



VIRTUAL SET 3D CAMERA CONTROLLER

Brainstorm's Virtual Set 3D Camera Controller is an optional hardware for Infinity Set that allows for enhanced program production, including manual control of the transitions. The Virtual Set 3D Camera Controller complements the Infinity Set's software-based production mixer.



Infinity Set features a software-based production mixer for enhanced production functionality such as full control of all the virtual cameras, with non-linear transitions such as Cut-Fade-Wipes and Flies between 3D cameras, plus controlling actions and objects. As an option, Infinity Set supports the Virtual Set 3D Camera Controller, an external hardware that replicates the capabilities of the integrated software mixer, including enhanced production functionality such as full control of the virtual cameras.

The Virtual Set 3D Camera Controller allows preview/program from any camera. Transitions can also be launched manually if desired and timed or manually controlled using the fader arm. All external feeds for the virtual studio can also be easily controlled.

The Virtual Set 3D Camera Controller does not process video signals but controls the video feeds and cameras of the Infinity Set.

The Virtual Set 3D Camera Controller enables users to easily control the mixer capabilities of Infinity Set functions in the more familiar production environment of an external device.

With it, Brainstorm has extended the virtual-studio-in-a box concept to enhance what is already a powerful feature set, taking it to new levels of creativity and control.

KEY FEATURES

- PGM/PWV bus with black and 12 crosspoints.
- Joystick to control camera movements (PGM/PWV).
- Cut, Fade and Wipe transitions.
- Internal Chroma keyer and crop adjustments.
- Independent feed position adjustment.
- 16-button shotbox to launch productions.
- 16-button shotbox to launch CG pages.

CONTROL AREAS

1. Display area: Four knobs to adjust and fine-tune the parameters selected using the six buttons below.
2. User button area: 16 keys to trigger animations and/or titles.
3. Positioner area: A joystick to control both 'on-air' and 'on-preview' cameras.
4. Auxiliar bus.
5. Preview and program buses.
6. Transition area: Selects the transition type (Cut/Fly/Dissolve/Wipe) between cameras.
7. Fader arm.
8. Extra transition area.



SPECIFICATIONS

<p>Interface Dedicated RS232, D-sub (9 pin) x1</p> <p>Power Supply AC 100-240 Volts. 50/60 Hz. 0,7 A</p>	<p>Dimensions 430(W) x 88(H) x 425(D)mm - EIA2RU</p> <p>Weight Approx. 15kg.</p>
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