

Freelance VIRTUAL STUIDO



All-in-One Virtual Studio System

Combines virtual shots, switching, audio mixing, editing, recording and streaming functions into a single server - rendering engine.

Its advanced chromakey and camera tracking system help to create your virtual set become as big as it can reach virtually.

Within a limited budget, you can fulfill your live production with a grand virtual setting.

Freelance Software

A simple and smart operation workflow to create live virtual studio contents for the needs of broadcast and education.



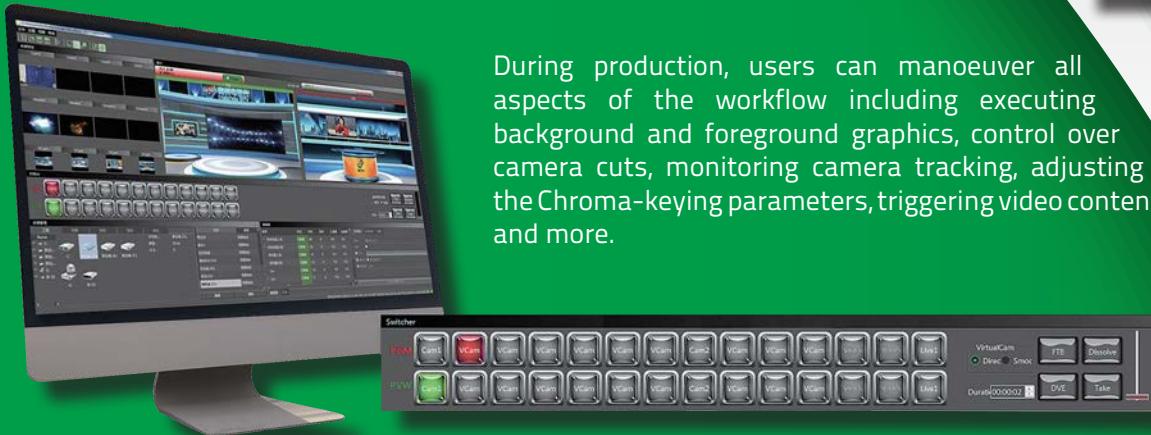
VIRTUAL STUDIO

INTERACTIVE DESIGN PLATFORM
CHROMAKEY PROCESSING
RENDERING ENGINE
TRACKING SYSTEM



Freelance

Freelance offers multi-camera production platform with its versatile GUI. By connecting cameras, different live feeds, external and internal video sources, it enables users to easily control the entire live production in high virtual reality.



During production, users can manoeuvre all aspects of the workflow including executing background and foreground graphics, control over camera cuts, monitoring camera tracking, adjusting the Chroma-keying parameters, triggering video content, and more.

Virtual Shots and Switching

Freelance is an intrinsically trackless virtual studio system, it can easily store dozens of virtual camera presets (VCam) of coordinate positions and pan-tilt-zoom values based on each real camera which can be retrieved and played back. You can set your desired virtual angles or even Jimmy Jib shots; and bring them on air with various kinds of transition effects. No limitation on the numbers of VCam let you expand your creativities freely without boundary.

*Freelance also supports tracking systems and enables seamless integration with mechanical sensors.

User Friendly GUI

Easy-to-learn operation menu is designed for broadcast professionals and students.



Built-in Audio Mixer

Supports inputs of discrete stereo audio, SDI embedded audio and audio tracks from video clips. With audio delay function, video and audio can be synchronized. Selected audio channels can be embedded into SDI output. In addition, it has stereo audio output for local monitoring.

Advanced Chromakey

As the rule of thumb, the quality of chromakey, besides the virtual graphics tracking ability, is the key element when you select a virtual studio.

Freelance offers superior broadcast quality keying effect such as natural edges, translucent objects, hair details and so forth. Your preset chroma key parameters will be attached on individual camera channel and recalled automatically during production.



Freelance Virtual Sets

20 Free Scene Templates

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



Shallow Depth of Field Effect

Featured with Depth of Field function, where the backdrop behind the anchor can be blurred to achieve the realistic look like in the optical camera lens.

Key-frame Based 3D Graphics and Attribute Editing

All the animations such as position, rotation, scale, transparency, visibility, and matte can be defined based on the key-frame editing. Change media contents such as images, video, power point or instant data. Prepare your on-air playlist for bringing in logo, screen playback, CG insertions etc.



Character Generator and On-the-fly

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



Smart 3D Mask

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

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.





Freelance System Specifications

Graphic Rendering Workstation

- Nucleus-F6 Server

Case Size - 4RU 430 x 600 x 177mm (WxDxH)

Storage - 1TB HDD

Media Streaming - RTSP, RTMP

Recording Format - H.264, MOV, MP4

Video Input - SDI x 2 CH (Standard)

Up to 4 CH (3CAM, 1Live)

Video Output - SDI x2CH

Input Format

- 1080 50i/59.94i/60i

- 720 50p/60p

Audio In/Out

- Mini Phone Jacks

- SDI Embedded Audio



I/O and Graphic Card
Spark MIO 3

Rendering Server



External Data Access

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

Live Recorder

Record program at the same time while live broadcasting.

Supports high quality recording format H.264, MP4 and MOV.

Web Streaming

Direct live streaming output without the need of external peripherals.

Stream-In signal can be taken as a video source.

Optional Add-ons



Designer, a graphic and animation software, can create all graphics for Freelance. Assets including all 2D and 3D elements can be imported to Designer in all types of formats (JPG, TGA, PNG and Photoshop images etc.). It also supports package files from other graphic software such as 3DSMax, Maya, Cinema4D, etc.

Designer itself can create various templates including virtual scenes, CG animation, on-air graphics, and indexes of templates that allows the contents can be updated or modified according to different circumstances before going on air.

Tracking System

Freelance supports camera tracking systems and enables seamless integration with mechanical sensors. It captures the tracking data and coordinates the camera's status together with the background graphics. The processing delay is only three video frames. Setting up the tracking is very easy and the time spent on calibration is minimal. During production, tracking data is synchronized with all cameras and sent directly to the Nucleus-F rendering engine hence to create a perfect match between the real and the virtual worlds.



Control Panel

The optional keyboard with assignable keys and control faders to make you even more easy to manage your switching of shots.

Freelance and Designer software are powered by DLP-Digital Tech Co. Ltd.

Features and specifications are subject to change without notice

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