Aston 3D

BRAINSTORM

Advanced graphics creation and playout solution

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About Brainstorm

Established in 1993, Brainstorm Multimedia provides industry-leading real-time 3D graphics and virtual set solutions for all broadcast graphics types and workflows as well as for feature film production and 3D real-time presentations. Brainstorm customer list include many of the world's leading broadcasters plus a large number of smaller and regional stations.

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brainstorm3d

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ASTON 3D
POWERED BY BRAINSTORM

Aston is an industry-leading real-time character generator brand with over 30 years of experience, and renowned for its simplicity and reliability. With the development of Aston 3D, Brainstorm takes advantage of all the power of the eStudio engine to deliver the most powerful real-time 3D graphics creation and playout solution for any broadcast need.

News & Sports

Branding

Elections

Interactive Presentations

Entertainment

Weather

Real time 3D videographics

Applications

Aston 3D

Graphics creation and playout solution

With Aston 3D, Brainstorm has condensed all its experience in the development of real-time 3D graphics to create a new platform; a comprehensive solution that brings the power of the eStudio and the heritage of the Aston brand to a wider customer base.

Brainstorm has taken full advantage of all the power of its world renown eStudio render engine, the fastest in the industry, to deliver lightning speed in a highly versatile real-time 3D graphics creation and playout solution. Aston 3D 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.

Flexible, scalable solution

The new Aston 3D will transcend the boundaries of character generation, expanding its capabilities to become the centre of graphics departments and **boosting the creativity** and throughput of designers with its speed and vast feature set.

All the power of Brainstorm real-time graphics is embedded into this new product that blends the best of two worlds: the **raw power** of the Brainstorm engine and the **solid reliability** of more than 30 years of experience in demanding on-air broadcast environments.

Aston 3D 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. With its extensive feature set, operational simplicity and 3D processing power, Aston 3D is purpose-built to **enhance the creativity** of the designers and maximise output. Aston 3D represents the future of Brainstorm's scalable on-air graphics products

designed to fulfil all live broadcast **content creation requirements** from stand-alone OB solutions to complex, integrated system projects. Aston 3D is the ideal application for a wide range of demanding requirements including fast turnaround news and sports environments, through to branding, finance, weather, elections, game shows and other **graphics intense real-time** on-air programs.

Aston 3D features a **vast graphics toolset** that includes object-based 2D and 3D object generation with multiple parameters, 2D and 3D Bezier curves, advanced textures, effects, shaders and impostors, plus of course, 2D and 3D text generation with advanced text effects.

Advanced User Interface

Broadcast design is a demanding environment where the pressure is constant to quickly deliver **high-quality graphics** that enhance a channel's branding. That is why today's design tools need to unleash the designers' creativity combining **ease of operation** with an **advanced and sophisticated** feature set.

The knowledge gained from working closely with its wide user base has enabled Brainstorm to build a next generation GUI to enhance the real-time user experience and that facilitates the **design process**. This allows operators to use their creative talents to maximum effect and rapidly produce stunning results for program output. Aston 3D is the first Brainstorm product to feature this newly developed GUI that allows users to **flexibly display tools** and windows with **instant access** to any object and its individual properties, no matter how complex the composition.

LIVE

21:24:35 September 10.00am - 8.30pm

VISITOR INFORMATION
LONDON EYE TO BE AS ENJOYABLE AS POSSIBLE

NEWS! says winning a record 15 Grand Slam titles is way beyond his expectations

Collaborative workflow

One of the main objectives in the development of Aston 3D was to ensure the seamless integration of the product into **collaborative workflow** environments to facilitate multiple input from different sources and personnel typically involved in the design, composition and playout of sophisticated graphics. In this way, Aston 3D can **share** objects, libraries, presets or complete projects so they are **available to any user** in the network.Art Directors can have control over the whole project while designers share their creative work in a common library, and media is stored in a common assets platform, accessible in real-time by any allowed user. All operators can share objects, materials or object

attributes, working with the same assets and parameters.

On completion the project can then be made **available for playout** with real time changes where necessary, or **exported** to use in OB trucks or other remote locations.
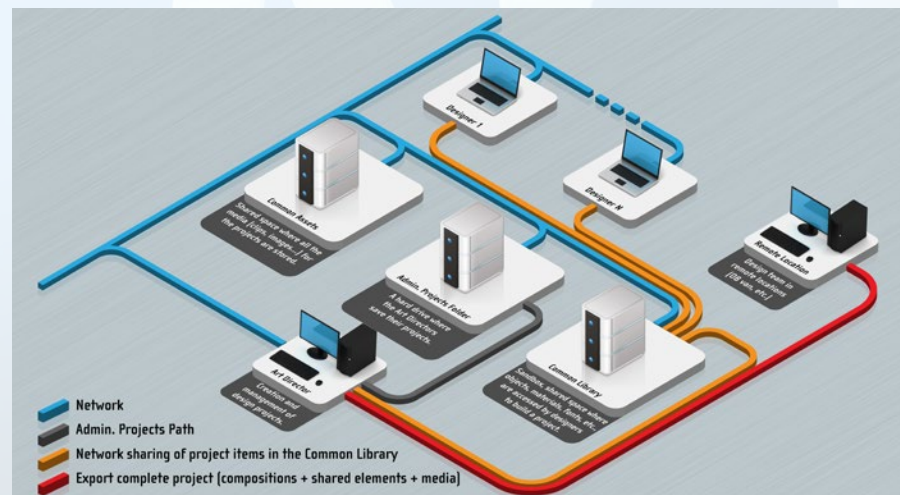
Beyond broadcast

Although built primarily for broadcast operation, Aston 3D is also able to work in other environments such as for the design of **corporate presentations** and other non-broadcast **program content creation** requirements. Aston 3D is resolution-independent and works with any HDTV flavour, even Quad HD, and also features 3D stereo capabilities, making it fit for purpose for any demanding broadcast requirement, present or future. Aston 3D is also a dual-channel ready, MOS compatible product that integrates seamlessly with existing newsroom systems, video servers, NLEs and other 3rd party applications to produce stunning graphics quickly and easily.

Network
Admin. Projects Path
Network sharing of project items in the Common Library
Export complete project (compositions + shared elements + media)

Key Features

Real-time creation and playout of complex graphics

Object-based 2D and 3D graphics creation

Aston 3D features 2D and 3D primitive-based modelling and is resolution independent, allowing custom resolutions for graphics.

Import plugins

Imports objects and textures from third-party 3D software packages, plus virtually any video and image format (obj, jpg, bmp, tiff, tga, mov, avi...).

Multiple 3D effects assignable to objects

3D position, rotation, size, extrudes, mesh...

Multiple textures and bump mapping.

Objects, primitives, textures and shader libraries

Built-in particle effects

Presets and effects libraries

Editable Bézier 2D and 3D curves

Advanced 3D shaders and impostors

Multiple animated 3D cameras with lens properties

Advanced text management

Advanced 3D text effects and fonts

Including complex shaders, borders, shadows...

Fully configurable effects

Keyframe graphics, timelines and curves.

Enhanced collaborative working

Automatic sharing of objects and projects.

Simplified graphics management

Individual graphic elements can be combined in playout to create more complex animations.

Brainstorm's StormLogic animation

Allows building complex animations and interactions between elements without using scripting or complex animation matrixes.

Brainstorm's SmartTemplates

Brainstorm SmartTemplates have the possibility of featuring as many and as complex animations as required. The animations can be triggered whenever required, even while the template is on-air.

External data link

Collects and applies data from external sources (database, spreadsheets, XML, RSS...).

The Aston 3D range

Aston 3D Suite

Advanced standalone solution for graphics creation and playout.

Aston 3D Designer

Module providing a graphics creation interface and capabilities, without video output.

Aston 3D Player

Module providing full screen real-time rendering in SD and HDTV, without creation capabilities.

Hardware

Recommended Graphics Boards

NVIDIA Quadro Family

Recommended Video Boards I/O

AJA Kona 3G, Bluefish Epoch Supernova, NVIDIA SDI Output, NVIDIA SDI Capture.