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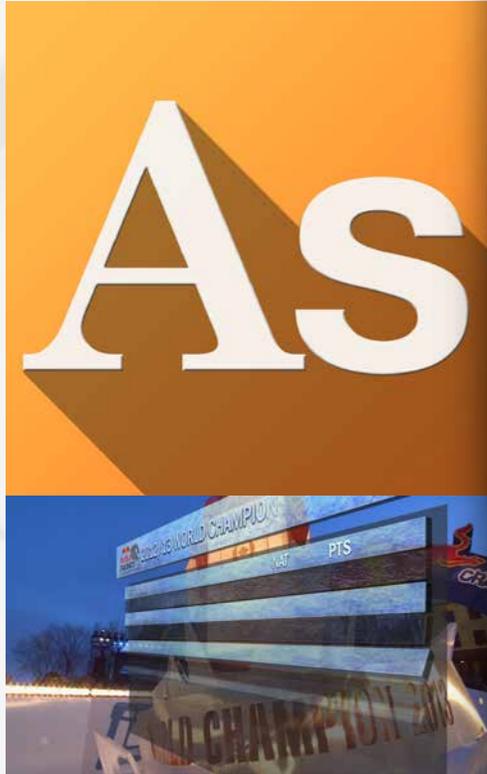
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ASTON

THE DESIGNERS' CHOICE FOR
3D MOTION GRAPHICS CREATION, CG AND PLAYOUT



Aston is a comprehensive graphics creation system built to be the centre of any design department and from there, through to CG and playout, fulfilling all the requirements of production services providers, broadcasters and design houses.

With the development of the Aston family of products, Brainstorm Multimedia takes full advantage of all the power of its world-renown eStudio render engine which is the core within Aston, enabling it to provide the latest in high-end, visually stunning and ultra-fast real-time graphics.

With such a powerful and flexible toolset, designers are able to create and build highly sophisticated graphics with unmatched speed, thanks to Aston's ample capabilities combined with its intuitive and easy-to-use interface.



ADVANCED REAL-TIME 3D GRAPHICS CREATION

FLEXIBLE AND SCALABLE

The new Aston transcends the boundaries of character generation, expanding its capabilities to become the centre of graphics departments, boosting the creativity and throughput of designers with its speed and vast feature set. All the power of Brainstorm real-time graphics is embedded within Aston, which allows operators to create, manipulate, animate and perform last-minute changes to any kind of text, data or video graphics, even during on-air operations. Aston enables the design team to change any of the at-

tributes on the template in real-time making the improvement process easier and faster. Every alteration will be seen immediately in each of the pages, without having to do them one by one.

ADVANCED USER INTERFACE

Broadcast design is a demanding task and the pressure is constant to quickly deliver or modify high-quality graphics that enhance a channel's branding and program content.

The knowledge gained from working closely with its wide user base has

enabled Brainstorm to build a next-generation GUI that enhances the user experience and facilitates the design process. This allows operators to use their creative talents to maximum effect and rapidly produce stunning results for program output.

NEXT GENERATION CG

Aston takes character generation to a new level, merging the best traditional methods with the latest techniques to match today's requirements. Aston CG provides both the page-based workflow familiar to many designers, as well as the possibility of working

with templates. Formatting can be implemented on the template and the changes to the text can still be done on each page. Modifications made to a template will be shown on every page of the project.

COLLABORATIVE WORKFLOW

Aston integrates seamlessly into collaborative workflow environments, allowing for multiple inputs and from designers and other team members typically involved in the creation, composition and/or layout of sophisticated graphics projects. In this way, Aston 3D can share objects, libraries, presets, compositions or complete projects so they are available to any user on the network.

BEYOND BROADCAST

The Aston family is resolution inde-

pendent and works with any HDTV flavour, 4K or even higher resolutions for larger screens. Aston also features 3D stereo capabilities making it fit for purpose for any demanding broadcast requirement, present or future. In addition, Aston is MOS compatible and also supports seamless integration with a wide range of 3D formats such as .fbx, .dae, .obj and .3ds, to name a few.

THE ASTON FAMILY

Aston is not just a product but a whole family of 2D and 3D modules (Designer, Player, CG and Snap Render) and bundles, covering from creation to playout. These modules can be combined in different bundles and with different feature sets to match the specific requirement and client's needs.

THE ASTON MODULES

DESIGNER

The Designer module provides design, animation and page-based CG creation, plus a preview SDI output with watermark (requires Player to exclude the watermark).

PLAYER

The Player module provides SDI and HD-SDI playout capabilities and video I/O to the Design module. It allows external control of the playout by 3rd party applications such as OnDemand.

CG

Adds a familiar CG environment featuring a dedicated player interface and GUI with page-based layouts and allowing external control of the playout by 3rd party applications. Also features an optional external dedicated keyboard.

SNAP RENDER

Allows the quick generation of movies or still images based on editable templates. This is especially useful in Newsroom environments.

ASTON SUITE
ASTON CG
DESIGNER PLAYER CG
ONDEMAND
FIND MORE INFORMATION ON ASTON HERE >>

ASTON RANGE - FEATURES CHART

● ASTON 3D

● ASTON 3D LITE

● ASTON 2D

DESIGN, CREATION AND EFFECTS

- ● ● 4K-ready graphics
- ● Object-based 3D graphics creation
- ● ● Object-based 2D graphics creation
- ● Internal linking for object, text and primitives
- ● ● 2D materials
- ● 3D materials
- Shader-based materials
- Advanced 3D materials
- ● Editable Bezier 2D and 3D curves
- ● ● Full HD movie support in projects (includes movies in projects)
- Real time 3D projected shadows
- Advanced interaction between objects
- ● ● Object cloning
- ● ● Advanced texture adjustments
- ● ● Advanced gradient control
- Advanced texture editing
- ● ● Intelligent group/object distribution
- Advanced intelligent group/object distribution
- ● ● Advanced object layering
- Impostor (2D painting over 3D objects: bloom, blur...)
- ● 3D Primitives (surface, bar, pie)
- Advanced 3D primitives (extruded, torus, ring)
- Built-in particle effects
- ● Import of objects and textures from 3rd party 3D software
- ● ● Built-in libraries (fonts, materials, textures...)

CHARACTER GENERATION

- Text on a Path
- ● ● 2D Fonts
- ● 3D Fonts
- ● ● Advanced text (roll, sequence, counter, ticker...)
- ● ● Advanced text effects
- ● ● Interactive forms creation
- ● Font Fix - Automatic substitution of character by an image

ANIMATION

- ● External data link (from database, spreadsheets, XML, RSS...)
- Scripting capabilities (Python)
- ● ● Timers for non timed events
- ● Self Timelined animations
- ● ● Keyframe-based timeline
- ● Advanced timed animations (in - out - self, brother)
- ● ● Brainstorm's StormLogic animation
- Render to movie
- ● ● Enhanced collaborative working, share objects and projects

OPTIONS

- ● ● 3D stereoscopic functionality
- ● ● Dedicated Aston Keyboard
- ● ● Dual-channel ready (requires an HP Z840 workstation)

