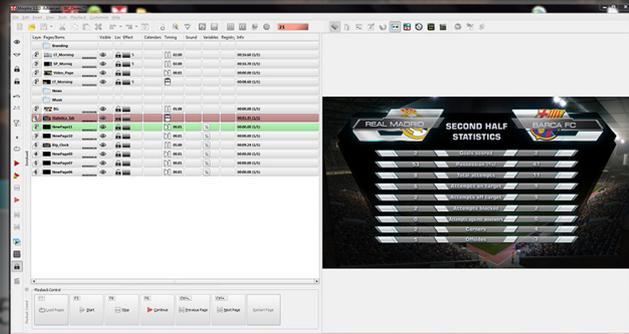




Morpho

Real-time 3D character generator



Bring ideas, information, and design to air, easily and affordably. With Morpho, you get powerful 3D real-time graphics rendering, smart graphic design tools, and flexible playout capabilities to create lower thirds graphics, news tickers, text crawls, and other character-generated graphics. All in one efficient and simple workflow. Create and play out graphics from a single interface, increasing your ability to react quickly to changes. It's the perfect solution for branding, OB van, news, and other studio productions.

Create stunning text-based designs fast

Create complex 3D graphics easily with the flexible page-based architecture. Simply combine Morpho primitives, HD or SD live video inputs, video clips, Photoshop layers, and/or 3D Collada files into a layer's structure to build a Morpho page.

Play back multiple videos clips as an integral part of your graphic scene. Morpho supports up to four video insertions either in SD or HD format. You can map these video insertions to any type of graphic object in the scene—just like you would with a texture.

With its fully featured Unicode-compliant character generator, it's super easy to set up any type of decorated 2D and 3D text, tables, crawls, and rolls. Choose from a wide variety of ticker and crawl functions, including linking directly to an RSS feed, a fully featured business crawl, or a static ticker object.

Morpho also simplifies complex tasks. Z-ordering and light positioning are extremely easy as they follow Microsoft PowerPoint methodology. Plus, you'll save time with a vast variety of pre-defined customizable effects at your disposal and a timeline, which can be used to create new animations or modify existing effects.

Deliver data-driven graphics with ease

Easily link graphics to data from any type of data source—including Microsoft Excel files, text files, ODBC databases, RSS feeds, and XML tables—using intuitive, script-free wizards. Simply drag and drop images and RSS feeds directly from your Internet browser to the Morpho design window.

Get flexible playout

Play out your designs by either organizing items in a playlist or using the playout controller panel to access graphics easily in a random order. You can assign each graphic item to a

different layer to play out up to seven different graphic items simultaneously. Last-minute text or other element changes can be performed while on air, giving you the flexibility you need for today's production. In addition, any page in Morpho can be rendered to a video clip with alpha for use in a post-production environment—without the need to rework previously created content.

Integrate newsroom and automation systems

Morpho works with any newsroom system using the MOS protocol. Just install the ActiveX plug-in on your journalists' stations to enable full use. You can also set up your automation systems to control Morpho using such industry-standard protocols as CII and VDCP. GPI control is also supported.

Work in your own language

Morpho is available in a variety of languages, including English, French, Portuguese, Spanish, Russian, German, Japanese, and Chinese. Additional languages can be easily added. And it's based on a 100% Unicode-compliant architecture, enabling you to work in almost every written language.

Get unprecedented engine power

The Morpho turnkey-ready hardware platform is based on cutting-edge technology from leading vendors. Its 2U render engine is built to meet the requirements of today's graphic designers and operators. The platform is available in an SD-only solution and an SD/HD switchable system that supports all SD and HD formats. Choose from two hardware configurations—single channel, which is packed in a single 2U chassis, and dual channel*, which offers two render engines in the same 2U enclosure, plus an external controller.

* The dual channel hardware specifications consist of two render engines and do not include a Control PC.

For more information, visit www.avid.com/morpho

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	Control PC	Render Engine (2U)
Motherboard	Intel Haswell bridge platform	Intel Haswell bridge platform
Graphic card	NVIDIA GTX 750	NVIDIA GTX 750
CPU	Intel 3.0 GHz Quad Core i5	Intel 3.0 GHz Quad Core i5
Operating system	Windows 7 64-bit	64-bit CentOS Linux with kernel 2.6
Memory	8 GB	8 GB DDR3
Internal storage	500 GB system disk	500 GB system disk
Ethernet	1 x 1000 BASE-T (RJ45)	1 x 1000 BASE-T (RJ45)
Ports	2 USB, 1 serial	2 USB (front)
Control interfaces	USB and HDMI (rear)	USB keyboard and mouse, HDMI (front)
Supported video standards		HD: SMPTE 260, SMPTE 295, SMPTE 274, SMPTE 296 SD: SMPTE 259 ITV-R BT.601
Video in (mixer)		2
Video in (insertion)		Up to 4 HD/SD SDI for insertion
Video output		4 SDI outputs (video key compositing configurable) Up to 2 internal linear keyer Single/dual channel*
Video references		Bi / Tri level Sync
Audio	2.0 stereo	Embedded audio support
Clip options		Video to texture mapping of AVI, QuickTime, DV, DVC25, and MPEG files (up to 2 simultaneously)
Size	Height: 3.5 in (90 mm), Width: 17.4 in (443 mm), Depth: 24.3 in (617 mm), Weight: 33.1 lbs (15 kg) approximate	Height: 3.5 in (90 mm), Width: 17.4 in (443 mm), Depth: 24.3 in (617 mm), Weight: 33.1 lbs (15 kg) approximate
Power Supply	100–240 V, 47–63 Hz, 420W (max)	100–240 V, 47–63 Hz, 420W (max)

* The dual channel hardware specifications consist of two render engines and do not include a Control PC.

** Specifications are subject to change.

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