

## NEXT-GEN MEDIA SERVER SOFTWARE

This 64-bit system for real-time media processing, compositing and management is built around the key theme of usability. Users can gradually discover the options and features and can smoothly transition from being a beginner to becoming a true specialist. Actions in the 2D and 3D space follow the same basic mechanisms.

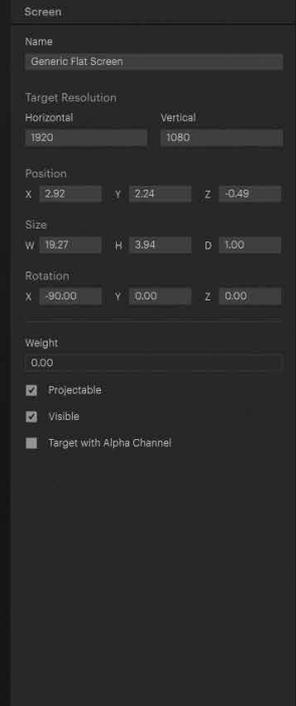
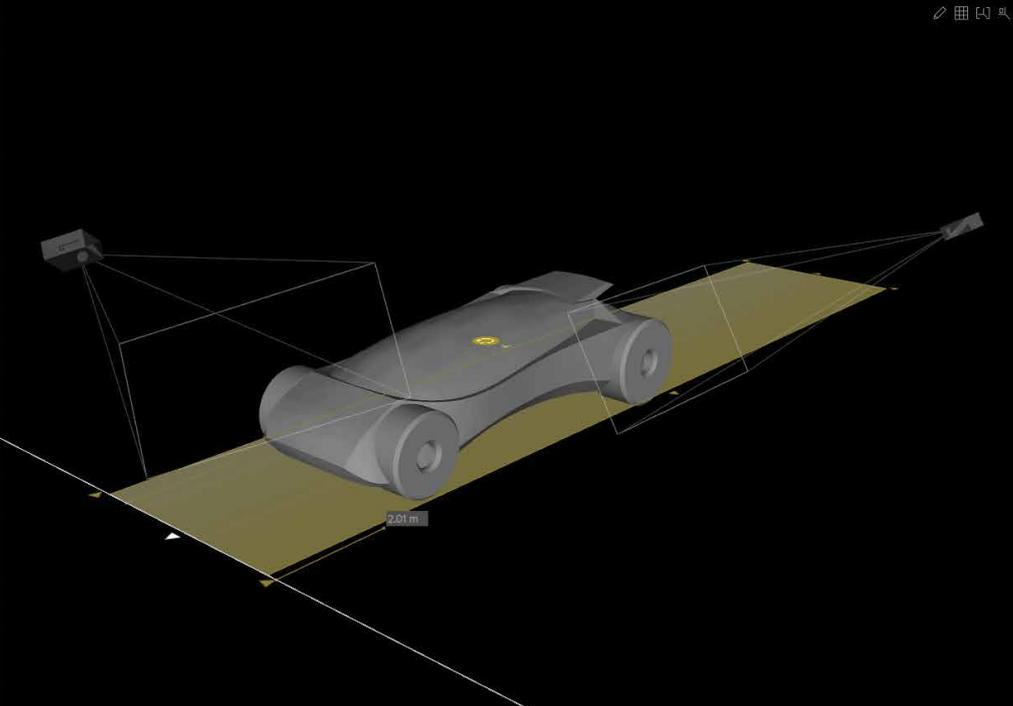
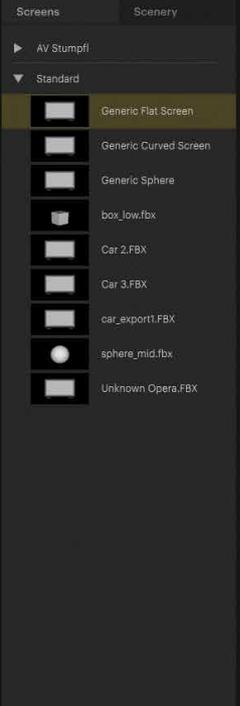
The system was designed so that users can execute the most important basic actions in record time and with only a minimum of effort.

A radical new interface logic enables even first time users to intuitively understand the main software mechanics.

**ENTERING THE WORLD OF PROFESSIONAL MEDIA PLAYOUT SOLUTIONS HAS NEVER BEEN EASIER.**

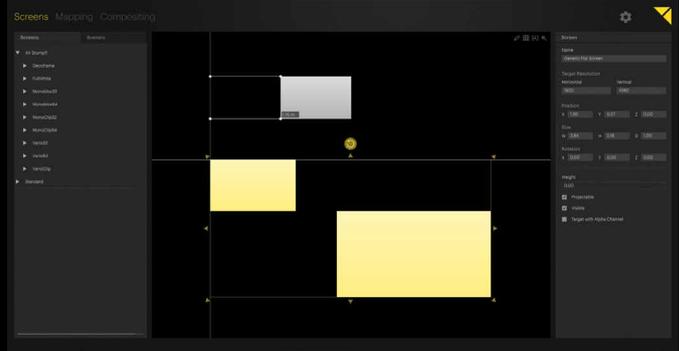
### HIGHLIGHTS

-  Revolutionary GUI/usability concept
-  Integrated projector and LED databases
-  Intuitive 2D and 3D projection mapping workflows
-  Powerful 8K Real-Time Render Engine
-  NDI-Streaming
-  Previsualization Video Export
-  Vioso camera calibration



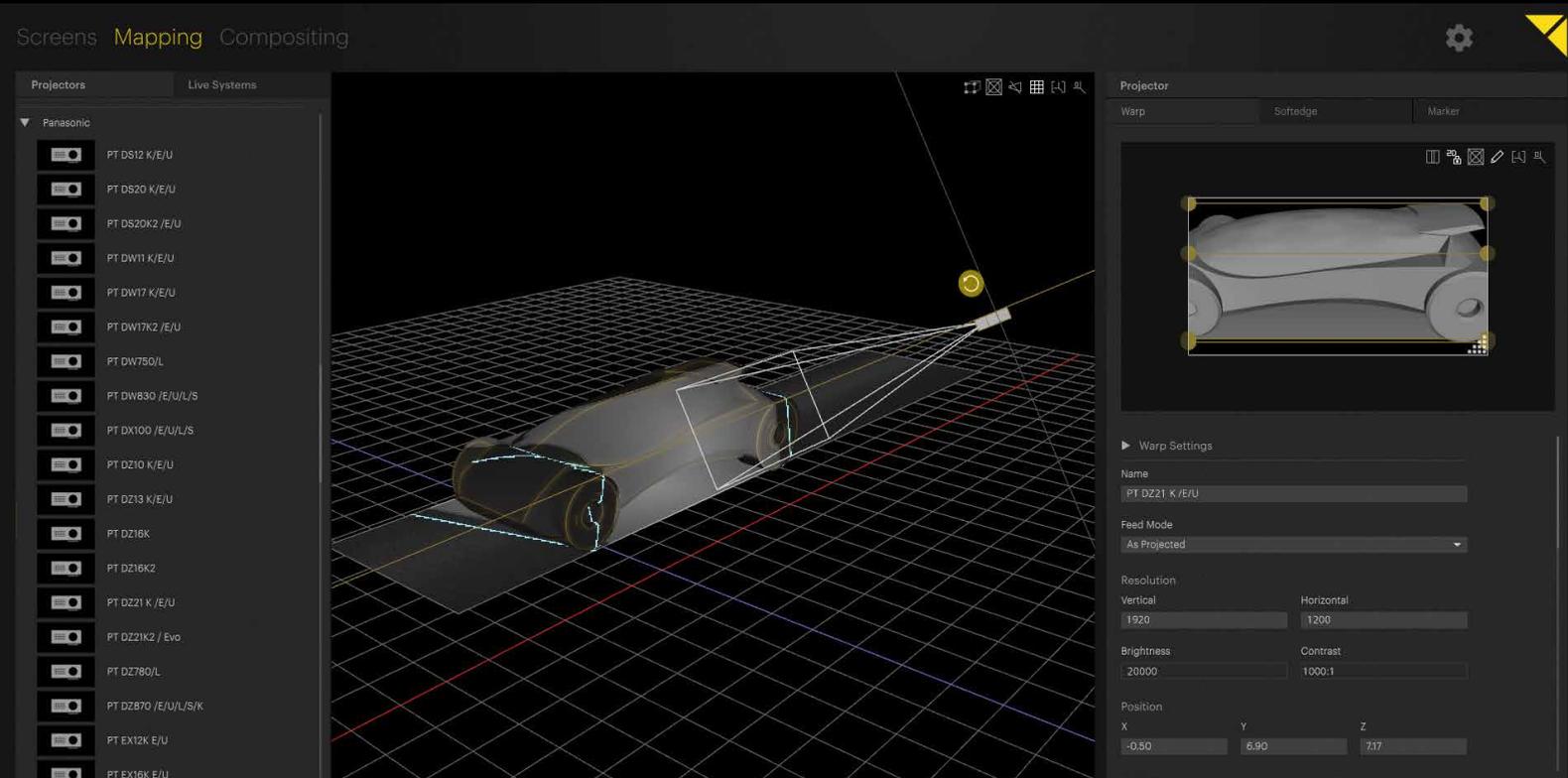
### SUPERIOR USABILITY

Whether you are working in a 2D or 3D world, understanding this software's main functions is very easy. The GUI design allows for an ultra fast learning process based on a very smooth learning curve. This superior usability is the result of a holistic interface design approach that lets users focus on their actual work instead of forcing them to understand complicated menu structures. Many important basic actions can be performed following a drag & drop functionality.



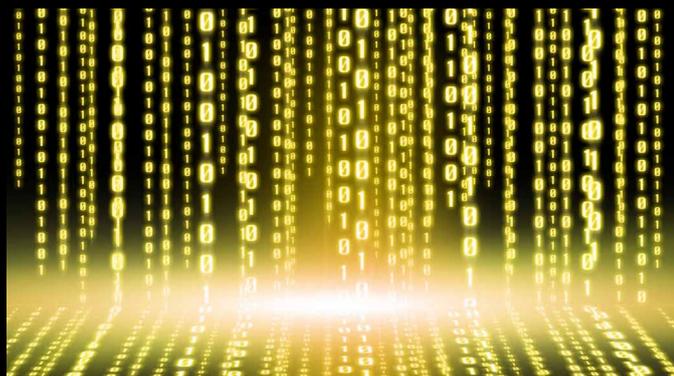
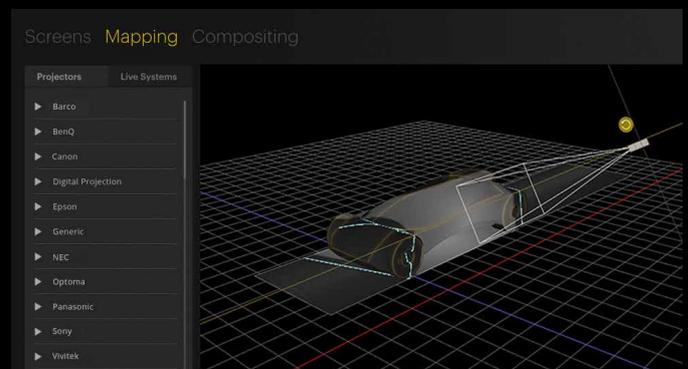
### THREE MAIN INTERFACE TABS

PIXERA's three main interface tabs are called SCREENS, MAPPING and COMPOSITING. Every single tab allows for a different point of view and point of access to the overall creative setup. SCREENS offers you an overview of your project space where you can arrange your screens, LED walls, objects etc. MAPPING is where warping, softedge adjustment and output routing happens. Within the COMPOSITING tab you can be creative and use content to create and program your shows.



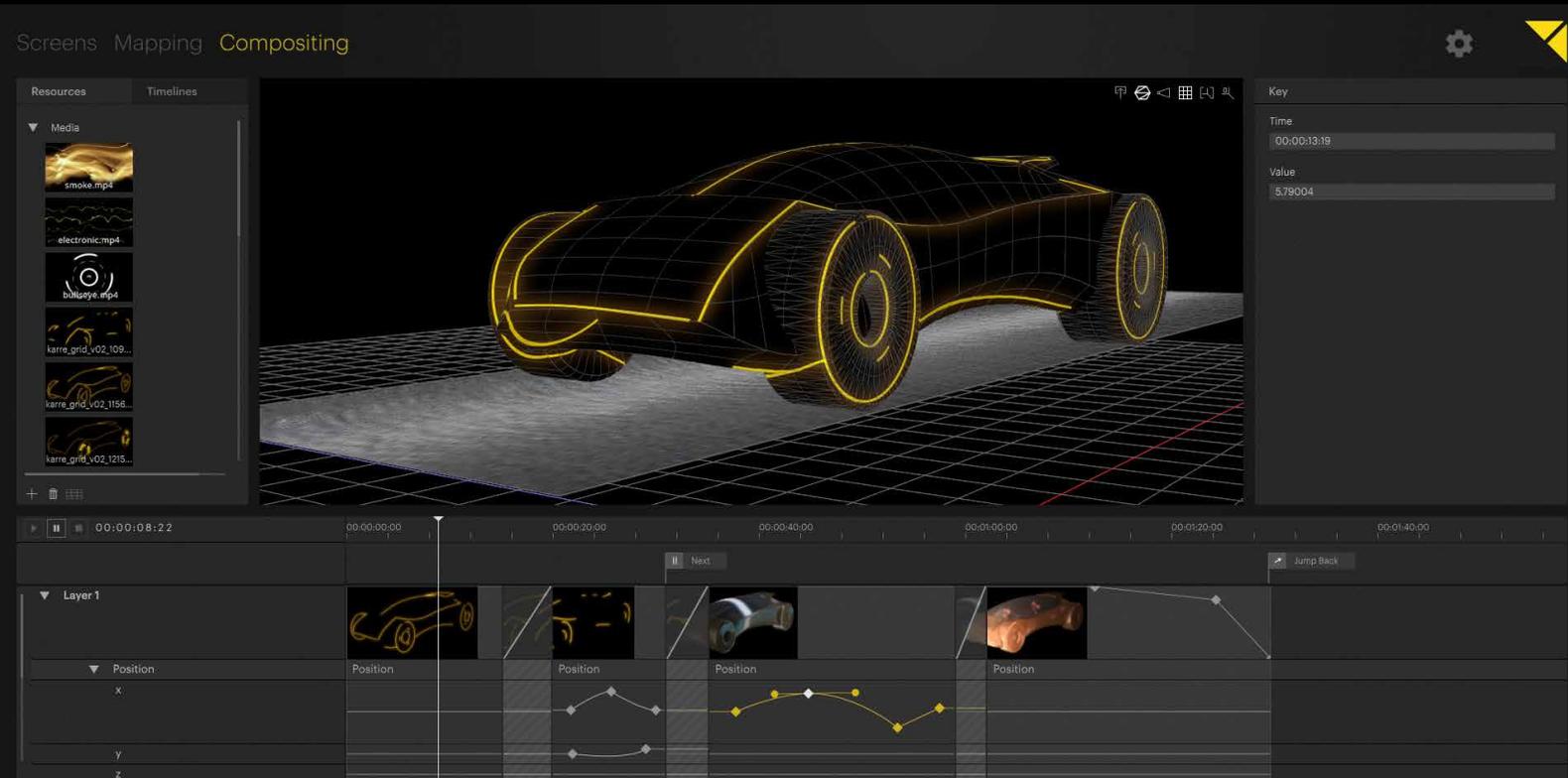
## PROJECTOR & LED DATABASES

PIXERA includes projector and LED databases, so that you can easily simulate the real-life environments and technology components you will be working with. Just choose the appropriate projector or LED display model and drag&drop them into your project. Detailed information like „field of view“ etc. will make your life even easier when preparing softedge panoramas or multi-display installations.



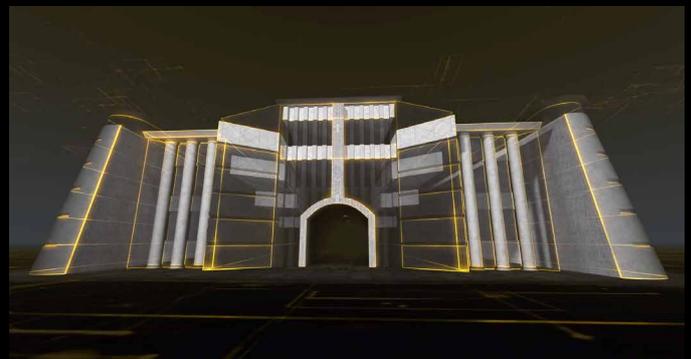
## POWERFUL REAL-TIME RENDER ENGINE

The render engine inside PIXERA is based on a 64-bit system architecture and is so powerful that it allows users to play out up to 4x uncompressed 4K (4:4:4) content streams @60 fps when using AV Stumpfl 8K RAW media servers. The engine includes several base level algorithms, replacing standard operating system and driver functions. Power and reliability make PIXERA a great choice when playing out and synchronising content for multi projector and multi display setups.



## 3D PROJECTION MAPPING

In addition to offering a great 2D workflow, PIXERA users can also enjoy a state of the art environment for realising advanced 3D projection mapping setups. FBX import, marker calibration and the use of u/v perspective effects are just some of the features that will help users realise breathtaking projection mapping projects.



## PREVISUALIZATION

Using a geometrically correct 3D space and having the ability to import high resolution 3D objects becomes even more exciting as a way to previsualize projects with the option of exporting your design as a video file. With PIXERA, you can present your project vision and inspire your customer even before your show has started.

**ESTIMATED RELEASE DATE: APRIL 2019**

With every new media server, you get free software updates until Dec. 2020