



EASY CG

Easy CG is a broadcast-quality live graphics solution, used for creating, displaying and control of various multimedia graphics. The graphical objects can be displayed in real-time over a live video in the workstation's input/output, or by output signal as Key and Field.

Easy CG can optionally show a preview via second hardware board output or on the workstation's monitor.

Easy CG supports unlimited layering and rendering of as many projects as required. Each project can contain multilayered objects. The studies can be saved as templates; arrangements on the templates can be made during the on-air session.

Easy CG allows controlling each project contained in the "publication" independently and without affecting other projects. In order to prevent an object replacement or moving by mistake, each object can be locked.

Assigning meta-tags is an easy way to find and play any of your projects in **Easy CG**.

Easy CG supports common image formats, such as TGA, BMP, JPEG, GIF or PNG as graphics or sequences with or without alpha channel.

Timers, analog and digital clocks can be inserted with different colors and fonts, allowing further customization by the user. **Easy CG** can smoothly play multi-layer animations, prepared in sequential TGA, BMP, JPEG, GIF or PNG format with alpha channel. On top of that, basic geometric shapes (line, rectangle, circle, arc, polygon, etc.) can be created in "designer".

Easy CG allows multilingual support via Unicode, including but not limited to Arabic, Russian, Chinese, Persian, Turkish and Cyrillic.

Multiple up/down, left/right, and vice versa scrolling text objects can be loaded simultaneously and they can run with different speed. Dynamic data coming from text, folder, RSS or XML file can be linked to any crawl or roll item and it can be updated on-screen in real-time.

Text objects can be marked as "fixed content" and "content that can be changed during the broadcast". The color and transparency are editable and customizable for the background, font, size, shadow settings, and so on. Logo and animation can be added to floating writings.



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Easy CG has the ability to create graded background colors. Typefaces can be used oblique/italic, underlined, shaded, borders and so on.

Image sequence animation (image sequence) can be played without skipping. In **Easy CG** you can assign standard input/output effects and object duration to any of the projects. Objects can be linked to dynamic text data sources coming from text or XML files situated on the local computer or in any computer in the network. Each object is automatically updateable on-screen in real-time.

On top of that, **Easy CG** runs collective text files or image files; it comes with powerful RSS recording module allowing automated loading of broadcast RSS data feeds from the Internet with automated insertion of logos, images and animations.

Easy CG comes with features as sound support, allowing audio files insertion to an already prepared project. **Easy CG** provides a searching engine: you can easily find your projects via keywords previously assigned to each project.

In addition, during on-air session, **Easy CG** can display a preview of another page without breaking the publication.

The **Easy CG** projects are exportable by third-party systems and transferable to KJ systems through the network or using an external/portable hard drive.

EASY CG SIMULTANEOUS GRAPHIC OBJECTS

Crawls	Horizontally running text messages
Rolls	Vertically rolling credits and messages
Animations	Channel logos, animated backgrounds, etc. (sequential in TGA, BMP, JPEG, GIF, PNG)
Pictures	Still graphics
Clocks	Analogue** and digital clocks, count down and count up timers
Banners	Still graphics slideshows with various transitions
Chat lines	Chat-like text object with automated horizontally scrolling text
Chat notes	Chat-like text object with automated vertically scrolling text
Formats	SD : NTSC/PAL, NTSC/PAL 16:9 Anamorphic HD : 720p50, 720p59, 720p60, 1080p25, 1080p29, 1080p30, 1080i50, 1080i59, 1080i60
Keying	INTERNAL; Analog Composite, Component, S-Video, HD / SD SDI EXTERNAL; Analog Composite, Component, HD / SD SDI Fill and Key Out

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