

VRi



Visual Research Inc.

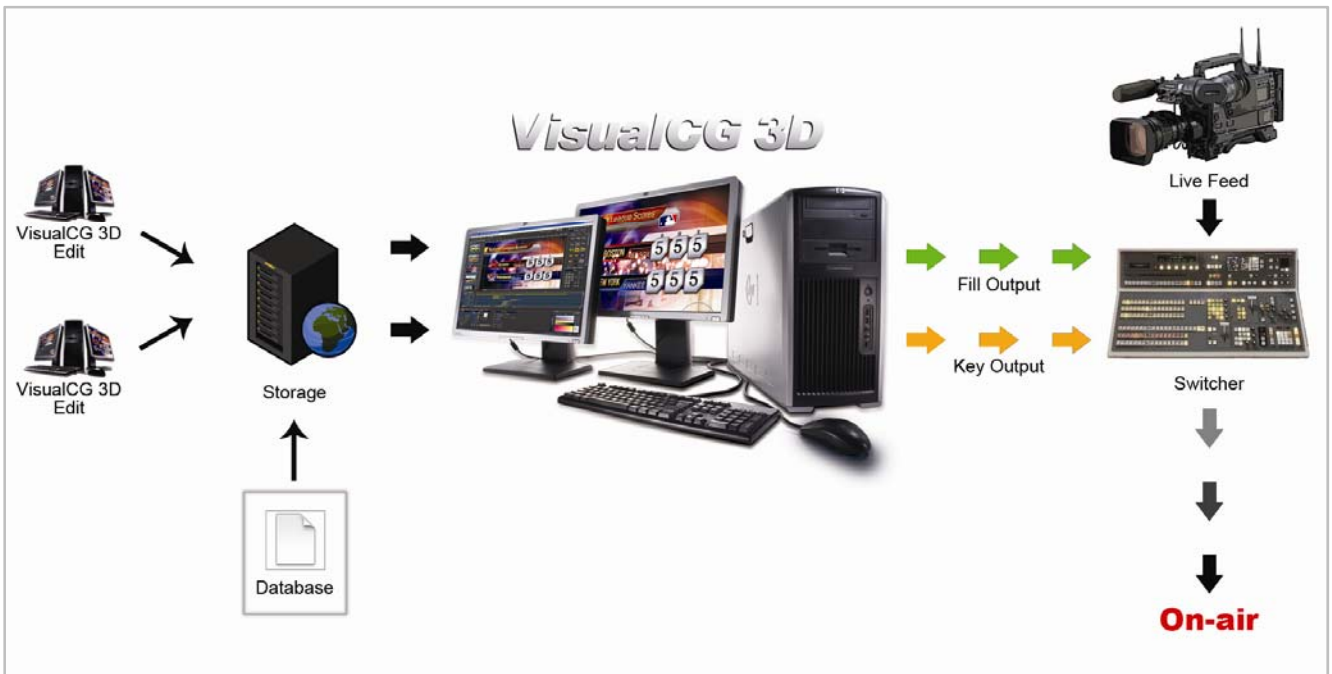
Product Lineup



VisualCG 3D is a primary character generator product of Visual Research Inc. which has built-in real-time 3D graphics rendering technology.

All HD resolutions and both NTSC and PAL are supported for the professional broadcast environment. It includes features such as 2D/3D titling, real-time 2D/3D transition effects, keyframeable motion effects and multi-layer display control in a single solution at an exceptional price.

VisualCG 3D Workflow



VisualCG 3D System Requirements

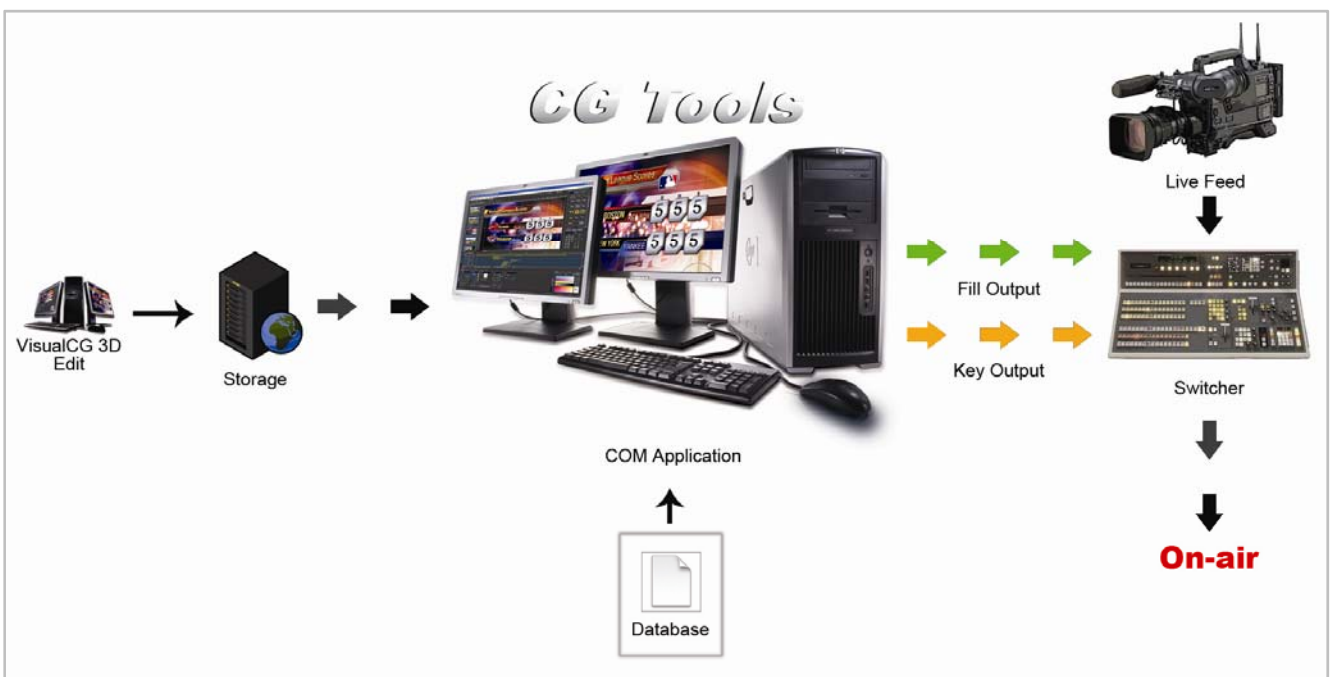
Recommended System Specifications	HD	SD
Operating System	Microsoft Windows® XP SP2	Microsoft Windows® XP SP2
CPU	Dual Intel® Xeon™ 5410, 2.33GHz, Quadcore	Intel® Xeon™ 5405 2.00GHz Quadcore
RAM	4GB	2GB
HDD	73GB SAS 3Gb/s 15K 500GB SATA2 7.2K	160GB SATA2 7.2K 250GB SATA2 7.2K
VGA	NVIDIA® GeForce™ 9800 GTX+ 768MB	NVIDIA® GeForce™ 9800 GT 512MB
I/O Board	Matrox or AJA	Matrox or AJA
Power	800 W	450 W



CG Tools is a development tool for creating custom broadcast graphic applications which is powered by the true real-time 3D graphic engine.

Supporting COM interface and TAP (TCP/IP based automation protocol), CG Tools can be used to build unique applications such as live sports, stock tickers, live election, weather forecast and other complex broadcast projects.

CG Tools Workflow



CG Tools System Requirements

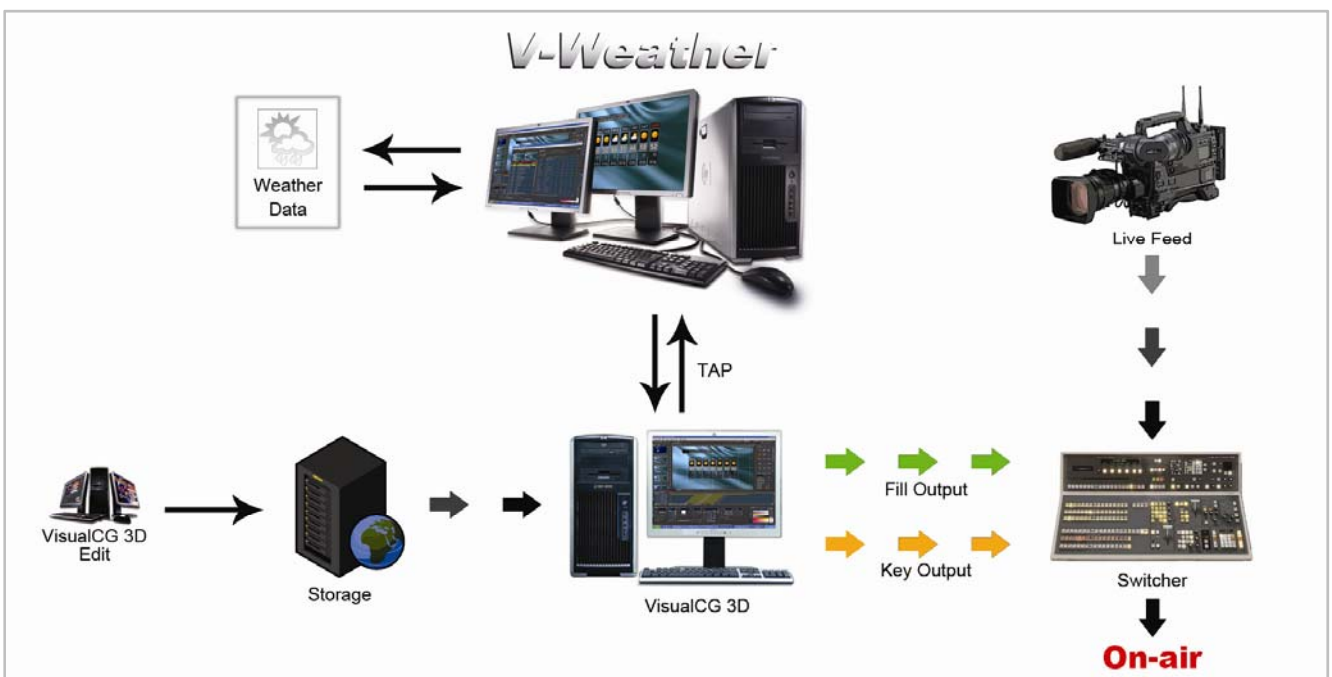
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I/O Board	Matrox or AJA	Matrox or AJA
Power	800 W	450 W



V-Weather is a real-time HD/SD weather graphics application designed to enhance the weather broadcast.

It controls VisualCG 3D via TAP (TCP/IP based automation protocol) which retrieves weather data from Microsoft® Excel® to playback using the templates created in VisualCG 3D. It includes variety of weather templates and weather icons for easy weather forecast.

V-Weather Workflow



V-Weather System Requirements

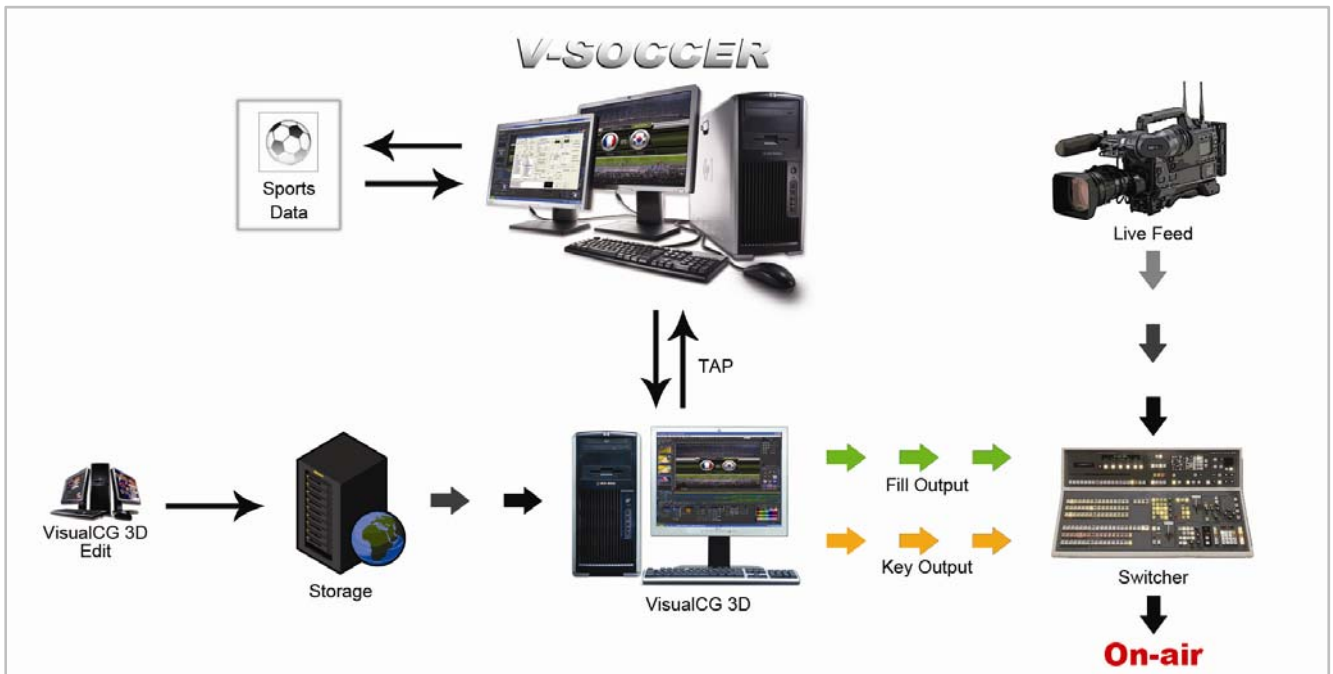
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I/O Board	Matrox or AJA	Matrox or AJA
Power	800 W	450 W



V-Soccer is a real-time HD/SD soccer broadcast application which controls VisualCG 3D by TAP (TCP/IP based automation protocol) to on-air every event of a soccer match such as player roster, ball possessions, timer, player on/off, yellow/red cards and penalty kick.

It retrieves player profile and player record information from TXT file and uses the templates created in VisualCG 3D to playback in an instant with a simple operation.

V-Soccer Workflow



V-Soccer System Requirements

Recommended System Specifications	HD	SD
Operating System	Microsoft Windows® XP SP2	Microsoft Windows® XP SP2
CPU	Dual Intel® Xeon™ 5410, 2.33GHz, Quadcore	Intel® Xeon™ 5405 2.00GHz Quadcore
RAM	4GB	2GB
HDD	73GB SAS 3Gb/s 15K 500GB SATA2 7.2K	160GB SATA2 7.2K 250GB SATA2 7.2K
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I/O Board	Matrox or AJA	Matrox or AJA
Power	800 W	450 W