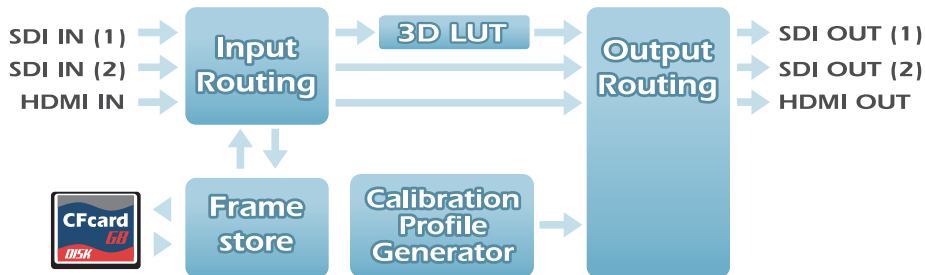


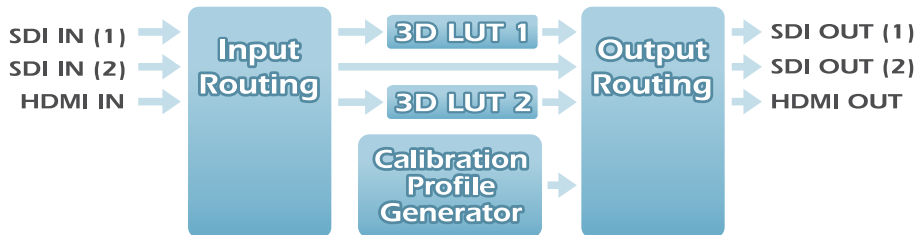
DAVIO Production Software Package

3D LUT Video Display Calibration with Framestore 516-LIB-1040



Description:
Route any input or framestore to a 3D LUT (8 –65 points). Route input, 3D LUT, framestore or calibration profile generator to any output. (see note 10)

Dual 3D LUT Video Display Calibration 516-LIB-1050



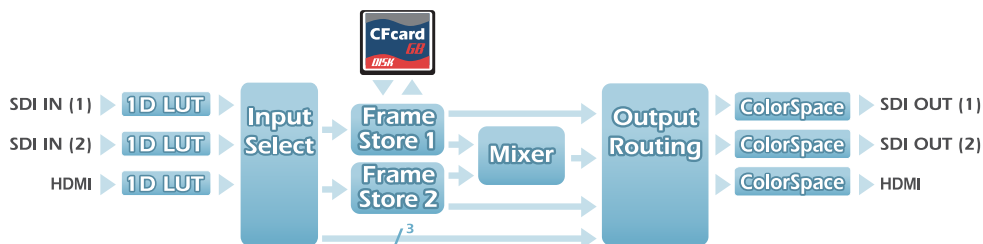
Description:
Route any input to up to two 3D LUTs (8 –65 points). Route input, 3D LUT, or calibration profile generator to any output. (see note 5)

Input 1D LUTs Dual 3D LUTs Output Mixer Output Color Space Convertors Output Display Calibration LUT 516-LIB-1140



Description:
1D input LUT for Log/Lin conversions. 3D LUT is 8-65 points. Output Mixer allows each output to select source or h/v wipe between two sources. Colorspace converts to YCbCr, RGB Dual-link, RGB 3G, P3YCbCr, or xvYcc. Output LUTs for display calibration.

Dual Framestore Input 1D LUTs Mixer Output Colorspace Conversions 516-LIB-1330



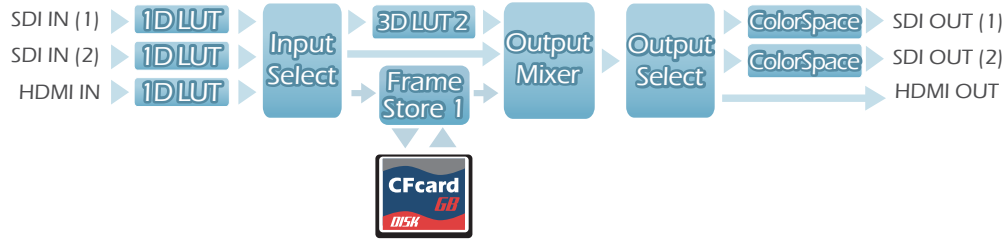
Description:
1D input LUT for Log/Lin conversion. Mixer provides h/v wipe or key between two sources. Output routing framestore1, framestore 2, mixer, or any inputs for each output (SDI 1, SDI 2, HDMI). Colorspace converts to YCbCr, RGB Dual Link, RGB 3G, P3YCbCr, or xvYcc.

All specifications are subject to change without notice.
Multiple inputs are assumed to be genlocked.
Output formats always match input formats unless otherwise indicated.
All 3G modes are supported except for Level A (alternate line) 1080p60.

Notes: 5. In 1080p60 mode, only a single 3D LUT is available.
10. In 1080p60 mode, the LUT is not available.

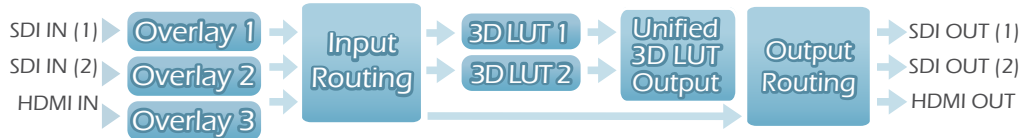
DAVIO Production Software Package (continued)

Framestore, 3D LUT, Splitscreen, Markers, and Output Color Space Conversion
516-LIB-1710



Description:
Input LUTs for log/lin conversion. Flexible routing to Framestore, 3D LUT, and Mixer. Flexible output routing, color space conversion on SDI outputs, and independent overlays for each output.

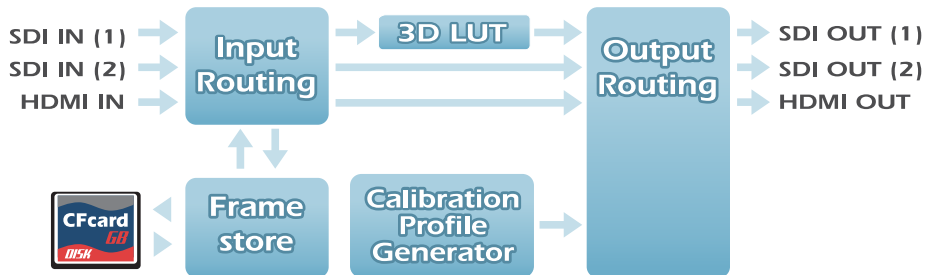
Input LUTs, Tandem Dual 3D LUTs, Cages, and Output Routing
516-LIB-1720



Description:
Input LUTs for log/lin conversion. Input routing selects any input to be routed to the 3D LUT. Two 3D LUT processors are combined to a single output, allowing for writing LUTs to one while viewing the output of the other uninterrupted. Used for review of sequences of LUT. Independent overlays for each output.

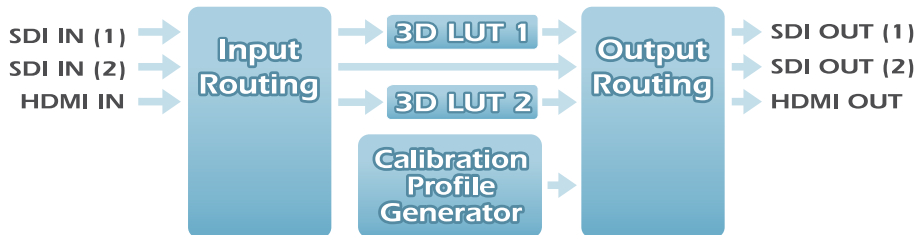
DAVIO Post-Production Software Package

3D LUT Video Display Calibration with Framestore 516-LIB-1040



Description:
Route any input or framestore to a 3D LUT (8 –65 points). Route input, 3D LUT, framestore or calibration profile generator to any output. (see note 10)

Dual 3D LUT Video Display Calibration 516-LIB-1050



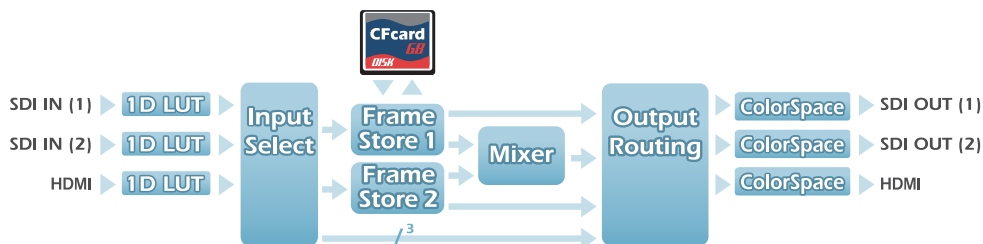
Description:
Route any input to up to two 3D LUTs (8 –65 points). Route input, 3D LUT, or calibration profile generator to any output. (see note 5)

Input 1D LUTs Dual 3D LUTs Output Mixer Output Color Space Convertors Output Display Calibration LUT 516-LIB-1140



Description:
1D input LUT for Log/Lin conversions. 3D LUT is 8-65 points. Output Mixer allows each output to select source or h/v wipe between two sources. Colorspace converts to YCbCr, RGB Dual-link, RGB 3G, P3YCbCr, or xvYcc. Output LUTs for display calibration.

Dual Framestore Input 1D LUTs Mixer Output Colorspace Conversions 516-LIB-1330



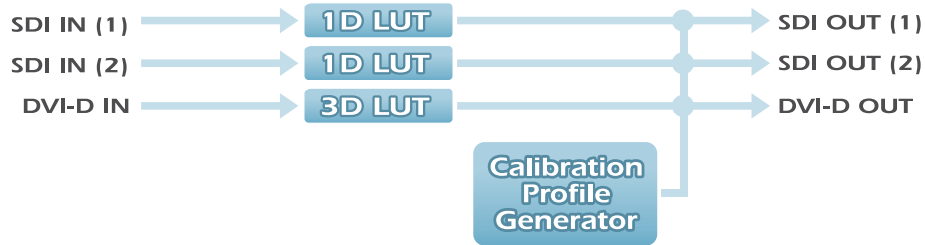
Description:
1D input LUT for Log/Lin conversion. Mixer provides h/v wipe or key between two sources. Output routing framestore1, framestore 2, mixer, or any inputs for each output (SDI 1, SDI 2, HDMI). Colorspace converts to YCbCr, RGB Dual Link, RGB 3G, P3YCbCr, or xvYcc.

All specifications are subject to change without notice.
Multiple inputs are assumed to be genlocked.
Output formats always match input formats unless otherwise indicated.
All 3G modes are supported except for Level A (alternate line) 1080p60.

Notes: 5. In 1080p60 mode, only a single 3D LUT is available.
10. In 1080p60 mode, the LUT is not available.

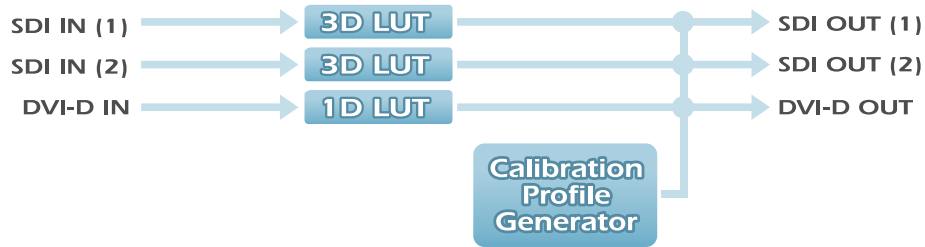
DAVIO Post-Production Software Package (continued)

3D LUT Computer Display Calibration with Profile Generator 516-LIB-1430



Description:
A 3D LUT for DVI-D and a 1D LUT for each SDI.
Calibration profile generator to create cineSpace profiles.
(see note 7)

1D LUT Computer Display Calibration with Profile Generator 516-LIB-1440

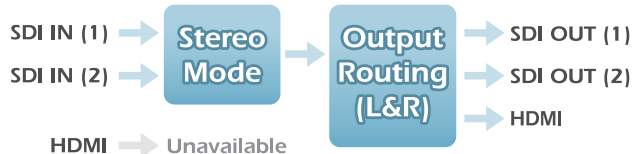


Description:
A 1D LUT for DVI-D and a 3D LUT for each SDI.
Calibration profile generator to create cineSpace profiles.
(see note 7)

All specifications are subject to change without notice.
Multiple inputs are assumed to be genlocked.
Output formats always match input formats unless otherwise indicated.
All 3G modes are supported except for Level A (alternate line) 1080p60.

DAVIO 3D Stereoscopic Software Package

3D Stereoscopic Image Combiner 516-LIB-1210



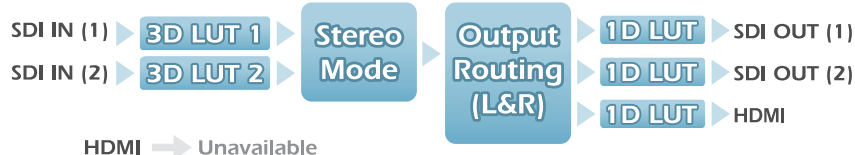
Description:
Input is separate left & right channels. Stereo mode is 1 of: pixel mesh, line mesh, frame toggle, top/bottom, side-by-side, anaglyphic. Output routing selects R/L or L/R order on Stereo Mode for all outputs (SDI 1, SDI 2, HDMI).

3D Stereoscopic Image Separator 516-LIB-1220



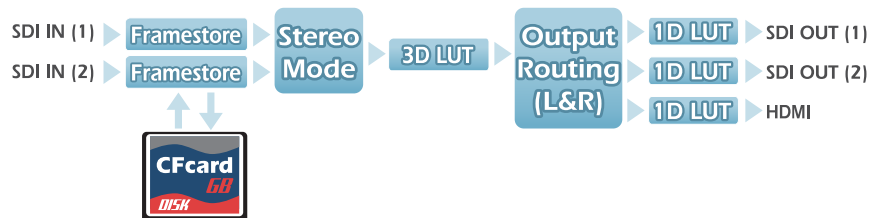
Description:
Input is combined left & right channels. Stereo mode is 1 of: pixel mesh, line mesh, top/bottom. Output routing selects left output, right output, or pass-through for each outputs (SDI 1, SDI 2, HDMI).

3D Stereoscopic Image Combiner Dual 3D LUTs 1D Display Calibration LUTs 516-LIB-1230



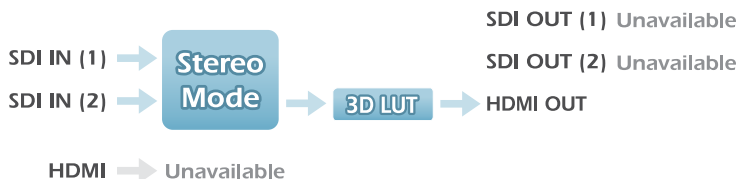
Description:
Input is separate left & right channels. 3D LUT is 8-65 points. Stereo mode is 1 of: pixel mesh, line mesh, frame toggle, side-by-side, anaglyphic. Output routing selects R/L or L/R order on Stereo Mode for all outputs (SDI 1, SDI 2, HDMI).

Butterfly 3D Stereoscopic Image Combiner/Separator 3D LUTs Dual Framestore 1D Display Calibration LUTs 516-LIB-1240



Description:
Butterfly with flexible routing. Optionally separates top/bottom. Combines 1 of: pixel mesh, line mesh, frame toggle, side-by-side, anaglyphic. Output routing is flexible for all outputs (SDI 1, SDI 2, HDMI).

Stereoscopic Combiner with 3D LUT and 1080p60 Converter to HDMI out 516-LIB-1250



Description:
Input is Progressive or PsF video, separate L/R material. Stereo Mode combines via line mesh, pixel mesh (DLP), side-by-side, anaglyphic. 3D LUT for calibration, fixed 1080p60 HDMI output. Smaller formats appear centered.

Top/Bottom Stereoscopic Separator with Following Combiner and 1080 p60 Upsample to HDMI Out 516-LIB-1260



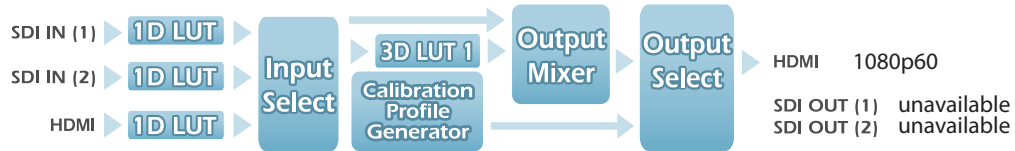
Description:
Input is Progressive or PsF video combined top/bottom. stereo mode separates then recombiner via line mesh, pixel mesh (DLP), anaglyphic. Fixed 1080p60 HDMI output. Smaller formats appear centered.

All specifications are subject to change without notice.
Multiple inputs are assumed to be genlocked.
Output formats always match input formats unless otherwise indicated.
All 3G modes are supported except for Level A (alternate line) 1080p60.

Notes: 1. Stereo 3D top/bottom mode not available in 1080p60 mode.
5. In 1080p60 mode, only a single 3D LUT is available.
9. In 1080p60 mode, no framestore is available.

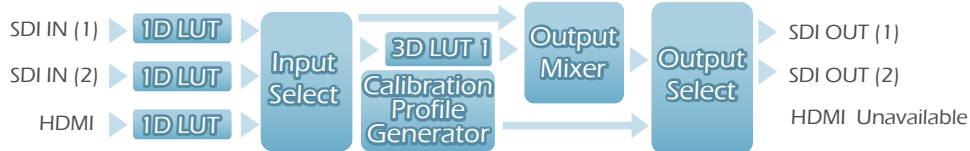
DAVIO Video Display Controller Software Package

HDMI Video Display Controller 516-LIB-1610



Description:
Input 1D LUTs for log to lin conversion. Flexible routing to the 3D LUT and Mixer. Output routing selects any resource to be routed to the HDMI output. Output fixed at 1080p60. USB interface to optional Remote Control.

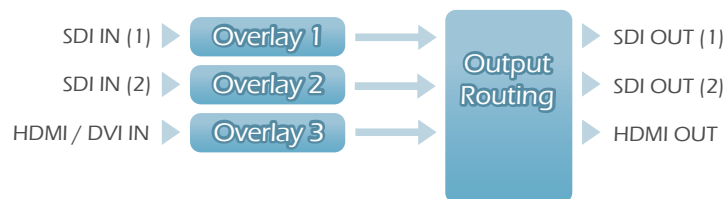
SDI Video Display Controller 516-LIB-1620



Description:
Input 1D LUTs for log to lin conversion. Flexible routing to the 3D LUT and Mixer. Output routing selects any resource to be routed to the SDI output. USB interface to optional Remote Control.

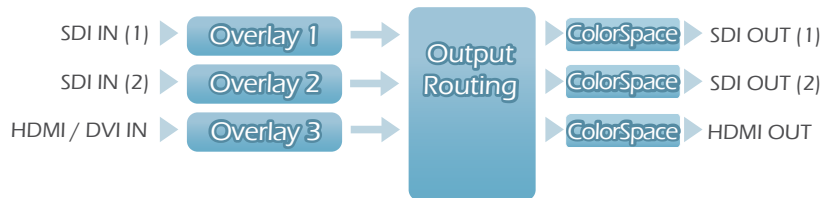
DAVIO Misc. Software Packages

Graticule, Marker & Mask Generator 516-LIB-5000



Description:
Input routing selects any input for each output (SDI 1, SDI2, HDMI). Overlays for each output can be standard or custom graticules, markers, or masks.

Graticule, Marker & Mask Generator with Output CSC 516-LIB-5100



Description:
Input routing selects any input for each output (SDI 1, SDI2, HDMI). Overlays for each output can be standard or custom graticules, markers, or masks. Colorspace Conversion for each output.