



Blend

Channel in a box

Blend is Orad's file based channel in a box solution that provides HD/SD video playout coupled with 3D real time graphics. Blend is a high quality cost effective solution that is set to address today's workflow challenges.

Blend is a single box based solution in which 2 channels co exists. The first channel is dedicated to video clips playback while the second is dedicated to graphics playout. Both channels are controlled from the same user interface by a single operator and thus dramatically reduce the operational costs as well as the system's foot print in the facility.

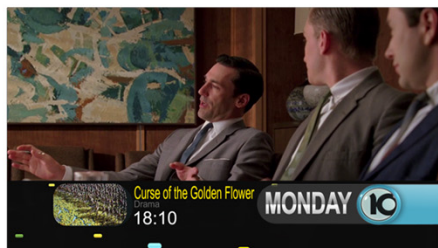
Video playback

Blend is a file based video server. It supports playback of all commonly used file formats and codecs including Mpeg 1 / 2, AVC Intra, Mpeg 4, DVC Pro /Pro HD, Jpeg 2000 and DNX HD and wrappers such as MXF, AVI and Quick Time. Clips can be played back in SD, HD. The clips are copied to the local storage as files and the copying process can take place while on air without disturbing the current playout. The clips playback could be triggered either manually or from automation using standard VDCP protocol.

Blend is a frame accurate system and supports back to back playback of clips. In its standard configuration, Blend provides a single clips playout channel which can be extended to 2 independent channels. By using Orad's grabber board in Blend's prep station, Blend can ingest clips such as movies, promos, and advertisements, and store them in multiple formats within its storage.

Graphics playout

Based on Orad's graphic legacy, Blend offers 3D HD/ SD real time graphics playout. Blend is a native 3D solution which offers stunning graphic look. All commonly used graphic elements such as multiple tickers, lower thirds, full frames, animated logos are supported and smart logic can be easily introduced to the graphics without the need for scripting or programming. The video output of blend can be captured by its graphic playout enabling squeeze backs of the video during credits or any 3D DVE effects. In addition to video clips, 2 live video inputs can be added to the graphic scene. Data can be pumped into the graphic templates from external databases supporting all commonly used database formats.

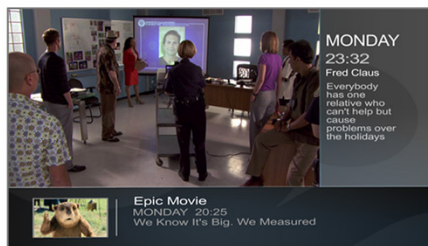
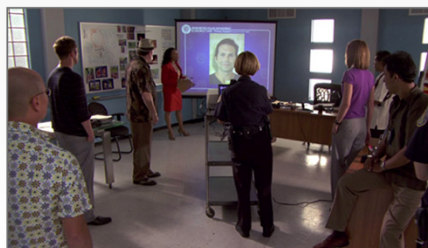


Robust hardware

Blend is based on Orad's HDVG platform providing maximum performance and reliability. The video clips are stored on a 8x2 tera Sata based storage in Raid configuration. Blend offers external access to storage and allows replacing faulty hard drives while on air. Blend is a fully redundant solution. Hot swappable power supplies, mechanical and software bypass and Raid configuration for both system disks and storage. Blend supports 16 channels of embedded audio (8 pairs) supporting mixing, presets and cross fades.

Control

Both the video and the graphic channels are controlled from the same user interface by the same operator. Blend is a scalable solution that can start from a single channel and gradually increase to a multi channel setup. Typically video and graphic elements are organized in a playlist. Video items are treated as primary events while graphic elements as secondary events with the ability to create smart relations between the primary and secondary events. Items can be executed either manually, from GPI or by automation. Blend integrates with all popular automation systems such as Harris, Snell (ProBel), Pharos, Pebble Beach and more.

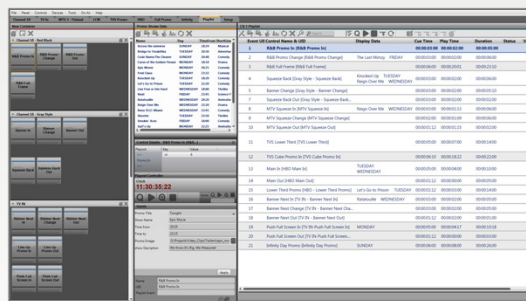




Blend

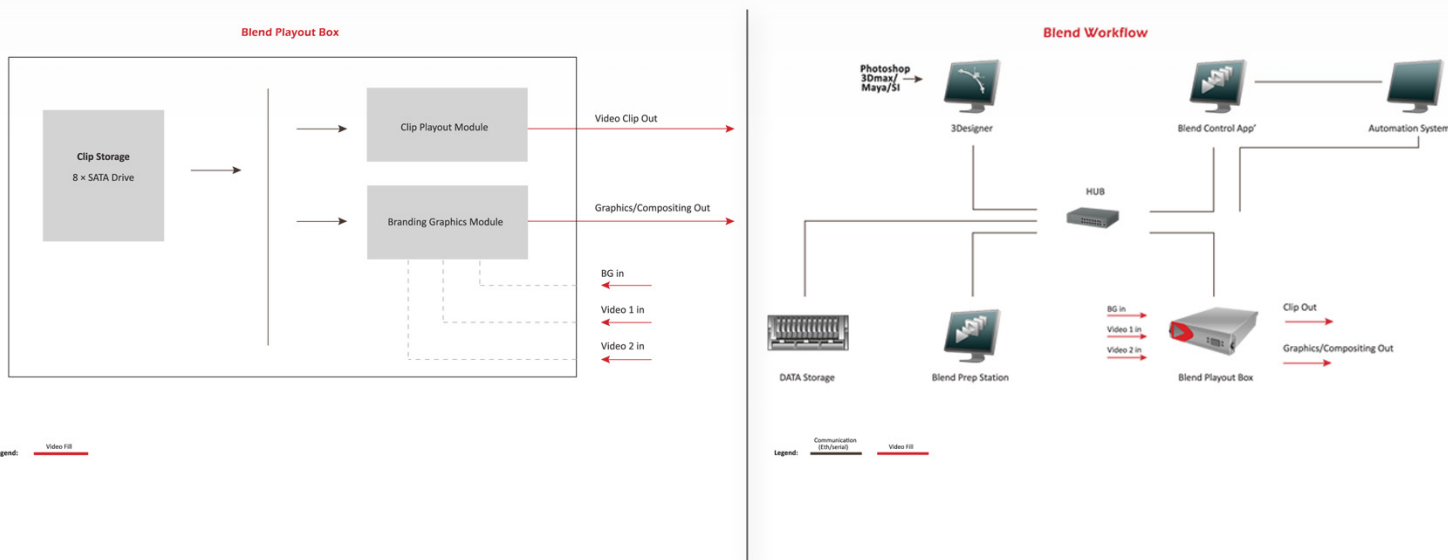
Features

- Playback of full frame video clips in different formats / codecs / resolutions
- Back to back video clips playback
- No limit on the length of the clip
- Frame accurate clips playback
- File based system with the option to add video ingest for live video grabbing and saving as clip
- Supports all HD/SD formats
- Based on HDVG card only. Does not utilize the render engine – safer, faster to load, minimal delay
- Clips could be copied and loaded to the system while on air
- Based on Orad's existing graphics solution – all known features and capabilities are supported
- Receives the output of the video clip side as the mixing source (background) allowing squeeze backs
- Supports video inputs and video clips as part of the branding layout
- Based on 3DPlay, single user interface controlling both channels
- Manual, GPI or automation based triggering
- Internal automation mode for automatic playback of video and graphics
- Video clips are treated as primary events, graphics as secondary events
- Fully synchronized playback between the server side and the graphics side

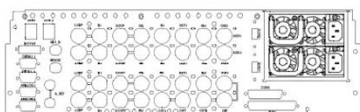


Graphic user interface

Diagram



Hardware Specifications



Turnkey System Specifications (constant):

- Operating systems: Linux
- RAID 1 for operating systems
- Internal storage: RAID 0+1 of 8x1 TB HDD
- RAM: 6 GB
- Ethernet: 2X 1000 BASE-T (RJ-45)
- Ports: 2 serial RS-232 (DB9); 4 USB 2.0 (2 front 2 rear)
- Control interfaces: PS2 keyboard, PS2 mouse, VGA/DVI

Physical Dimension:

- Height: 130 mm
- Width: 443 mm
- Depth: 631 mm

- Weight: 22 kg (approximately)
- Redundant Power Supply:**
 - 100-240 V
 - 47-63 Hz
 - 2 X 460W (max)
- Supported Video Standards:**
 - HD: SMPTE 260, SMPTE 295, SMPTE 274, SMPTE 296
 - SD: SMPTE 259 ITV-R BT.601
- Video In:**
 - SD up to 5 SDI channels, full resolution
 - HD up to 3 SDI channels, full resolution
- Video Output:**
 - Video player out
 - Graphics fill and key / compositing out
 - Internal linear keyer
 - 2 monitor outputs: 10 bit component YUV (SD/HD); SVHS, composite (SD only)

Video Reference:

- Bi/Tri level Sync with passive loop
- All cross formats are supported in the same frame rate
- SDI from DSK input

Audio Processing:

- Embedded audio 20-bit/48 KHz in SD and 24-bit/48 KHz in HD
- Support for additional audio playback and mix from .wav files, clip sources, and video insertions

ANC Data:

- Preservation of all VBI data through downstream keyer
- Preservation of Dolby E, 32 KHz and 44.1 KHz PCM embedded audio through downstream keyer

Clip Options:

- Video to texture mapping of AVI, Quick Time, DV, DVC25, MPEG files
- Video Bypass**
 - Mechanical bypass for power failures
 - Logical bypass for application failures