## Virtual Studio System
# VSet-1 CUBE

**VSet-1 CUBE** is offering you an all-in-one Virtual Studio solution which combines virtual shots, switching, audio mixing, chromakey, editing, and streaming functions into a single server. Within a limited budget, you can fulfill your live production with a grand virtual settings.

We demonstrate how "big" is our studio can be in our virtual world, with our "Infinite Blue Box" funciton, the shots of the "big" studio in the small space will be seen in your eyes, that is how we make the limited to unlimited!

## Virtual Shots and Switching

With one camera input, you can add virtual angles (VCam channels) in your switcher zone simulating a multicamera studio production. You make your own pan-tilt-zoom or even Jimmy Jib shots. No limitation on the numbers of VCam let you expand your creativities freely without boundary.
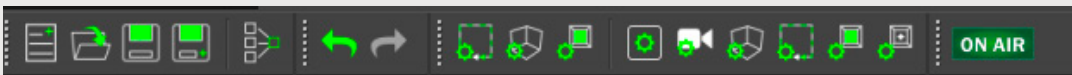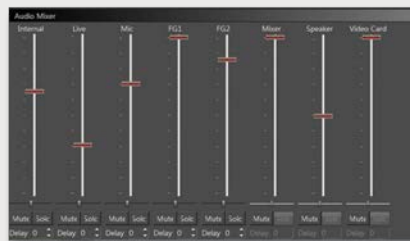
Virtual Scene

Virtual Scene

## User Friendly GUI

Easy-to-learn operation menu is designed for students and professionals.
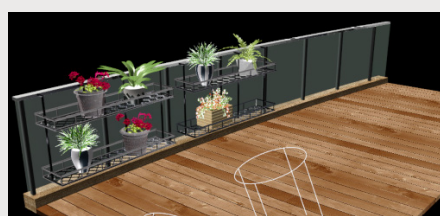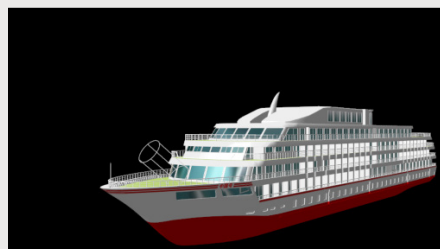
## Audio Mixer

It helps to adjust the audio signal no matter from your live mic input, SDI/HDMI embedded audio, stream input and audio tracks from video clips. With the audio delay function, you can easily synchronize audio with video to fulfill the basic needs on your production. Selected audio channel can be embedded into program output.

## Animation Templates

There are hundreds of animation modules in our resources library. By mixing different elements onto your virtual scene, it shall provide you a different look on your virtual set into your own creativity.

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## Key-frame Based 3D Graphics and Attribute Editing

By making use of the keyframe editing on VSet-1 CUBE, you can manage contents of your animation templates. Alter their attributes including position, rotation, scale, transparency, visibility, matte. Genrate or change media images, video, powerpoint or instant data. It shall help to bring up the efficiency in making animation. Prepare your on air playlist of actions for triggering graphic animations such as bringing in logo, screen playback, CG insertions etc. and get ready for the show time.
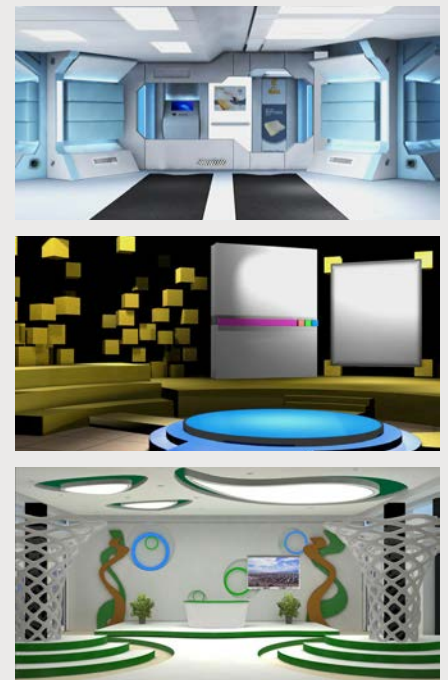


## Character Generator and On-the-fly

The built-in CG function makes it easy to produce grahics and subtitles. To add in subtitle within a scene is easy to operate, no matter it is fixed type subtitle, rolling or running text. CUBE also provides you free templates of lower-thirds with transparancy effects.

## 20 Free Virtual Sets (Scene Templates)

You can create different view angles base on each virtual set and add them as VCam channels for your project. Importing scenes or 3D objects produced from common graphic software (3ds files) to CUBE to compose your new virtual scene is also possible.



## External Data Access

Users can import various data, such as pictures, texts, videos, Excel forms, etc. into the CUBE system in real time, which is convenient for users to modify the data and provide the most accurate and fast information to the audience.

## Live Recorder

Record program at the same time as the live broadcasting. Supports high quality recording format H.264, MP4 and MOV.

## Web Streaming

Direct live streaming output without the need for external peripherals. Stream in singal can be taken as a video channel.

## Smart 3D Mask

The system can match the mask signal on the foreground to the implanted three-dimensional virtual object, and can specify that any virtual object in the scene appears in front of or behind the person according to the perspective relationship, thereby making the scene more realistic.

## System Specifications

Graphic Rendering Workstation
Nucleus-C6
4RU Chassis
1TB HDD Storage
Media Streaming: RTSP, RTMP
Recording Format: H.264, MOV, MP4
Video Input : HDMI x1 or SDI x1
Video Output: HDMI x1, SDIx1
Input Format
- 1080 50i
- 720 50p
Audio In/Out
- Mini Phone Jack In
- HDMI/SDI Embedded Audio

Capture and Graphic Card
SPARK MIO



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