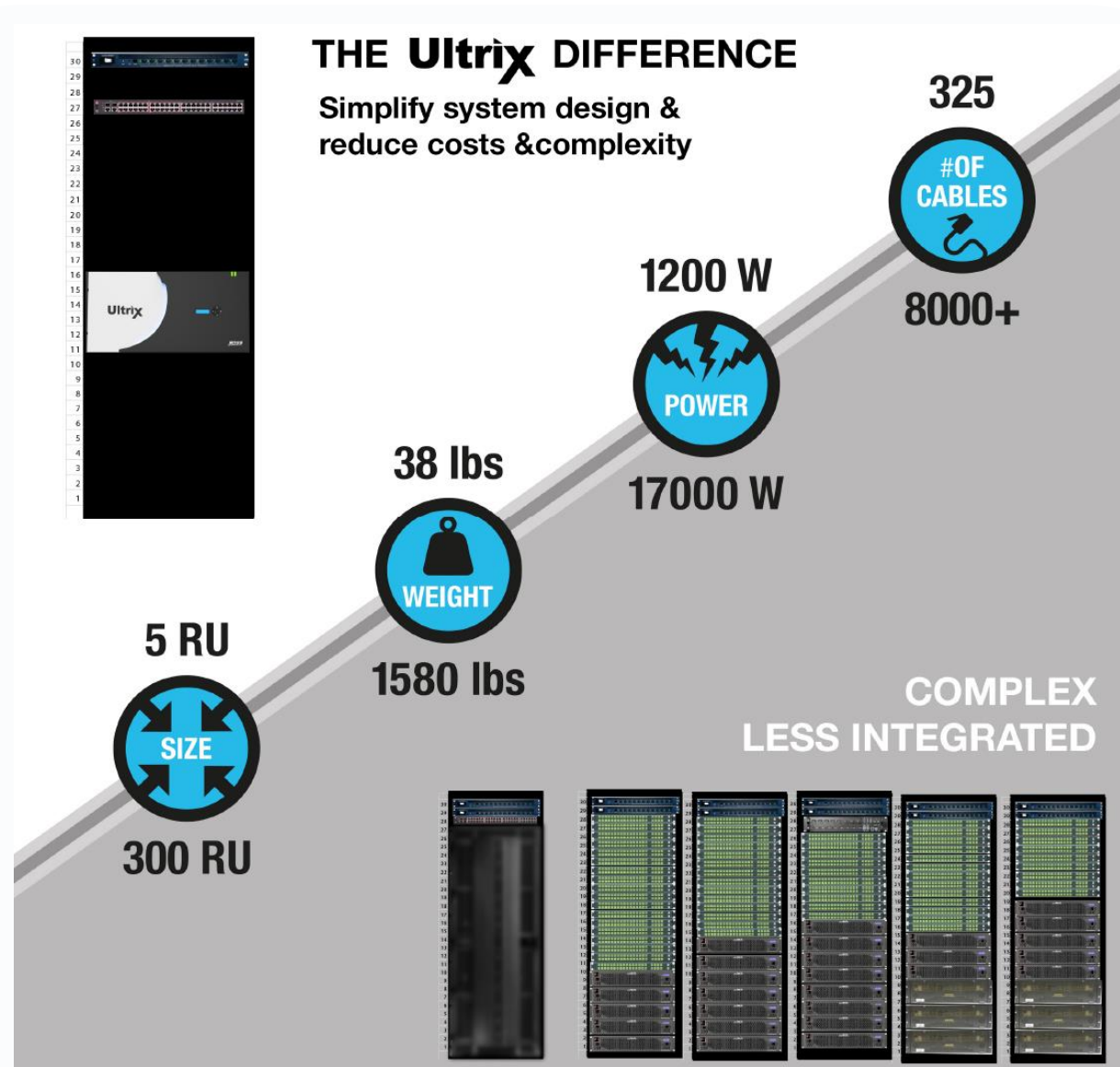
- Please feel free to ask questions at any time
- Please feel to contribute to any discussions
- If you would prefer, please ask me when we have any breaks or at lunch or dinner time – or call or email
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Power

- Size
- Power Consumption
- Cooling

Hyperconverged: sustainability

- Less Power
- Less HW lowers space/cooling requirements
- SW features extend useable product life
- Decrease weight lowers shipping and remote production impacts
- Cabling
- Setup



Hyperconvergence-Simplicity

One platform, endless configurations



Ultrix FR5



Signal Routing



Audio
Processing



Multiviewers



SDI/IP signal
processing

Production
Switching

Mixing

Functionality enabled with Hyperconverged blades:

WHAT IS ULTRIX CARBONITE?



Software Defined Production Engine (SDPE)

SDxE – Software Defined xRossCompute Engine

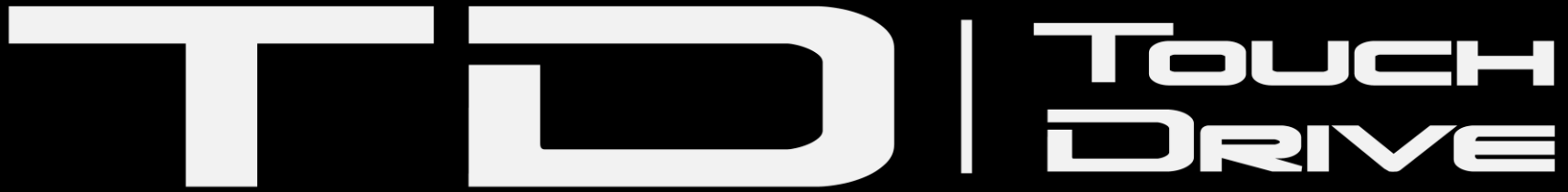
- Intel Core i7x CPU, NVidia MxM3 GPU and a Massive UltriScale Plus FPGA utilizing HBM Memory.
- 8 HD or 4 UHD Capable 3D DVE Planer Channels. Each Planar Channel has Dedicated Alpha Path. Fly a Video + Alpha with a “Single DVE”!
- 4 HD or 2 UHD Warp Engine, including all the WARP effects from Acuity. Warp Engines apply to 3D Planer Channels on the SDxE.



Control

- Operation
- Integrated Operation
- Automated Operation





Complete Panel Family

9 TD Control Surfaces to pick from.

Common Modules and Control Surface Operation

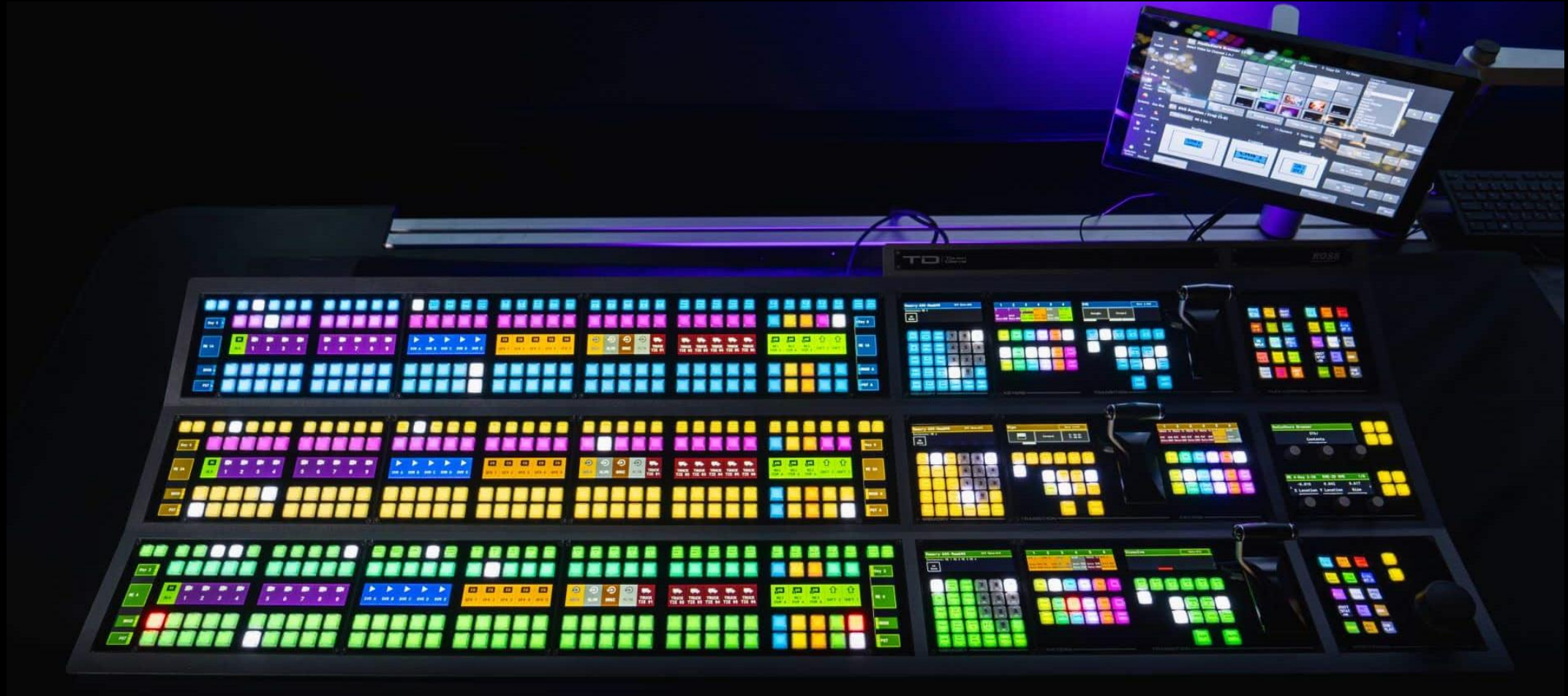
Engine Agnostic

Carbonite and Ultrix Acuity are supported by our Panels.

Excellent for 2 Step Upgrades!

Affordable Quality

Differentiation vs low-cost products. TD Panels are manufactured with Cost in mind but not at the expense of Operational Functionality!



TouchDrive TD3 35 XPT Control Surface



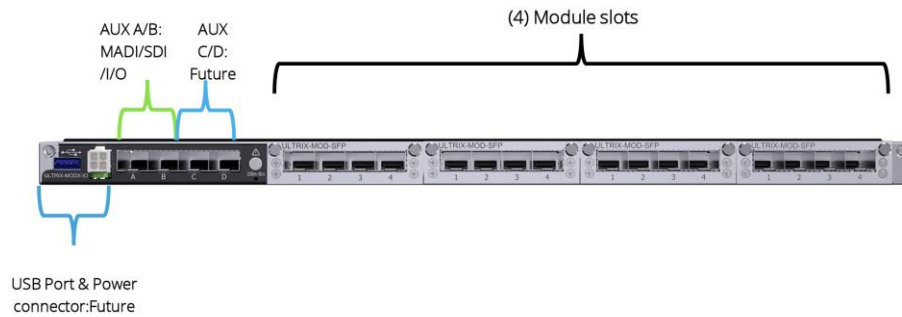
Connectivity

- SDI
- ST-2110 IP
- Fiber
- HD or UHD
- SDR / HDR



ULTRIX I/O CONNECTIVITY

ULTRIX-MODX-IO

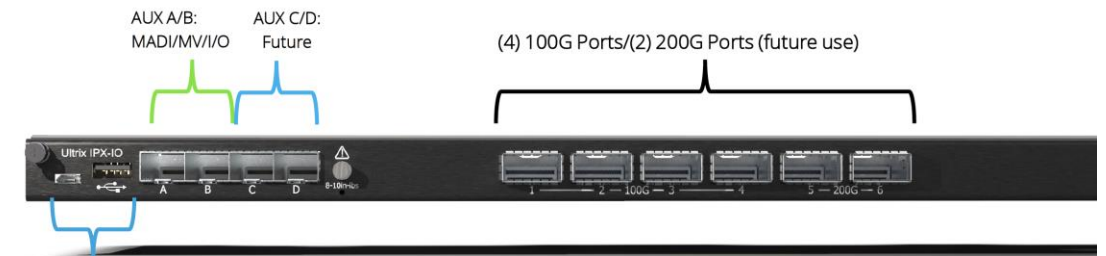


- HD / UHD
- SDR / HDR

ULTRIX-HDX-IO



ULTRIX-IPX-IO



GRAPHITE

Cloud Production Center



CARBONITECODE



CARBONITECODE

...offers affordable, simple to use production switching capability which directly integrates into the ever-growing **NDI** ecosystem.

- Powerful software-based Carbonite!
- GPU-accelerated COTS hardware!
- TouchDrive compatibility!



On-Set display or Large Screen Displays



Low Latency Large LED Compositing

Live Events push the boundary for IMAG and Venue advertising to the extreme. Incorporating Live Video into the Live Rendering or pre-rendered content is a standard requirement.

Mosaic Offers Event Designers the ability to composite this pixel accurate graphics content with Live Video feeds (Low Latency (Live Video = 1 Frame Delay)).

Canvases enable the creation of multiple regions or single massive pixel counts spanning over multiple tiles to create seamless viewing experiences.



Pixel Accurate

Work in Pixel
Accurate
Resolutions and
Control



Low Latency

Integration of
Live Video
Sources with
Real Time or Pre-
Rendered
Graphics.

1 Frame of Delay



**Multiple
Destinations**

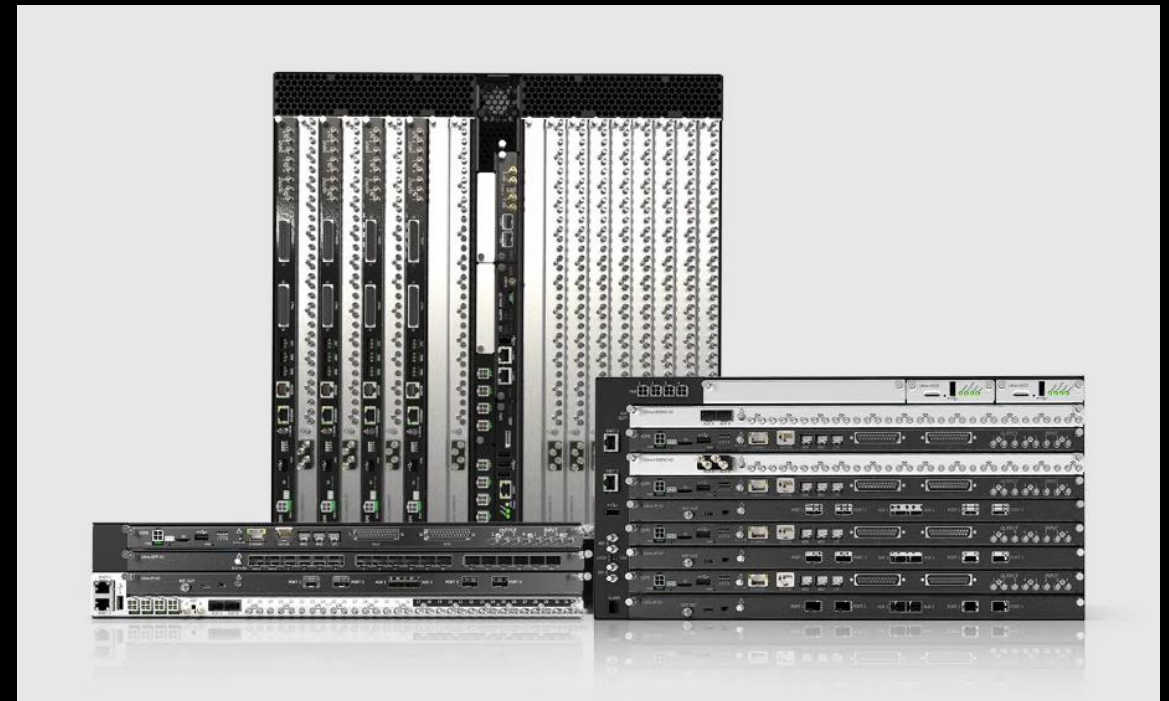
Control Multiple
Screens of
composited "Tiles".
Create Canvases
to match LED
Resolutions

Platform Choice

Mosaic leverages the Software Defined approach that was introduced with the Original Carbonite Black Series and Carbonite Black Mosaic.

Mosaic can be licensed on the Ultrix Hyper Converged Solutions allowing SDPE Blades to be run as Acuity MEs, Carbonite Switchers or now Mosaic Screen Processing.

Mosaic can also be licensed on the Carbonite Ultra Platform. Allowing users to deploy this highly efficient screen processing on a 1RU solution that can operate as a 3ME production switcher or MultiScreen Processor!

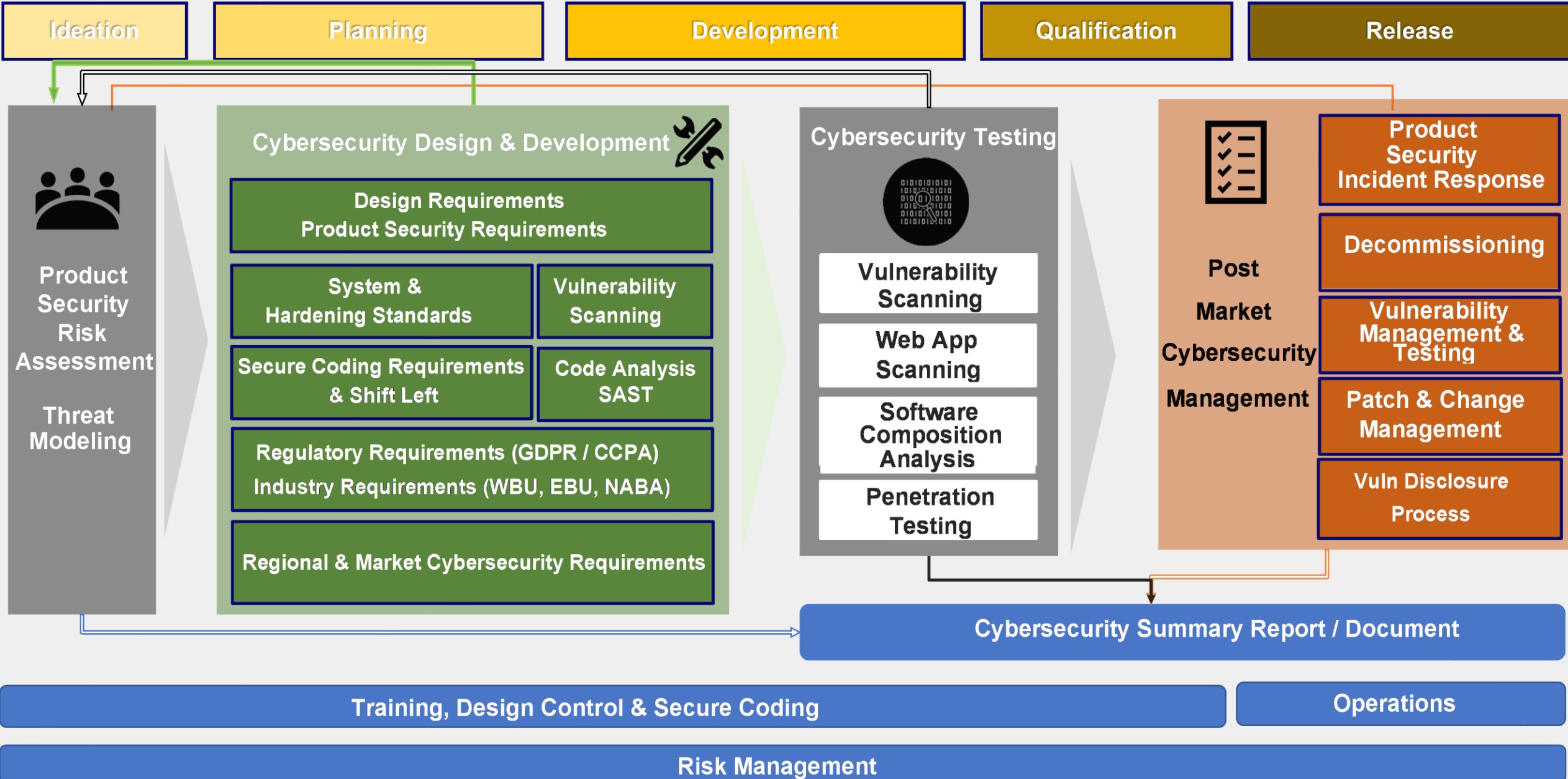




Product Security



ROSS Product Security Framework





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