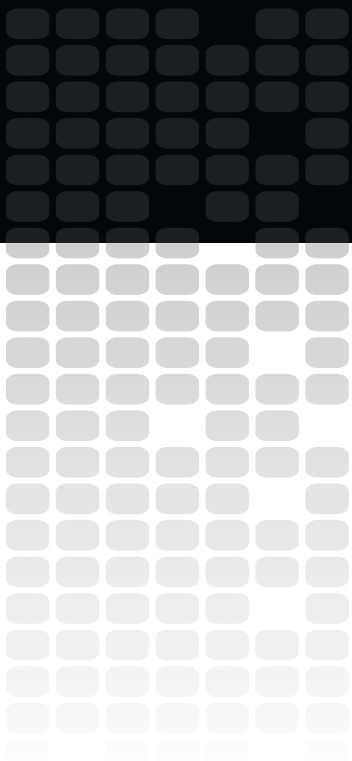


Inscriber[®] Graphics Systems



Inscriber[®]

Simply Brilliant Graphics. Brilliantly Simple Workflows.

Inscriber® Graphics Systems

TV graphics have never been more important, as broadcasters strive to enhance their on-air look, differentiate their brand, explain complicated news stories — and ultimately attract, inform and retain more viewers. Add to this the desire to maximize efficiency, control costs and guarantee a consistent level of quality, and today's broadcasters are compelled to analyze a much bigger picture when looking to upgrade their graphics capabilities. From graphics requirements in news, sports and mobile broadcast trucks to houses of worship, production studios, academic institutions or stadiums — Harris has a system that's perfect for virtually any application.

Harris® Inscriber® Production Graphics Systems — the Industry's Most Powerful, Yet Affordable All-in-One Graphics Solutions

The Inscriber line of production graphics systems provides a robust feature set with an intuitive interface for quick and easy operational setup. Standard features include a powerful integrated character generator design tool with easy-to-use drag and drop functionality, sequencing, automation support and much more. Inscriber graphics systems can easily be incorporated into the workflow of any automated, live news/sports broadcast environment through the use of the industry-standard Intelligent Interface® or MOS protocols, or via the unique Harris Direct Control™ interface. Each system provides support for the industry-leading RTX NET™ development Application Programming Interface (API) for custom graphics applications.



KEY FEATURES

- All-in-one-box character generator solutions featuring comprehensive 2D and 3D design tools, integrated media store, automation control and more
- Inscriber Connectus™ graphics management and distribution
- Powerful NLE integration
- Advanced remote sequencing and playback control
- G-3D™ design software featuring full-scene importing, advanced triggering and object persistence
- RTX NET scripting and graphics API for custom graphics solutions
- Inscriber MOS newsroom integration
- Strata multi-layer compositing

Production Character Generators



Inscriber G7™

The Inscriber G7 provides flawless 2D and 3D HD graphics simultaneously over two channels. This integrated broadcast graphics solution offers uncompressed clip playback, as well as a new, comprehensive productivity package that includes Inscriber G-Scribe™ creation and playout software, and the new Inscriber G-3D design module for producing true 3D broadcast designs in both HD and SD.

With the use of professional-grade components throughout the system design, as well as RAID-protected, hot-swappable system and media drives, the G7 hardware platform provides assurance that data is protected and the graphics are always available.

Inscriber G5™ XT

The Inscriber G5 XT broadcast graphics system delivers a robust and complete single- or dual-channel, HD/SD, live-to-air solution. It pairs the powerful Altitude™ Express graphics board — offering video capture, HD/SD down conversion, integrated DVE effects and hardware-based video clip playback — with Inscriber G-Scribe creation and playout software. Housed in a 3RU chassis, the G5 XT platform delivers perfect 2D and 3D real-time graphics in either SD or HD.

Inscriber TitleOne™ XT

With a complete suite of tools at an unbelievably low price, the Inscriber TitleOne XT graphics system is ideal for 2D graphics production. This single-channel solution includes the feature-rich Inscriber 2D character generator, an integrated media store, automation support, sequencer, ODBC integration, real-time animations, and clip playback support — all at a price that will fit even the smallest budget.

Feature Comparison Chart

	G7	G5 XT	TitleOne XT
Software Features			
2D CG	✓	✓	✓
Sequencer	✓	✓	✓
Frame Grab	✓	✓	✓
Overlay Persistent Objects	✓	✓	✓
FX Animation (2D)	✓	✓	✓
ODBC Integration	✓	✓	✓
Intelligent Interface Support	✓	✓	✓
Strata Compositing	✓	✓	✓
Broadcast Paint	○	○	✓
RTX NET Scripting	✓	✓	○
Digital Media Store	✓	✓	○
Clip Playback	○	✓*	✓*
Connectus Integration	✓	✓	✓
Direct Control Support	○	○	○
MOS Integration	○	○	○
RTX NET Ports	○	○	○
3D Scene Playback	✓	✓	
G-3D Design Software	○	○	
3D Charts	○	○	
Video Capture	○	○	
Hardware Features			
Chassis	4RU	3RU	3RU
Redundant Power Supply	✓	✓	
Drive Redundancy	✓		
Media Array	2 TB	1.75 TB	750 GB
Second Channel	○	○	
Embedded Audio	✓	✓	✓
AES Audio	✓	✓	○
GPI Support	✓	✓	✓
HD/SD Simulcasting	○**		
2D DVE	✓	✓	
3D DVE	○	○	
Breakout Box	○	○	
Video Bypass	○	○	✓

○ = Option

* Compressed playback only

** Requires second channel option

Inscriber® Workflow and Content Management Solutions



Inscriber® G-Flow™ Titler

Take your graphics further than ever before with the Inscriber G-Flow Titler — create one set of graphic templates for both on-air and post production workflows. The G-Flow Titler allows easy integration of your Inscriber graphics, including both 2D and 3D animated titles, into your favorite non-linear editing suites like Harris® Velocity™, AVID® Media Composer®, and Apple® Final Cut Pro®. Using a simple plug-in, you can browse graphic templates, update text and tag contents and preview animations, all from an easy-to-use plug-in. Then, simply drag and drop the graphic onto your timeline for fast integration with the composition.



Inscriber Direct Control™ 2

Take control of your graphics systems with the all-new Direct Control 2 remote control interface for Inscriber production graphics systems. From a single seat, generate playlists, fill tags and control playback on multiple CG systems simultaneously.

A simple drag and drop interface makes CG control a breeze with intuitive controls and operation, and is easy-to-use even by those not trained as graphics operators.

Direct Control 2 supports most common media formats, including stills, video clips, CG pages and G-3D™ files.



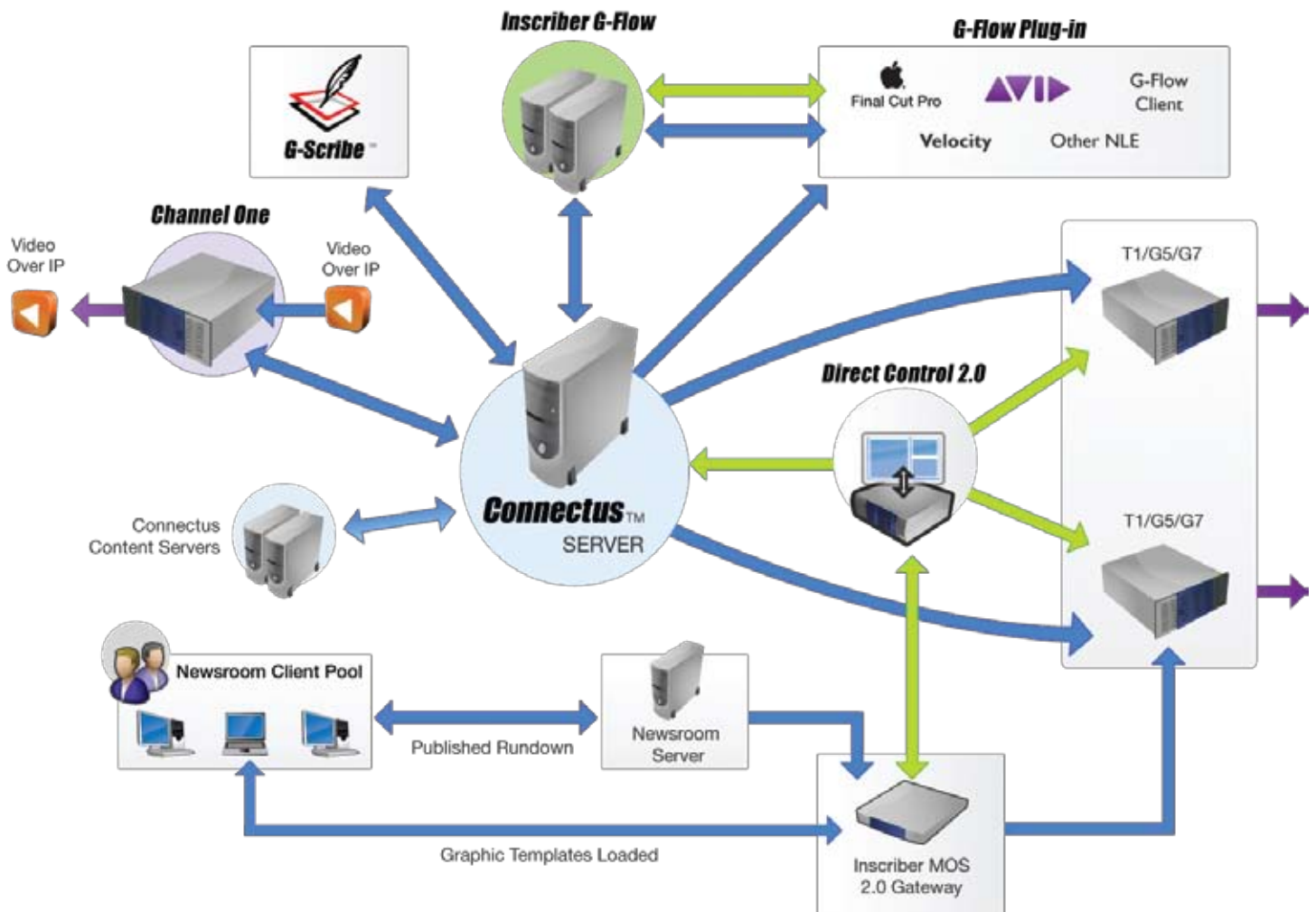
Inscriber MOS

Empower newsroom staff with Inscriber MOS. Users can create and schedule template-based text and graphics from the desktop for playout on Inscriber TitleOne™ XT, G5™ XT and G7™ graphics systems — no previous graphics experience required. Inscriber MOS consists of a MOS-compliant ActiveX client control interface connected to Inscriber graphics systems and enables remote asset browsing, editing and playout within MOS-enabled Newsroom Computer Systems (NRCS) such as AP's ENPS® and Avid's iNews®. Real-time previews are generated for the journalists as they create graphics to ensure the accuracy of each item being added to a story. Centralized control playout allows all changes to the NRCS playlist generated from the Inscriber graphics systems to be automatically updated across multiple channels and systems.

The Inscribe Connectus optimized graphics management system offers comprehensive control over where and how all graphics resources are stored and distributed. With Connectus, graphics generated with either Harris or third-party graphics solutions can be centrally managed and then distributed for playout through a variety of Harris-networked systems, such as G7, G5 XT, TitleOne XT, G-Store™, RTX™, Icon Series™ branding solutions, Channel ONE™ automated graphics channel systems and InfoCaster™ digital signage products.

Media content can be published to a centralized graphics server from any system on a local or wide area network, or across the Internet. Entire shows and job lists can be sent to the server as a single graphics package, ensuring an asset is never lost at a critical moment.

Once published, media content can be manually retrieved or scheduled to be pushed automatically, with pre-set approvals, to specific locations throughout the network, saving valuable time and resources. There is also an option to archive content using Harris Invenio® digital asset management solutions, or to revert to past revisions of content.



Dedicated Systems

Inscriber RTX NET Custom On-Air HD/SD Graphics System

With innovative hardware advancements and a complete redesign, the Inscriber RTX NET on-air HD/SD graphics system features a native .NET component for developing dynamic real-time 3D effects within a flexible multilayer environment — providing the ultimate freedom for creating a truly custom broadcast solution.

RTX NET is an API that allows broadcasters to develop custom applications for use in live and post production environments, such as sports scores, forecasts and warnings, elections results, stock tickers and game show voting and results.

Using standard Microsoft .NET development tools or environments, customers can use RTX NET to create their own custom project or application. As a graphics engine, RTX NET handles the low-level

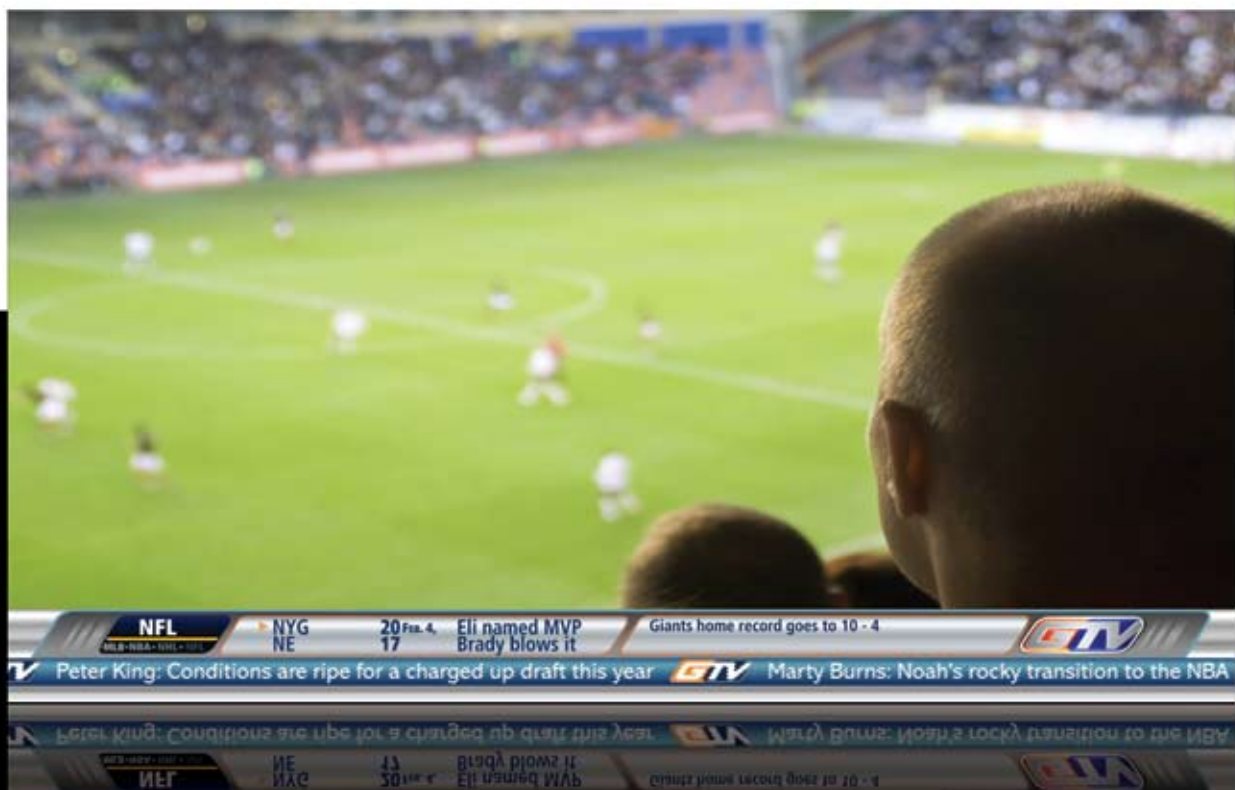


hardware calls or tasks required for the generation of broadcast graphics, making it much easier to learn and use than a low-level Software Development Kit (SDK).

RTX NET Scripting

Broadcasters can unleash the power of RTX NET directly from CG pages and G-3D scenes using the all-new RTX NET scripting engine. RTX NET scripting allows users to design features and functionality to meet specific workflow requirements. Scripts can be applied to both 2D and 3D elements, and are ideal for creating special graphic effects

that can automatically affect the page design and layout based on user-driven content. By utilizing the .NET framework, users can develop scripts in the language of choice, and take full advantage of all of the development tools offered by the .NET framework.



G-3D Design Interface

The G-3D design module elevates broadcast graphics design with illuminating, true 3D graphics, text and real-time animations. Users can create 3D scenes from native and/or imported 3D objects, or import 3D scenes from third-party programs such as 3ds Max® and Maya®.

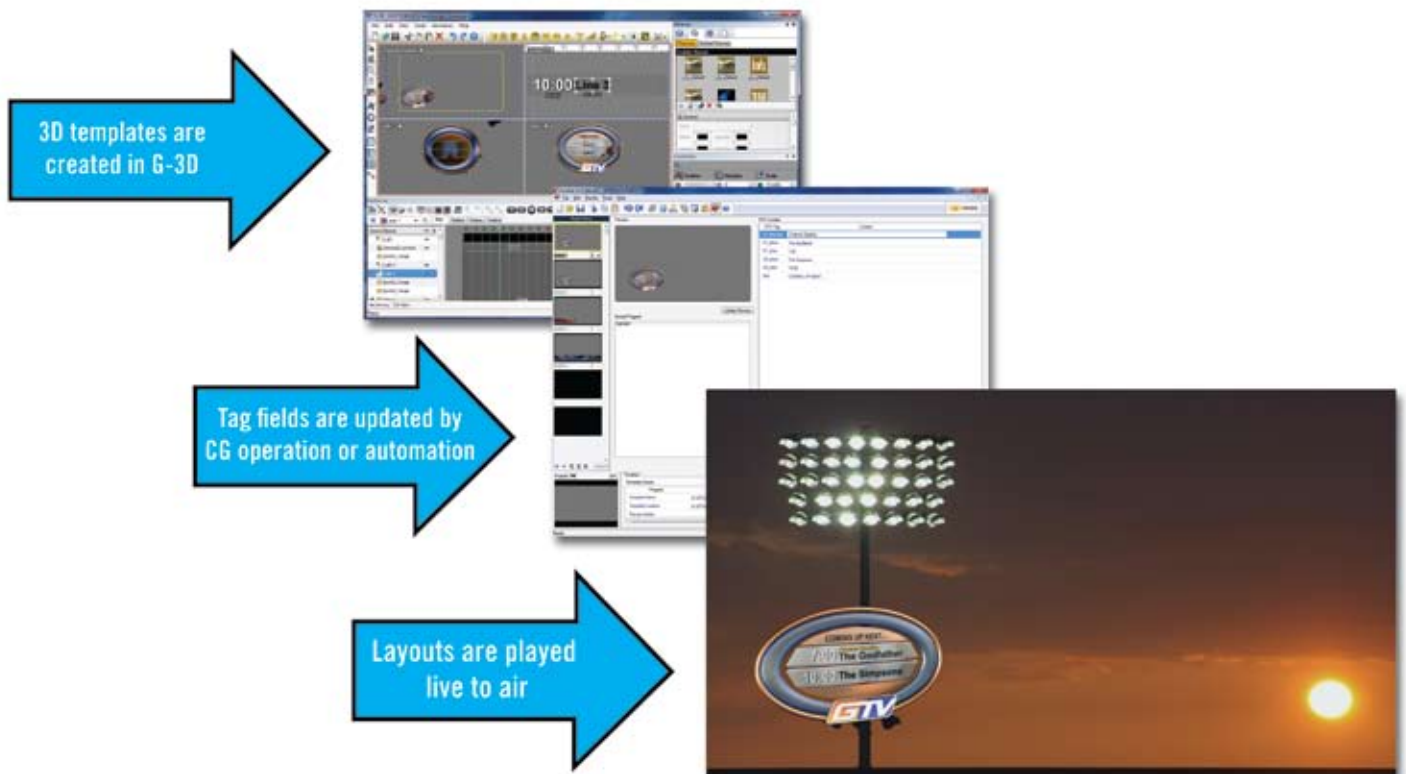
G-3D provides a deep level of scene editing including timeline modification, image manipulation, primitive shapes, lights, multiple cameras, multiple timelines and many options for texturing.

Apply custom textures to any 3D surface containing tagged text and graphic content using the familiar G-Scribe creation and playout software. Tagged fields can be updated manually or via automation. Once a scene has been created, it can be played out directly from G-Scribe, or exported and then used as a template for playback using Automation Interface or Inscriber RTX NET applications.

Also included with G-3D is the ability to create Advanced Real-time Triggers (ART), which allows users to quickly and easily create dynamic interactions between objects and scenes that can be triggered from the timeline or manually by an operator. These triggers allow complex actions to be integrated into 3D scenes with no scripting required.

FEATURES

- Full scene import, including lights, cameras, animation paths, textures and meshes
- Primitive shape support
- Integrated CG texture editor for dynamic texture creation
- Fully featured timeline and curve editor for fine control of animation paths
- ART for creating logical transitions (no scripting required)
- Open-ended timelines for dynamic animation paths
- Multiple timeline support
- Multi-layered texture support with full blend mode support
- Integrated 3D chart editor
- Layered PSD import
- OBJ, .FBX and .EPS support
- RTX NET Scripting support
- Object persistence
- Particle engine



ONE Company for Workflow Solutions Throughout the Media Chain

Harris is the ONE company delivering interoperable workflow solutions across the entire media delivery chain — providing today's broadcaster with a single, integrated approach to capitalize on the benefits of IT and mobile applications. By providing unparalleled interoperability across our product portfolio, Harris is able to offer customers integrated solutions that improve workflows, save money, enable new revenue streams and provide a migration path to emerging media business models. To meet the evolving needs of broadcast, distribution, government agencies and entertainment businesses, Harris is the ONE answer for change.

Service And Support

At Harris, we are committed to customer service excellence. It is our goal to provide the highest level of support by applying a simple rule: We take ownership of helping our customers succeed. Our support teams consist of innovative technical experts who support all situations regarding product performance, integration and operational processing. We are adept at providing proven solutions, making workflows better and ensuring reliability of the product and system. At Harris, our experienced and dedicated teams stand ready to help you meet your goals for premium product performance, 100% up-time and reduced maintenance investment.

Warranty

Because we want to assure you that Harris stands beside its products and system solutions, our products carry a standard set of warranty services, which are competitive with — and in some cases outperform — others in the industry.

Service Packages

We offer value-add services that allow you to customize the level of services you need in meeting mission-critical performance levels. Our service package options offer many ways to upgrade your standard warranty by choosing the All-Inclusive OnePak, or by selecting individual services from our extensive portfolio. Our service and support advisors can assist in the selection of the individual services that best suit your requirements.

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For more information, please visit www.broadcast.harris.com/graphics.

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