



WINGS ENGINE RAW OPTIONS AND FEATURES AT A GLANCE

- 1x 8K = 4 x 4K raw uncompressed video content at 60fps (TIFF, DPX, BMP, TGA, PNG,...)
- 4x DP 1.2 outputs
- Up to 8x 3G-SDI inputs
- Full 4:4:4 color sampling
- Uncompressed and lossless: TIFF (8-bit/16-bit), DPX (8-bit/10-bit/12-bit), TGA (8-bit/16-bit), BMP, PNG
- Compressed: HAP, H.264, H.265, ProRes and various other codecs
- Custom engineered RAID 10 system
- Failsafe redundancy of storage and power supply
- Rack mountable design
- New WingsRX™ render core engine
- Built in frame blender
- 64-bit architecture
- Embedded operating system and Backup-Manager
- Dedicated EDID management
- Automatic camera based calibration for softedge blending, warp and geometry mapping
- Wings Engine Raw comes with Xeon CPU and selected enterprise grade hardware components

Configure your own server www.avstumpfl.com/your_own_raw



RAW

MEDIASERVER BY  stumpfl®

RAW 8K



WINGS ENGINE RAW

Uncompromising playback quality

Tired of limited color subsampling, banding effects and jitter when presenting videos on large format displays and screens? We are pushing the limits of current video playback solutions with our top level media server platform Wings Engine Raw delivering up to four times uncompressed 4K60 playback.



Uncompressed Video Playback

Video compression is one of the major challenges in media applications these days. Everyone knows compression artifacts such as color fringes or pixelated pictures. Wings Engine Raw is built and optimized for playing uncompressed video contents which avoids all the negative effects of video compression.

avstumpfl.com/uncompressed



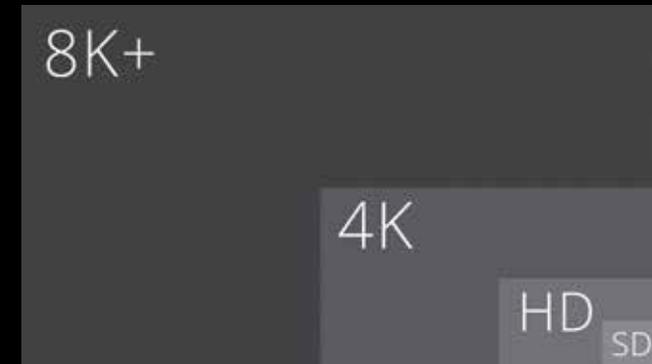
Realtime Frame Blending

If the content has been produced in a lower frame rate than the display or projector supports, our RenderEngine™ can produce intermediate frames in realtime to achieve a smoother video playback.



Maximum Color Depth

By reducing the quantity of colors used in videos the amount of data and processing time is massively reduced. However this way also the picture quality suffers and the overall viewing experience is drastically impaired. Wings Engine Raw is capable of processing and delivering video content with full 4:4:4 color sampling and with 8/10/12/16 bits color depth per channel.



Highest Resolution

Wings Engine Raw is capable of playing up to four times 4K uncompressed video content at 60fps. These contents can be native picture sequences like TGA or TIFF without any need to convert it into any intermediate codec format. Wings Engine Raw is even capable of processing PNG sequences straight away.

SERVER HARDWARE

The Most Advanced Hardware Platform

Instead of standard consumer/gaming computer hardware Wings Engine RAW contains sophisticated server technology derived from professional IT data center equipment. Wings Engine Raw comes with Xeon CPU, redundant high performance power supply, 2x10 GBit LAN, server chipset, up to 8 3G-SDI live inputs and Displayport 1.2 and DVI-D output connectors.



Highest Data Rate

The core of a Wings Engine Raw is a custom engineered RAID 10 system, which features a constant data stream of four times uncompressed 4K content at 60fps plus up to 16 text and picture layers plus up to 128 uncompressed audio streams. On top of all that, this data system not only features a massive data throughput but also redundancy. Even if one of the SSDs fails the data rate and the system's functionality in general is not impaired.



Highest Software Performance

Wings Engine Raw hosts our new WingsRX™ render core engine which has been developed and optimized especially for premium picture quality applications. Its 64bit program architecture and clever usage of SSE CPU instructions leads to an unequalled decentralized processing power. Of course Wings Engine Raw also comes with our proven embedded operating system, Backup-Manager, features a dedicated EDID management as well as our award winning automatic camera based calibration system for softedge blending and geometry mapping.