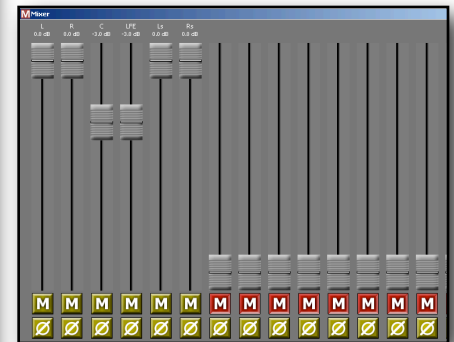
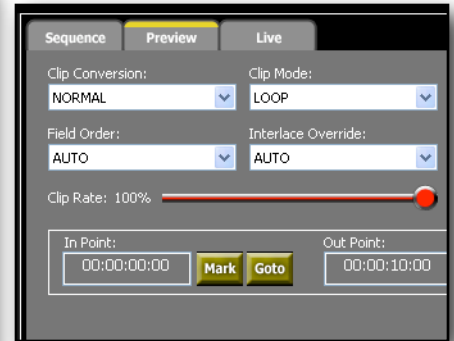
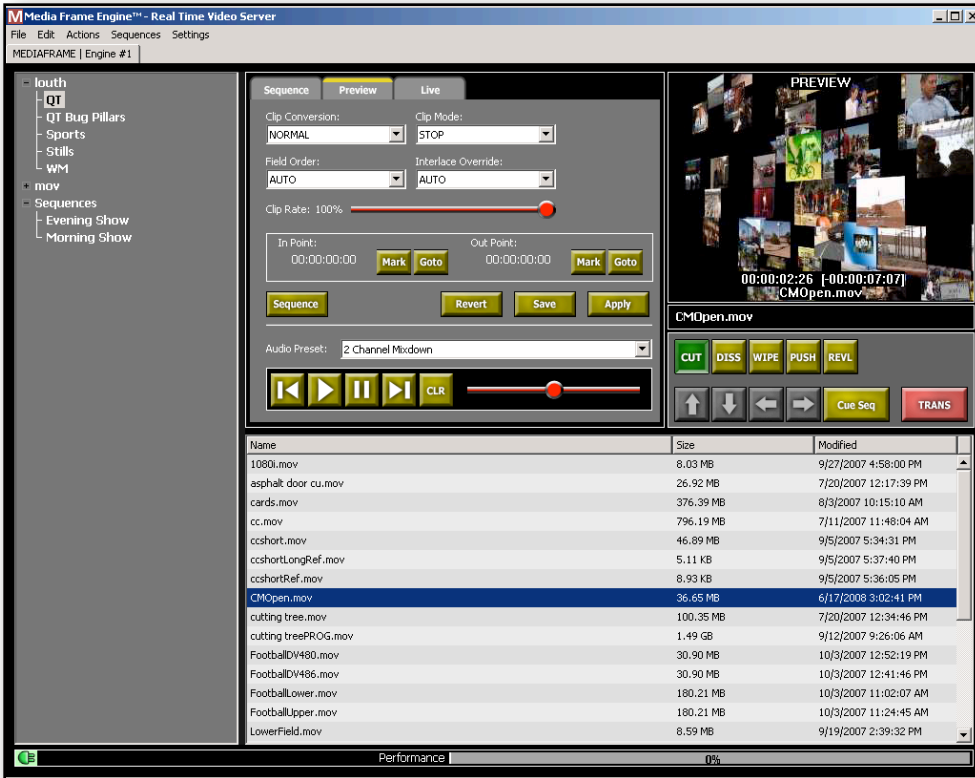


MEDIA FRAME



Media Frame Real Time Video Server

The concept behind Media Frame is that it is the universal play-out system. Using the Media Frame Engine™, you can immediately place media of any type (still or motion) on the air without any consideration for matching source and destination formats. Media Frame is also a system that is completely hardware independent. It relies on a fast host computing system with GPU support, but video hardware I/O is completely removed from the engine so it does not rely on any particular video hardware to ingest or play-out its content. The Media Frame Engine™ is designed to easily customize many different user interfaces in order to control it. The types of systems that can be built, not only by Media Frame, LLC but also by third party developers, is wide open. Everything from clip servers to real time non-linear edit systems, to sports based replay systems are possible.

The Media Frame Engine™ offers an open architecture with both a low level and high level SDK making it extremely easy to not only create custom control interfaces but also to expand the core of Media Frame and its capabilities.

The Media Frame Engine™ can be controlled locally or over a LAN. You receive real time interaction with the file system and realtime streaming video to the client giving you the ability to manipulate clips and monitor the output remotely.

Media Frame allows you to convert local content in real time, but it also does the same with live video coming in via hardware. Any live video being captured via hardware I/O can be up or down converted in real time and also written to disk in different formats simultaneously. For example, when capturing an HD signal, you can record directly to disk in any HD or SD format at the same time while playing it back out of the system in any format.

The best part about all of the complexity of Media Frame is that it is simple to use from top to bottom! No "jumping through hoops" to get your content on air, just click and go!

Key Features

- Native realtime support for Quicktime, Windows Media, AVI and still image formats. NO IMPORTING!
- Realtime conversion from any frame rate to any frame rate.
- Realtime conversion from any video standard to any video standard.
- Realtime conversion from interlaced video to progressive or progressive to interlaced.
- Video hardware I/O independent.
- High level and low level SDK.
- High level scripting interface.
- Full access to Open GL 3-D environments including lighting.
- Realtime 2-D and 3-D CG option.
- Realtime alpha channel output with support for files with embedded alpha channels.
- Internal keying capabilities.
- Multiple layer support.
- Timeline and sequencing capabilities with mixed format content.
- Internal audio mixer capable of 8 mono or 8 stereo output channels.
- Friendly file system that gives instant access to files via Windows File Sharing or SAN networks including expandable XML metadata capabilities.
- Playback speed control option.