



STEFAN SALVATORE

REPORTER



COMING UP

- ▶ 4:00 PM BIG BANG THEORY
- ▶ 6:00 PM VAMPIRE DIARIES
- ▶ 8:00 PM SUITS

DTCM
CORP.

ANNUAL REPORT

- ▶ Total Revenue for year 2023 - USD 10 million
- ▶ Total Sales of FMCG Products - 3 million units
- ▶ Net Income after tax - USD 4 million

NEXT UP COMPANY EXPANSION PLANS FOR 2045- 2025



WASP3D XPRESS

Free Livestreaming 3D
Graphics Solution



15+
Years



400+
Customers



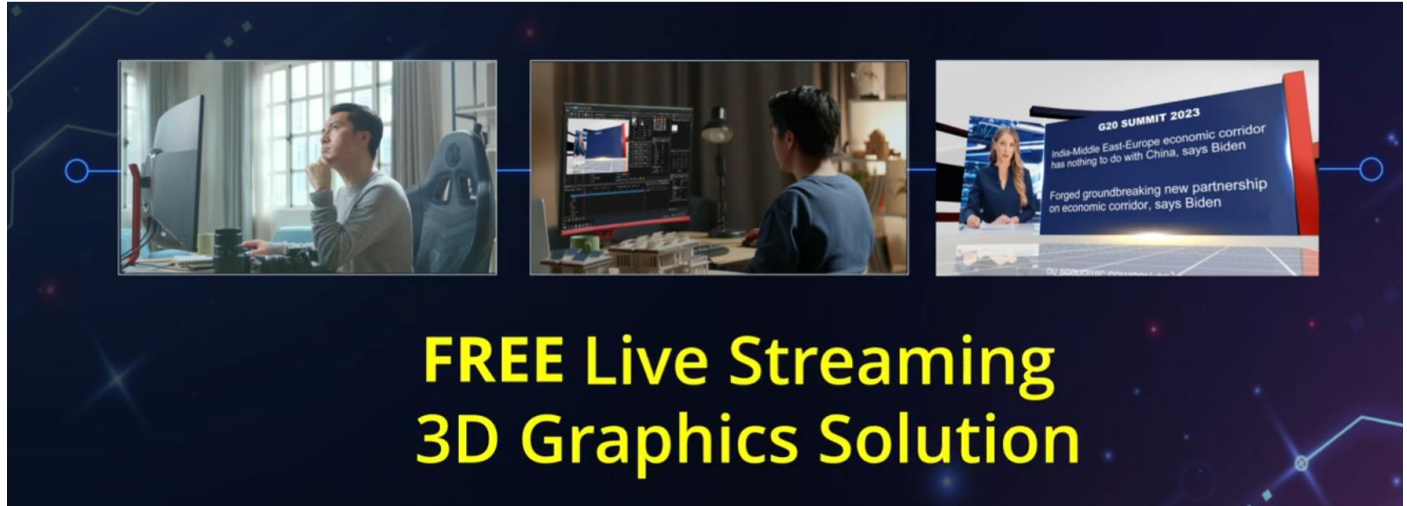
40+
Countries

REAL-TIME GRAPHICS
SOLUTION FOR LIVESTREAMERS
www.wasp3d.com

VISUAL APPEAL SPEED TOOLS **VERSATILITY** WORKFLOW

XPRESS

Free Livestreaming 3D Graphics Solution



FREE Live Streaming 3D Graphics Solution

XPRESS Your Creativity

- Unleash broadcast-quality graphics with Ease
- Equipped with Free & Ready-made Graphics.
- Amplify brand recall using Tickers, Scrollers, Lower Thirds, Name Bands, and More
- Stunning 3D Live Graphics for News, Sports, eSports, Live Events, Business, and elections

WASP3D XPRESS is a FREE Livestreaming 3D Graphic overlay solution for video content producers & live streamers of YouTube Live, Facebook, Instagram & more; looking for a real-time broadcast graphics solution to upgrade their content visually.

It provides advanced tools to overlay TV like tickers/lower thirds, channel logo, live bug, location & time stamp etc. onto video content and deliver real-time graphics for an upgraded viewing experience and brand recall.



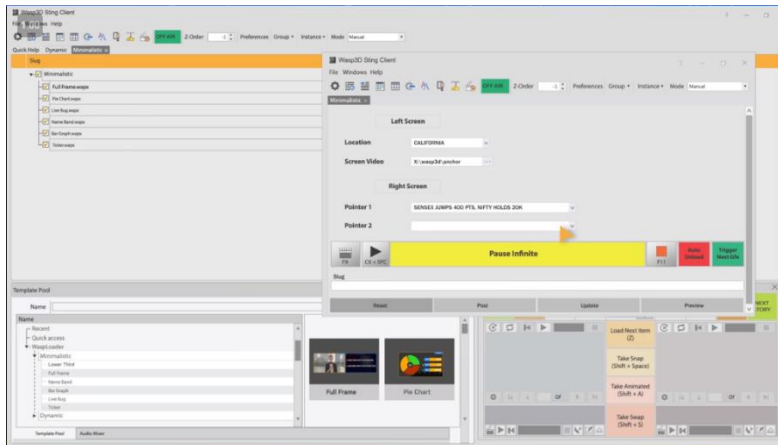
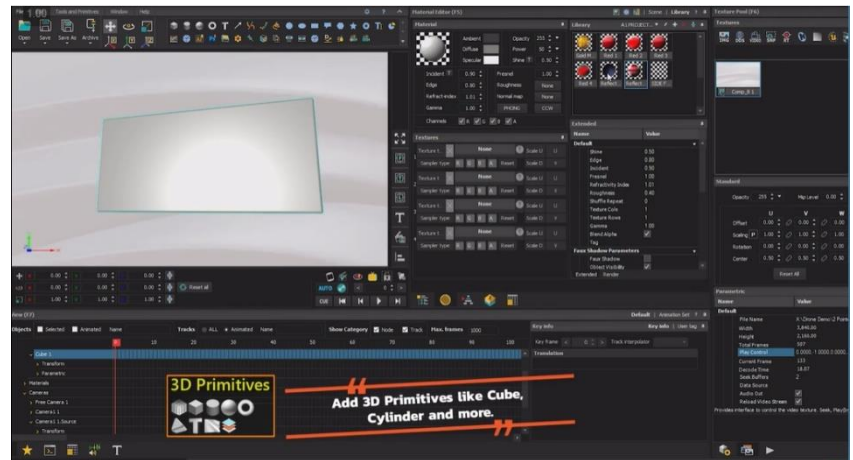
XPRESS is a self-sustained interface that comes with a comprehensive designer application that allows you to make your own templates. These templates have an associated form for data entry during live production.

Create animated logos with timer, dynamic tickers and lower thirds, and much more. Explore endless possibilities with WASP3D XPRESS.

XPRESS Your Creativity

Design Stunning Live Graphics

Create 2D-3D design environment with cameras, materials, lighting, textures and timeline for animating the design scene. Professional customizable interface to create templated graphics.

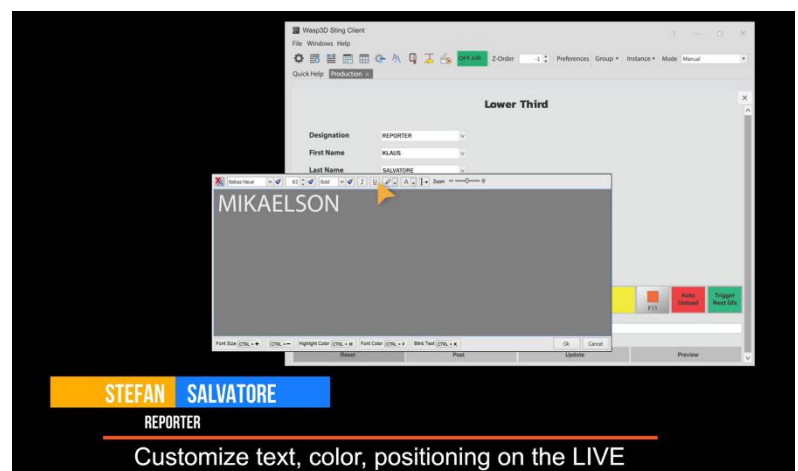


Intuitive Playlist Manager

Streamlined graphics management process. Preview graphics and organize its run order through a simple drag & drop.

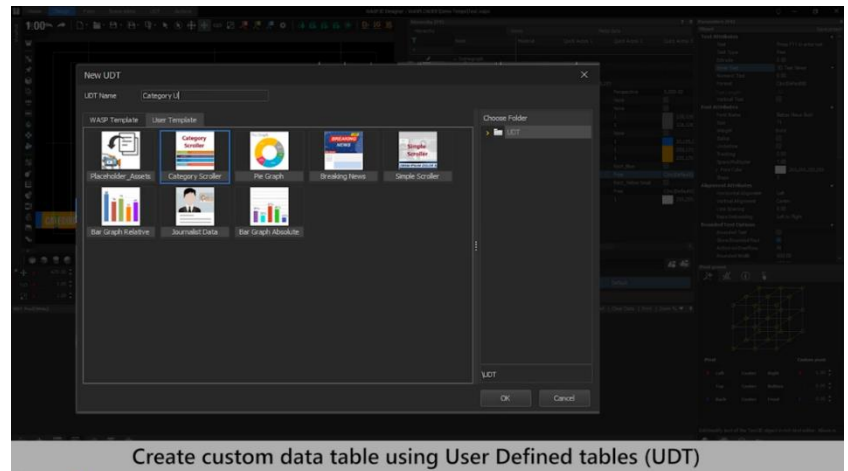
Effortless Content Management Forms

Personalized Data Entry interface for each graphic template to create new instances. Enhance your content with rich text features such as Bold, Italics, and more. Edit live without the need of the design application.

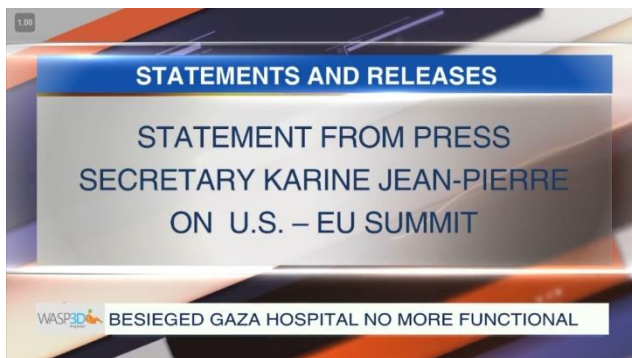


User Defined Tables (UDT)

Create custom tables to manage complex data on Live Graphics using UDT. User-friendly and easy-to-use interface as of MS Excel or Google Sheets.



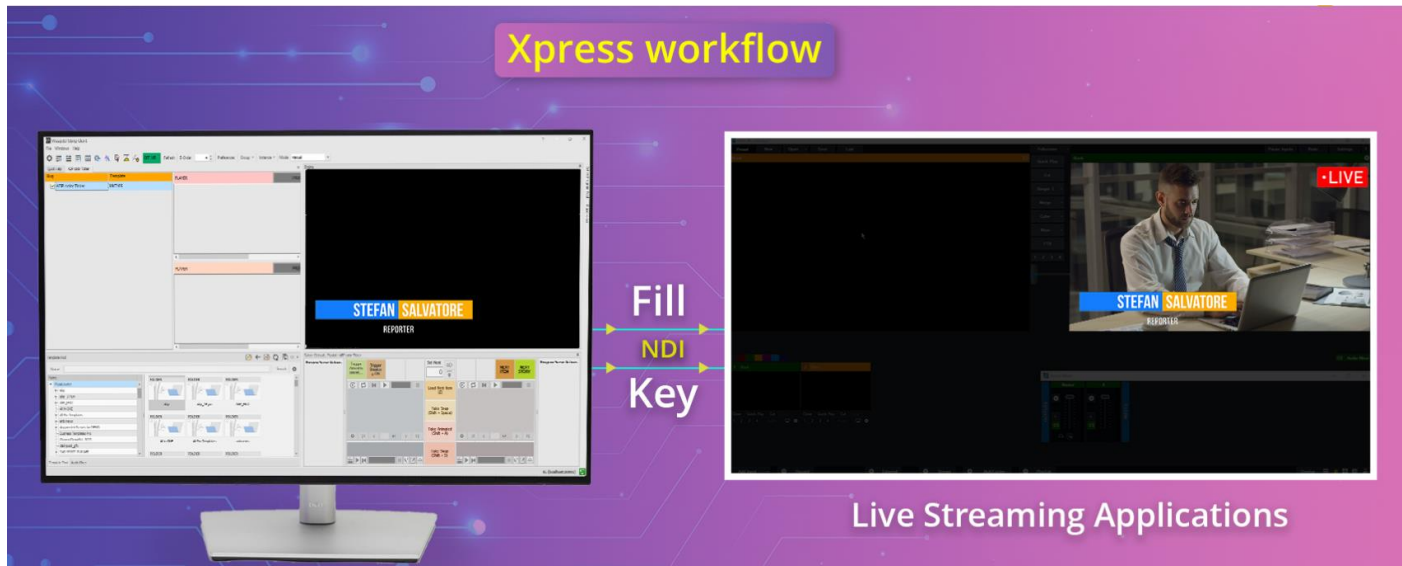
Create custom data table using User Defined tables (UDT)



Responsive Graphic Templates

As a new graphic plays on-air, existing elements dynamically adjust their positions, maintaining a perfect display.

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 - i7 / Ryzen 5 - 7 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 1050 or higher, with the latest driver)

Display

1920x1080 resolution

Technical Specs

Inputs

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

Outputs

NDI HDMI (Preview)

Video Formats

4K, Ultra HD, HD, SD

Audio Input/ 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 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.

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 & 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

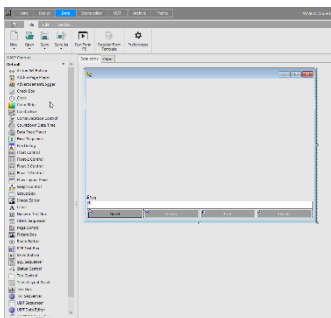
Import Objects



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

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.

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. One can change the value of a Key frame of an object's translation/parameters or an animation set.

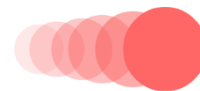
Scroller and Timer

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

Video

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.

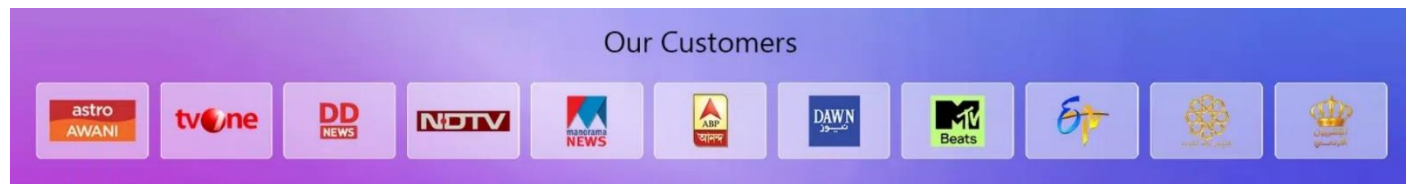
Texture

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.

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.



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