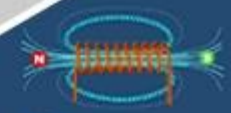


- EXPLORE WASP3D PRESENTATION C
- EMPOWER CREAT AND PROTECTION



ELEVATE YOUR PRESENTATIONS WITH WASP3D

- EXPLORE WASP3D, YOUR UI PRESENTATION COMPANION
- EMPOWER CREATIVITY AND PROTECTION



Telestrate Rotate Scale



WASP3D PRESENTER

Interactive 3D Telestration Presentation



15+
Years



400+
Customers



40+
Countries

REAL-TIME GRAPHICS
SOLUTION FOR LIVESTREAMERS

www.wasp3d.com

PRESENTER

Interactive 3D Telestration Presentation



Comprehensive Solution to Engage Live Audience

- Self-use 3D Graphics in Live Presentations
- Effortlessly deliver impactful explanations using scalable, rotatable AR objects and telestration.
- No Expensive Smartboards. Engage Your Audience, Face Forward.
- Secure data with comprehensive content encryption embedded within the software.



Comprehensive Solution to Engage Live Audience

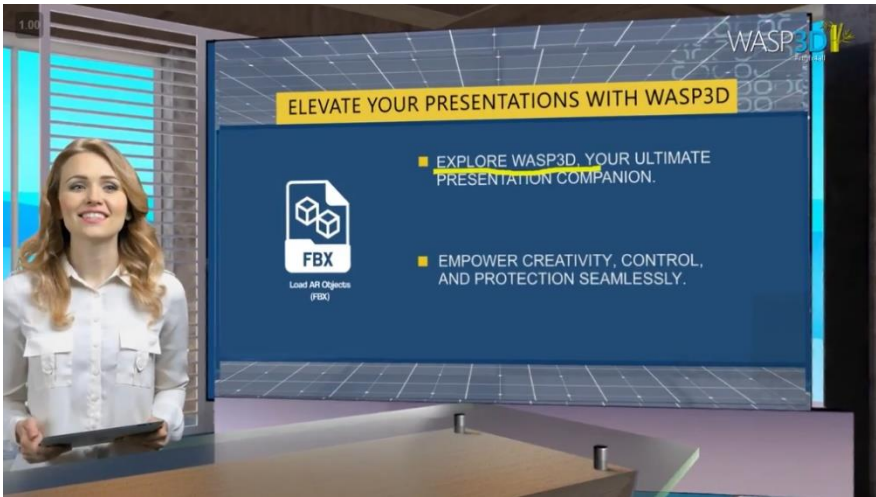
Self-use 3D Graphics in Live Presentations

Self-present and use 3D live graphics simultaneously, using any camera and a Wacom tablet!



Dynamic AR Explanation Mastery

Effectively convey information using scalable, rotatable AR objects and telestration for impactful explanations.



Engage Your Audience, Face Forward

True 3D Virtual Sets and AR content without pricey smartboards. Just engage your audience, without turning back on them.

Enhanced Data Protection Suite

Secure data with comprehensive content encryption embedded within the software.



Hardware Specifications

Desktop PC/ Laptop (System Requirements)

Operating System

Windows 10 (64-bit) / Windows 11 with version 22H2 (or later)

Processor (Latest Generation CPU Recommended)

Multicore Intel® or AMD processors (like Intel Core™ i5 - i9 / Ryzen 5 - 9 or higher)

Memory

8 GB of RAM or higher

Graphics Card (Latest Generation GPU Recommended)

DirectX 12 supported GPU with a min. of 4 GB of GPU memory
(Such as Nvidia GeForce GTX 1050TI or higher, with the latest driver)

Display

1920x1080 resolution

Technical Specs

Supported I/O card*

BMD DeckLink - Duo 2, Quad 2, 8K Pro, 4K Extreme 12G, Quad HDMI Recorder (only for inputs),
AJA - Corvid and KONA cards support - Corvid 44, Corvid 44 12G BNC, Corvid 88
(*for I/O card installation, check the required PCIe slot and CPU lanes)

Inputs

SDI, HDMI, NDI, NDI|HX, Web Browser, RTSP, RTP, UDP, RTMP, SRT

Outputs

SDI, HDMI, NDI

Video Formats

4K, Ultra HD, HD, SD

Audio Input/ Output

16 channels embedded

Sync Input

Tri-Sync or Black Burst

Media Format

MPEG2, MPEG4 and H.264 containers: (AVI, MPG, MPEG, MP4, MXF, MOV, GIF, WMV)

Image Format

JPEG, PNG, TGA, BMP, DDS, HDR, GIF

Audio format

WAV, MP3

Technical Specifications

DESIGNER APPLICATION

Design Tools

3D Objects



2D Objects



Design 3D Objects like cube, cylinder, sphere, and ring or add 3D text to your designs.

Comprehensive set of vector shapes and 3d mesh primitives that are parametric and key farmable. The 3D Shapes also act as building blocks for complex meshes. Lines with Leader functions, Bezier Spines & Freehand polylines extends the shape functionality.

Extended Objects



Build complex meshes using Extrudes, Lathe, and Bevels. Spline Extrudes using Shapes extruded along a path.

Object Tiling, E-Text and Table Text objects quicken design speed.

Helper Objects



Group of supporting objects which enhance the functionality of the design & scene (Pushpin, UVW text map object, Scrolling tickers, credit rolls and real-time timer & clock for countdown.)

Materials & Textures

Textures



Use texture of images from Formats like BMP, DDS, DIB, PNG, HDR, JPG, JPEG, PFM, PPM & TGA including disk based 24-bit, 32-bit video files - AVI, MPG, MOV, WMV, MP4*, MP3 & WAV.

Apply live video texture - HD/SD SDI I/O or Add a custom texture to create Gradient Snapshot of the entire scene graph as a Texture maps or Display an image /play a series of images as an animation.

Materials



Choose from Standard, Uniform, Chroma Key, Matte, water texture, lens flare and Particle materials for your scene.

User Interface

Dock Windows

Comprises of Inbuilt material editors, to link object in hierarchy. Non Coding based trigger actions & controls for scene play/pause/stop. Key frames to manipulated scene graph. Favourite library with pool of assets. Date entry form design interface including archiving & Unarchiving.

Add Inn

A host of add-ins are available to extend the features of VIRTUAL like data add-ins that integrate data sources into the VIRTUAL graphics from ODBC, Image editor, instance, UDT, Excel, Json, XML & ENUM.

UDT is designed primarily to facilitate functionality like that of a database. It provides users access to a collection of tables that can be customized to create hierarchical, category-based data entry and storage interfaces.

Camera & Lighting Controls

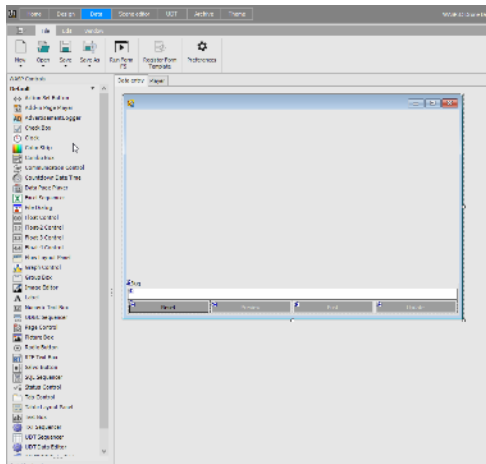
Import Objects



Import Adobe Illustrator (.AI) splines with poly-data. Import ESRI geospatial vector data format and assign colours to the DB associated polygons.

Interactivity & Triggers

Form Controls



Form Controls help define action sets, Colour strip, clock, graph control, Image editing, labelling, Rich text format, and timers and other adjustment during scene runtime. Additionally define and execute data logging tasks. It exports data functions for offline analysis in third party applications like Microsoft Excel. It records and observe real-time data display.

Camera

Multi-camera switching – Multi-Window Video Simulation /3D DVE/ Imports guests from Remote Locations/ Zoom calls

Actions

Facilitates a non-coding mechanism to trigger actions and methods - e.g. Video Playback Actions, Audio Playback, Animation Set Actions, Character Animation, and Data Actions.

Data

Condition based gateway to trigger case commands. The defined icon is compared with the values of each case, if there is a match, the associated set of actions are executed.

Force Dynamics



Planar Deflectors that act as a shield to repel the particles generated by a particle system. Wind & Gravity Forces help simulate real-world physics of particles.

Play Controls

Displays graphic playback controls for each custom controller timeline created within a scene. Each of these controllers can be linked to Scene Controllers in the Data-Entry interface used in the Sting Client.

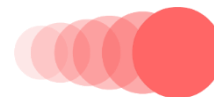
Scene

Scene Command Sends Page-in, Page-out, Play Complete triggers to the scene. Provides a checkbox to enable or disable the rendering of the selected view in Target. VIRTUAL can change the value of a Key frame of an object's translation/parameters or an animation set.

Scroller and Timer

Builds scrolls (tickers) and rolls in a scene like start scroller, Stop Scroller, Set scroller or trigger it based on events with timer.

Motion Trail



Creates a trail of object(s) behind the animated object along its trajectory. Length can be defined using the motion steps and motion frame properties and fade of trail can be defined using the trail transparency graph.

Texture

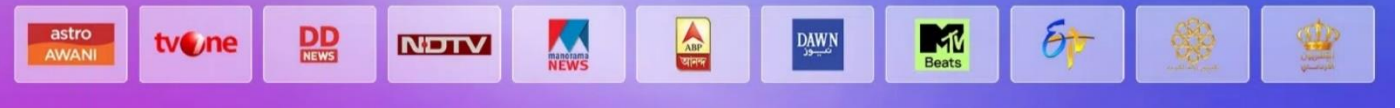
This is useful to add or remove objects to Back Buffer or Render Target during scene play. User can select the node which needs to be added to remove from the Render texture or Back Buffer by selecting the Checkbox of the respective Render Texture or Back buffer layer.

About WASP3D

WASP3D offers a broad range of real-time 3D broadcast graphics software solutions for Television Broadcasters & Live Streamers, eager to enhance their creativity and simplify their production workflow.

WASP3D's end to end broadcast TV Graphics workflow enables quick on-air delivery of content. It is designed to streamline production & enhance visual quality to publish across all media platforms. With 400+ installations in more than 40 countries, our dedicated team provides round the clock support to customers for Election Broadcast Services, Sports Presentations, eSports Live Production, News Telecast & Business Graphics. Our tools offer journalists the ability to design TV broadcast 3D graphics right from the newsroom and manage multiple media files with real-time layout.

Our Customers



We provide the necessary tools, every Live content producer requires to create visually engaging content. Our advanced software includes Virtual Set Solutions, Data Integrated AR Graphics, API Integrated eSports game graphics, 3D Character generators (Channel Logo, Lower thirds, L bands, Tickers, Live Bugs) for an engaging storytelling experience. WASP3D supports NDI (Network Device Interface) Integration, IP Based Cameras, Multi-Camera Switching, Multi-Video Window Simulations/ SIMSAT (Zoom Calls) & Filtered Social Media Feed Integration.

The company is headquartered in New Delhi, India.

Need Broadcast Quality 3D Real-time Graphics?

Connect with us at www.WASP3D.com

Or, email us at getinfo@wasp3d.com