



ABS

Automatic Broadcast System

from Gonzoft

The Automatic Broadcast System (ABS) from Gonzoft is a complete TV-control system that mixes, manages and composes all kinds of inputs into one broadcast stream. It combines video sources with real-time graphics, real-time animation and any thinkable kinds of overlays into one stream.

You quickly discover the advantages: The ABS means flexible programming. Make shows of any length and any frequency at very limited costs. Decrease your staff and reduce your production equipment investment.

The system was originally developed for a daily live kid show on Swedish Television SVT's children's channel Barnkanalen. They wanted a system to be operated by only two people, the host and the producer, and still be able to produce a daily half hour show live on TV. That was not possible, we do need three people to run a live show and it was used for the daily show for nearly one and a half year. The system has been developed and is now the platform for very different types of shows produced by major European broadcasters such as SVT (Sweden), BBC, ZDF, VPRO (Holland) and YLE (Finland). Examples of productions are game shows, music video shows, kid shows, news casts and interactive shows with viewer participation.

The ABS controls the complete environment including audio mixers, video switches, video servers, remote controllable cameras and more. Just add the element at the project timeline and the system executes the commands automatically at run time.

Graphics:

All kinds of graphics (animation, backgrounds and more) can be placed as overlays or in separate windows like tickers and split screen.

Animation:

The system supports live animation characters. The system automatically live lip-syncs to the actor's voice while the actor controls the movement of the character live.

Video/Live footage:

Live Video can be input directly and placed everywhere, either as full screen or in any size and any place on the screen. By the remote camera control option the system can also control remote controlled cameras. All camera movements are programmed on the timeline and executed at run time.

Video/Videoserver:

The video source can just as well be a video server that is controlled by the ABS system. Select the desired video clip from the server, place the run command on the project timeline and the video clip will be played at the exact time during the execution of the project. Besides controlling the

video server the system can control the video switch or mixer to e.g program the blending of one source with another.

Web:

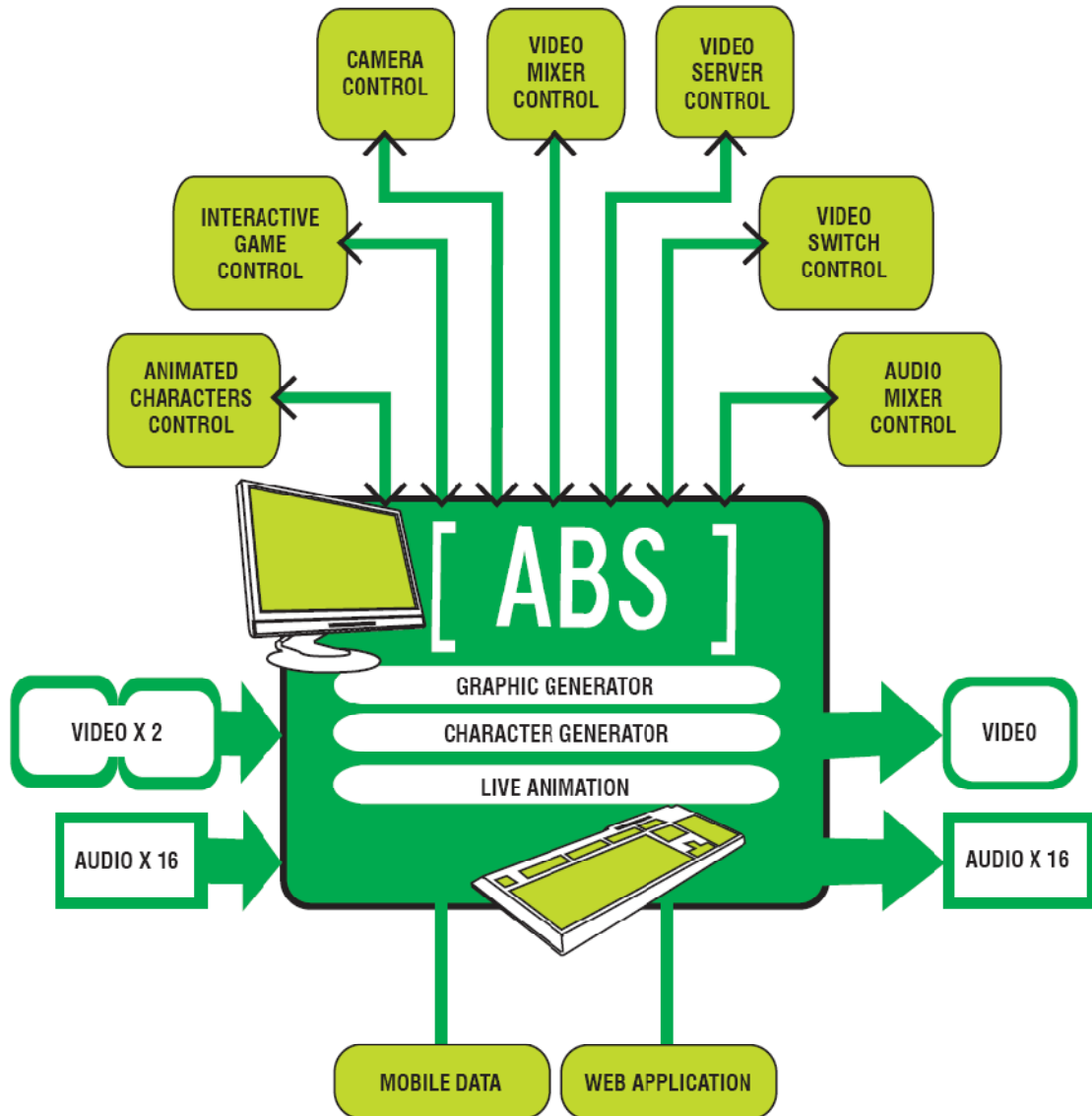
The system can also get input from the web. The system supports executing programs/content in a browser environment. That can be an url or it can be any flash/shock-wave application being executed in the browser. It could be a viewer participating in a show with his picture taken with his web-cam or an interactive game played by the viewer on the net and displayed on TV.

Mobile:

The system can dynamically receive data from a text source such as SMS/texting. Place it wherever you want on the screen and the system automatically update with the latest approved SMS/text messages.

Games:

The system has an option for interactive games. The viewer phone in and participates in a live game and plays it live on TV (or live on tape)



Gonzoft is a technologically innovative company based in Denmark. Gonzoft makes systems to produce better and inexpensive TV-shows. Gonzoft is a part of TV-Animation, a company developing animated kid shows and series for TV-stations such as Fox/Jetix, Nickelodeon, BBC, ZDF, Teletoon and many more. For the first time these systems will be available on a general basis. Earlier we only delivered the systems as part of our own TV-shows, but an increasing demand from broadcasters has led us to further develop the systems and to market these to all broadcasters and TV-production companies.



SYSTEM SPECIFICATIONS:

Tools

- Wizards for element creation
 - Tools for character generation
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Producer controls

- Graphical user interface
 - Mouse and touch screen for quick interface
 - Keyboard shortcut keys
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Actor Controls

- Automatic lipsync generation
 - Joypads for character controls
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Video Specifications

- Pal 720x576
 - NTSC 720x486
 - Both 4:3 and 16:9 picture format support
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Video inputs

- One or two digital SDI
 - One digital genlock Ref
 - One digital alpha channel
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Video Outputs

- One digital SDI
 - One digital Genlock Ref
 - One digital Alpha Channel
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SDI-Module

- SMPTE 259M
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Audio Specifications

- Eight or sixteen unbalanced inputs
 - Eight or sixteen unbalanced outputs
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Optional Audio Specifications

- Up to 64 MADI digital inputs and outputs
 - Up to 24 TDIF digital inputs and outputs
 - 24 ADAT Lightpipe digital inputs and outputs
 - 24 AES/EBU digital inputs and outputs
 - 16 S/PDIF inputs and outputs
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Technical Specifications

- 4U rackmount Chasis
- MS Windows XP Operating System
- Up to two Touch Screens
- Single or dual Intel Xenon 3.2GHz CPU with 800MHz FSB.
- 2GB RAM
- 160GB Hard Drive
- 550W Power Supply

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