

The most complete and versatile television broadcasting production tool

Natural Studio 2.1 Integral



Natural Studio 2.1 Integral is a new concept in the overall automation of the production of programs.

Going beyond fiction

Conceived to make professional production and broadcast of programs extremely easy, Natural Studio Integral uses the latest technology to become an intuitive tool that is easy, reliable and standardized beyond traditional methods of production and edition.

Natural Studio Integral allows you to perform a series of operations at an unequalled speed and quality, which until recently was unimaginable. Transitions, sets and virtual screens, graphics, wipes, special effects, audio, flashes and headlines, VTR controls, clips library... In summary, all the professional effects that give your production the versatility and originality you are looking for.

Without limitations

Natural Studio Integral will allow you to do whatever your imagination comes up with. A simple and powerful console from which one person can control the whole production of the program, this is the interface with which you can carry out all the facets of production while perfecting and simplifying to the max.

In addition, the program allows you to use real and virtual sets. You can also record on real sets for their posterior use as virtual sets, which with the compliment of striking graphics, animations, special effects, virtual objects, videowalls... will help you overcome the creative barrier of traditional set design.

High performance and cost effective

How many hands and machines would you need if you had to produce a program with all of the resources that Natural Studio Integral offers? Natural Studio Integral is the best solution for the production of a wide range of television programs in a cost effective,

fast, and efficient way. No program will be out of your reach: news, sports, weather reports, games, contests, magazines, talk shows, infomercials... an endless number of possibilities at your fingertips.

The complete automation and robotization of the system helps you not only simplify the whole creative process, but also optimize your resources. It saves you quite a bit of work in the tasks of props and staging as well as intelligently taking advantage of human and technical resources.

Personalized and original production

Natural Studio Integral is technology at your service to the extent of your imagination. Many of the ideas that you once thought were not viable, are now possible thanks to the sophisticated technology of Natural Studio Integral. You can easily design and conceive a series of scenes and content in record time, which will give your production that unique, modern, and individualized touch you need.

With Natural Studio Integral you will have a complete production tool that will place you in a whole new area when it comes to designing and staging programs: the virtual environment and its infinite possibilities.

Natural Studio Environment Composer

Natural Studio Integral includes the best tool for thinking up and representing virtual environments: Natural Environment Composer, which by means of Drag-n-drop technology, allows easy access to an endless number of possibilities in virtual set design.

Natural News System

The tool for composing and editing news that allows you to provide television information in record time, easily and efficiently whilst maintaining the quality and reliability that all informative productions should have.

Webcasting Services

In addition, Natural Studio Integral can show your programming on the Internet thanks to AVC.

Maya Plug-in

With Maya you will easily be able to design a virtual set and render it with just one button in order to import the data from your virtual cameras and shots used in Maya into Natural Studio Integral.



NATURAL
STUDIO
beyond the magic of virtual sets

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Natural Studio 2.1 Integral Technical Features

Virtual Environments. When you select and load a television program, you are really loading the entire virtual environment that makes up the program: the configuration of the lighting, special effects, graphics, wipes, credits, flashes, clips, audio, masks, etc..

Double monitor user interface. Designed to inform the operator. It is simple and intuitive, keeping you informed at every moment about the possibilities and effects that you have prepared, as well as the status of each event and devices that you have controlled and/or automated.

Control console. Used to exploit the power of Natural Studio to the maximum. By means of this mixing and effects table, the operator interacts with the system simplifying and automating many of the production tasks, increasing the reliability of the system and minimizing the learning and adaptation processes of the system operators or people using the system.

Remote control cameras and shot memorization. Just one operator can move and control all of the parameters for up to 5 cameras: To do so, he or she uses a joystick to control pan/tilt and to control zoom/focus. In addition, with just a push of a button, the camera moves into the selected position, with up to 7 memorized positions for each camera. These positions can be readjusted at anytime.

Headlines, flashes and program intros/outros. Up to 6 headlines, flashes, etc. are stored. All of them have audio and include alpha channel, being able to create transparencies and intro/outro

effects with the program's station identification logo in the background.

Link with continuity. Thanks to headlines, flashes, and On-Air mode included, the necessary commands are sent to the automated continuity systems, allowing the live programs to enter and be rebroadcast without a continuity operator.

Transition effects and wipes. They are defined by the user, allowing up to 8 different possibilities for each program, defining each of their parameters: border (size and color), transparency, matrix, repetitions, speed (in fields), etc. Therefore you can receive an external video signal or an embedded video on your virtual screen (including the audio mixing).

Sections per program. Each of these sections stores their own effects, graphics, shots, and flashes. To move from one section to the next it is possible to use any 3D effect or set design movement.

Special effects and graphics. Like logos, advertising banners, time maps, infomercials, sweepstakes, results tables, sports diagrams, etc. There are 6 overall effects that are accessible from whichever shot and another 6 for each one of the shots and cameras available, allowing static diagrams as well as moving diagrams and including audio and alpha channel (transparencies).

Live video. On your set thanks to the virtual screen. An outside source is processed live to adapt it to the size and perspective (DVE 3D option) of the shot

where it is being used. To obtain a clean embedded video and allow screens to use the alpha channel as well as LowSoft and LumaKey to process the borders.

Integrated auxiliary video monitors. The user interface allows you to monitor two signals from external video, for example prior VTR and programming. Thus you have all the information you need in just one look.

Automated titling. By means of just one button with which you can access the titles of the different characters automatically, according to the shot that is on the air. Each title is a graphic made up of text with anti-aliasing, transparencies, drawings, logos, and textures, generated by Inscribe CG (included).

On-Air mode. To ensure the maximum reliability while producing live. When you are On-Air, the system supervises the operator's actions, eliminating mistakes. In addition, this mode allows you to communicate continuously handing over or taking control of the broadcast.

VTRs controller. You can make two VTRs remote, a player and a player/recorder. Thus you will be able to access the rewind, fast forward, stop, play, and pause functions as well as the on-screen time codes instantly. In addition, you can mark specific points from here for intros/outros in order to add clips to your library.

Clips library. Where different in/out points are stored in each one of the VTRs. By just clicking on the VTR it

positions itself at the point of input of the said clip, running it by clicking one more time. These clips can be embedded in our virtual screen and/or can be transferred to a full screen by means of one of your wipes. This library is compatible with any VTR or VideoServer, based on cassettes, hard drives, or raids.

Lighting controller. 6 channels included. By means of a standard protocol 0-10V DC you can control the lighting of the set, allowing a different memorized position for each program.

Natural Environment Composer. Included for the creation and modification of virtual environments. With this tool you can update your programs, sets, and special effects easily, even live from any computer on the network.

Webcasting services. By means of Active Video Center and by applying Onion Interactive technology, you can put your television programming on the Internet live, delayed, or multibroadcasted, generating contents, streamings, and high quality pages that are totally automatic.

Plug-in for Maya. By means of this plug-in, the rendering of virtual sets is automated and simplified. With just the push of a button, the files are made that are needed to be directly imported into Natural EnvironmentComposer.

Extra software included. Natural Studio Integral includes Adobe Premiere 5.1 RT, Boris FX 3D (plug-in), and Inscribe CG (plug-in) as tools to make your headlines, flashes, and titles.

Video Features	
Genlock	Black burst reference input
Inputs	3 composite, 3 Y/C or 2 analog component, optional serial digital, optional 1394
Outputs	Main: composite, Y/C and analog component, optional serial digital. Preview: composite and Y/C linear key
Video formats	ITU-R601 YUV 4:2:2 PAL 720x576, NTSC, NTSC-EIAJ 720x486

Video codecs	
Base-line MJPEG	ISO 10918-1 and Microsoft JPEG DIB compliant
Uncompressed quality	Huffman and run-length entropy encoding
On-board SCSI ctrlr.	Adaptec AIC7880P 40MB/sec UltraWide-SCSI, supports up to 15 devices

Audio Features	
Genlock to video	SMPTE-272M and AES11-1991 compliant
Analog audio I-O	4 in / 4 out, balanced (XLR) or unbalanced (RCA)
Digital audio I-O	4 in / 4 out, balanced AES/EBU with serial digital option 8 in / 8 out embedded audio with SDTI option
Sampling method	16-bit 48Khz with 128X oversampling
Headroom	17 dB



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