

WASP3D FLUID DVE

World's 1st Software simulated
Multi-video switcher



15+
Years



400+
Customers



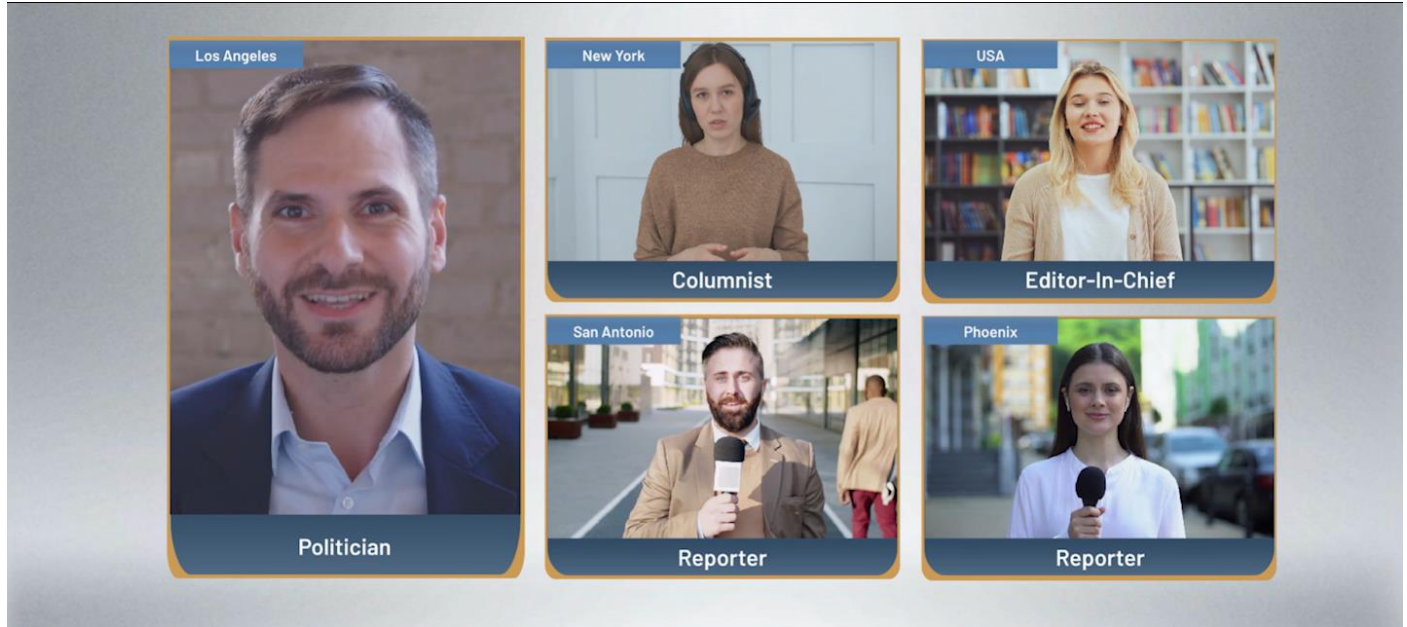
40+
Countries

REALTIME 3D
BROADCAST GRAPHICS
www.wasp3d.com

VISUAL APPEAL SPEED TOOLS VERSATILITY WORKFLOW

FLUID DVE

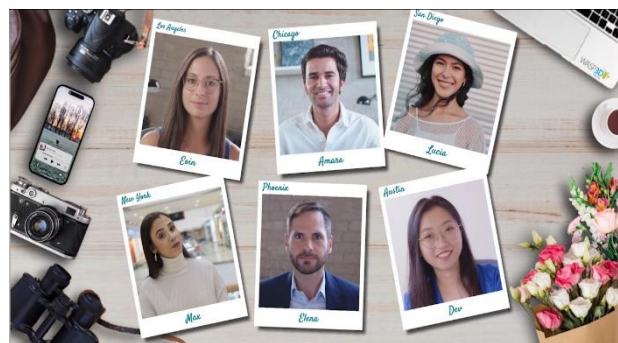
Responsive CG & Multi- Windows Graphics System



World's First Software Simulated Multi- Video Switcher

- Turn boring presentations into Interesting Responsive Windows
- Real-Time Video-Window Animations
- Replace massive hardware setups with simpler software technology
- Supports Wide range of Inputs
- Simple scaling and positioning of windows
- Create and integrate stunning 3D On-Air Graphics

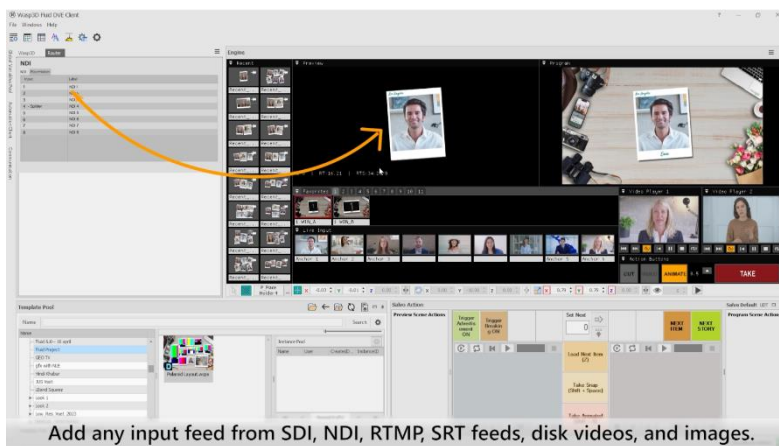
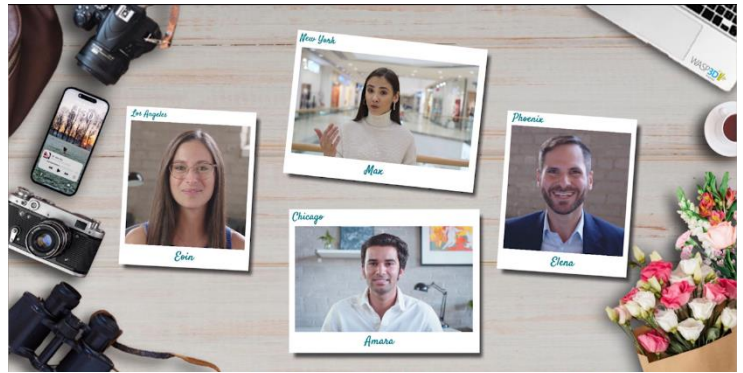
WASP3D Fluid DVE is world's 1st software simulated multi-video switcher that allows live streamers to turn their boring presentations into responsive windows with real-time animations. One can incorporate other 3D On-Air graphics along with window graphics as per their requirements utilizing the capabilities of Fluid DVE.



Responsive CG & Multi-Windows Graphics

Responsive Multi-Window Graphics

Animate, compress, and expand video windows adjusting layouts dynamically in real-time without needing separate design applications.



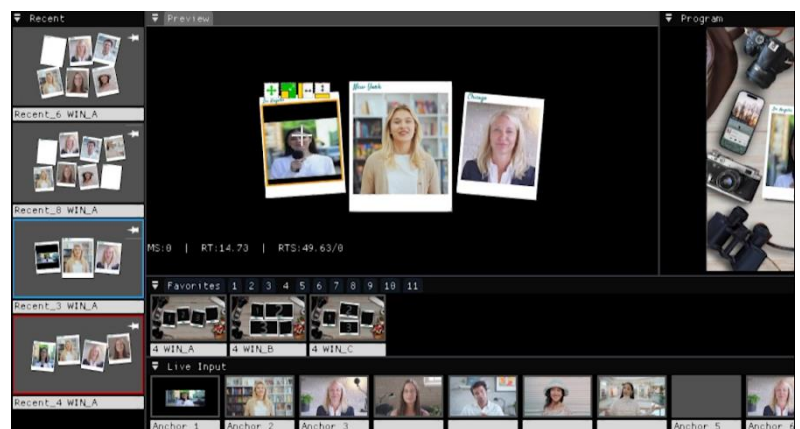
Add any input feed from SDI, NDI, RTMP, SRT feeds, disk videos, and images.

Versatile Input Handling

Supports a wide range of inputs, including SDI, NDI, RTMP, SRT feeds, disk videos, and images.

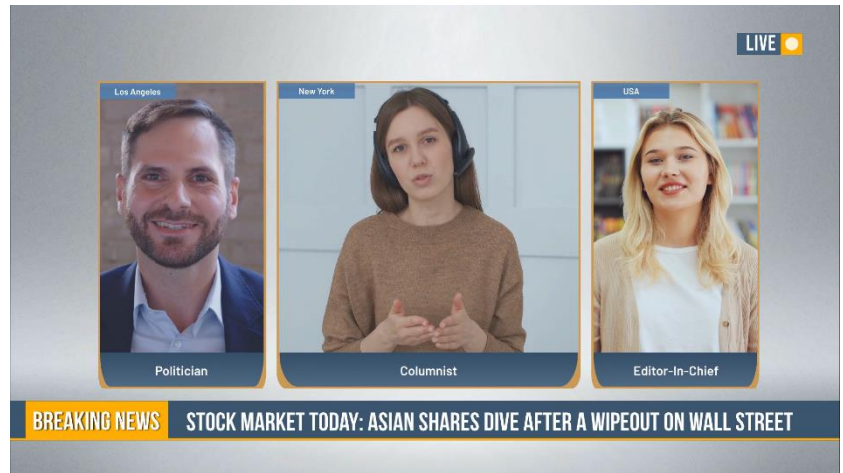
Flexible Display Options

Easy scaling and positioning of inputs using simple mouse operations.

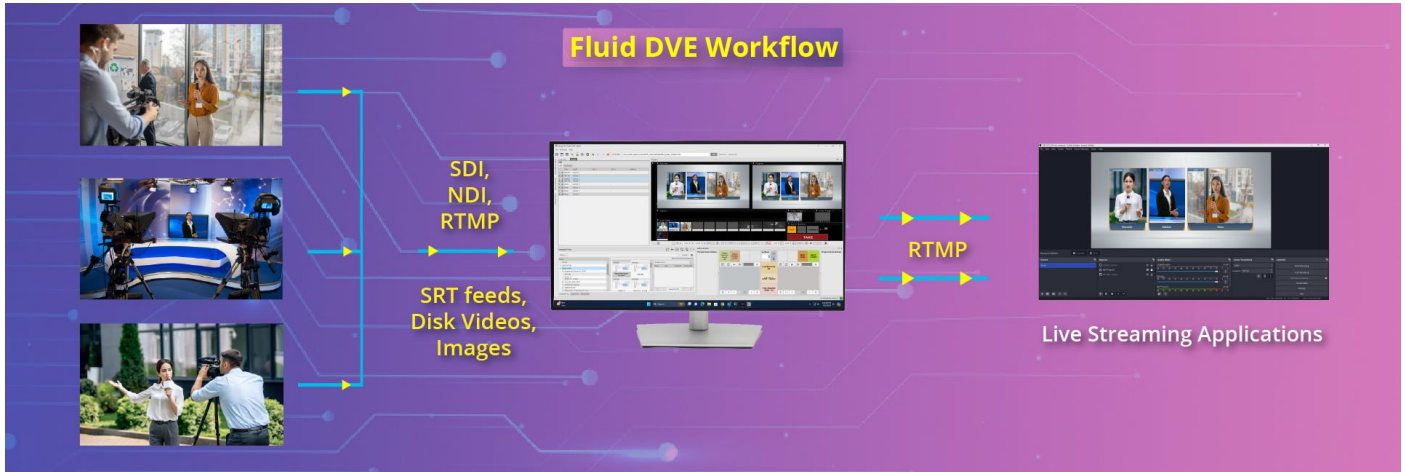


On-Air Graphics Integration and Creation

Integrate, customize and manage on-air graphics, like tickers, name bands, channel identities, and full-frame graphics.



Workflow & 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)

Storage

10 GB of available hard disk space

Display

1920x1080 resolution with 100% UI scaling

Network connection

1 Gigabit Ethernet

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 - upto 6 x 3G/HD/SD-SDI, HDMI, NDI, NDI | HX, Web Browser, RTSP, RTP, UDP, RTMP, SRT

Outputs

SDI 2 x 3G/HD/SD-SDI (Fill & Key), HDMI , NDI

Video Formats

4K - 4096 x 2160p 23.98, 24, 25
UltraHD - 3840 x 2160p 23.98, 24, 25, 29.97, 30, 50, 59.94, 60
HD - 1080p 23.98, 24, 25, 29.97, 30, 50, 59.94, 60
HD - 1080i 50, 59.94, 60
HD - 720p 50, 59.94, 60
SD - PAL, NTSC

Audio Input

16 channels embedded

Audio Output

16 channels embedded

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

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 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 &

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

NDI

NewTek NDI compatibility enables user to receive and deliver HD video over TCP/IP. Also supporting Zoom/Skype/Google Meet Video Conferences, Desktop screen sharing.

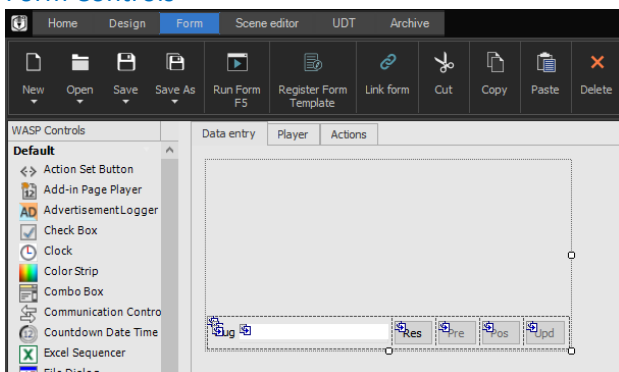
Import Objects



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

Camera

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

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 XPRESS like data add-ins that integrate data sources into the XPRESS graphics from ODBC, Image editor, instance & ENUM.

Camera & Lighting

Control Camera & Lighting

Force Dynamics



Planar Deflectors that act as a shield to repel the particles generated by a particle system.

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. One 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.

Video

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

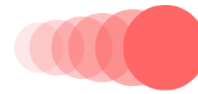
Condition based gateway to trigger case commands. The defined expression is compared with the values of each case, if there is a match, the associated set of actions are executed.

Events, Triggers and Controls

Events or triggers can be assigned to objects On Gesture, On mouse down. It provides access to assign an event to the scene.

Triggers to play, Pause or stop video

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.

PLAYOUT CLIENT

Design Once – Use Multiple Times

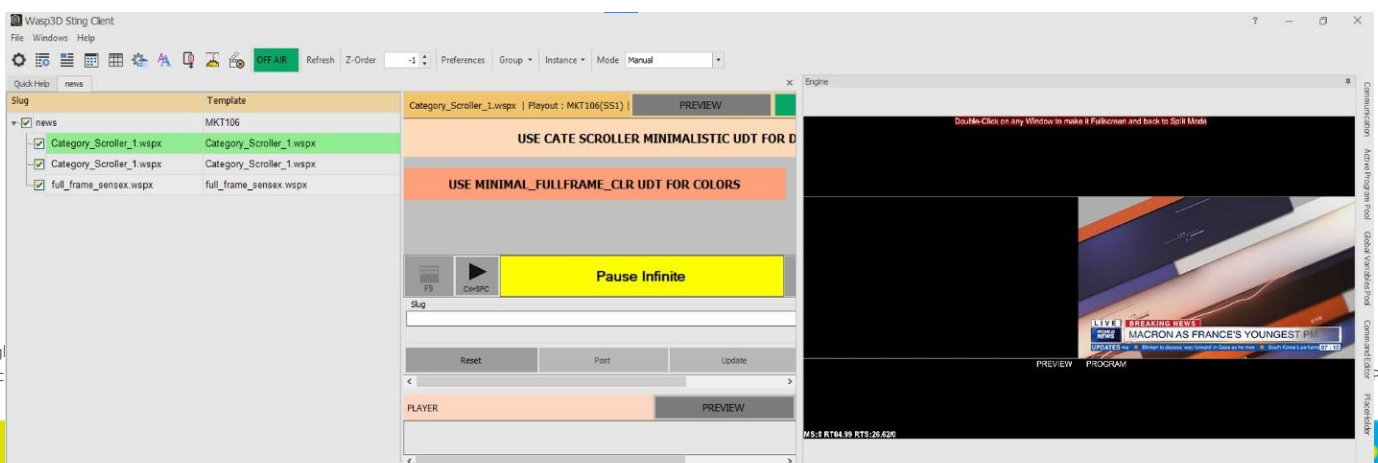
WASP3D XPRESS Sting Client, is the controlling application to the Sting Server. When it comes to on-air delivery of live virtual graphics on to live streams ranging from lower third tickers, bugs, and crawls to full-frame graphics. The WASP3D solution brings its sophisticated, real-time rendering prowess to play and enhances your livestreams look & feel manifold.

Content producers find great agility in WASP3D XPRESS template based workflow to deliver visually engaging graphics quickly. Users can design once and use the templates multiple times for various use cases. The solution is designed for performance. The broadcast playout software delivers real-time 3D graphics in either of two modes: automated triggering of graphics for unattended operations & manual triggering for production control based delivery where the playout engine recognizes defined user actions (pause points, continue, play etc.) to proceed.

Render-To-Disk Server – Offline - Output from XPRESS can also be written to disk in real-time, using XPRESS R2D, for all offline/post-production requirements.

Database Manager & Playout Interface

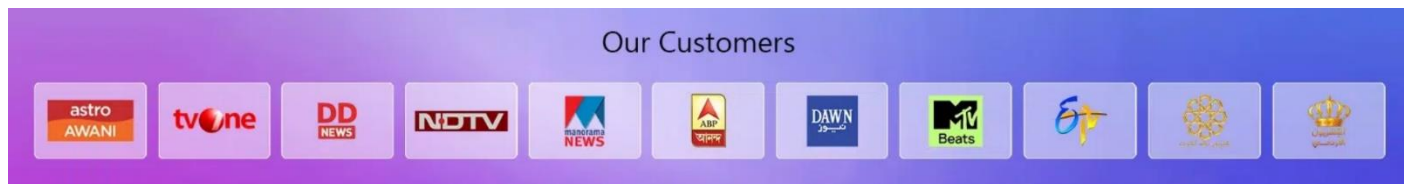
Manage, maintain & deliver data driven graphics. It is a repository of all templates user creates with MS - SQL data base server that synchronises data to graphics within the interface



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 playout.



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