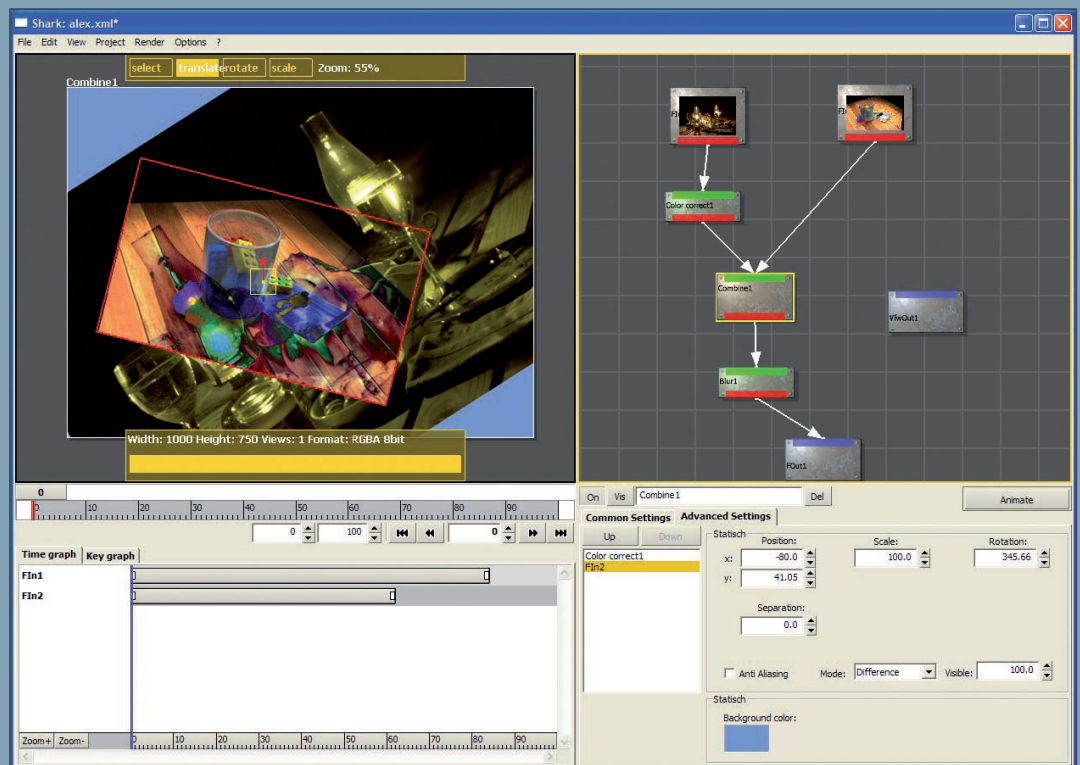


Shark -3D Video Compositing & Editing Solution-

Description

Shark is a professional video/image editing & compositing application specially designed for 3D Stereo Videos.

It perfectly fits into the 3D Content production pipeline between 3D content creation plug-ins and 3D Video Players.



Features

Realtime Editing and Compositing

Configurable filter graph

Rendering with selective precision

Output for 3D Display systems

Project system

Realtime Editing and Compositing

Main feature of the program is the high speed rendering engine, which mostly runs on the graphic card for image processing. It also uses multiple CPU's and provides a bitmap caching system to accelerate the image access. This allows a preview in realtime for 2D/3D content and improves the time for rendering dramatically.

Configurable filter graph

All processing is done in a configurable filter graph, which can be accessed over an interactive user interface. The graph is shown in its own window at every time and can be modified via drag and drop. The attributes of the nodes in the graph are animatable and can be visualized in the attributes dialog of the nodes or in a special graph view window.

Rendering with selective precision

Image processing can be done with different precision either to improve the rendering quality or to improve the rendering speed.

The precision can be changed dynamically at different stages of the filter graph.

Output for 3D Display systems

Several 3D display systems of different vendors will be supported to provide a 3D preview.

Project system

All current work can be saved platform independent in a project file.

Features

Multiple input and output formats

Multiple compositing & editing operations

Plug-in architecture

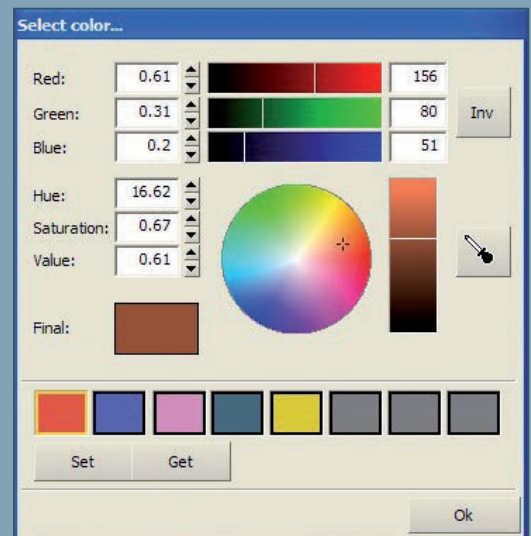
System Requirements

Planned Product Releases

VisuMotion GmbH
Prüssingstraße 35
07745 Jena | Germany
PHONE: +49 (0) 36 41 - 6 98 67 - 0
FAX: +49 (0) 36 41 - 6 98 67 - 99
E-MAIL: info@visumotion.com
INTERNET: www.visumotion.com

Multiple input and output formats

- » BMP, JPG, GIF, PNG, RLA, TGA, TIFF and OpenEXR
- » AVI, MPEG2, MPEG4 (Multistream)



Multiple compositing & editing operations

- » Blur / Sharpen effects
- » Color correction tools
- » Text rendering functions
- » Shape / Line functions
- » Mathematical image functions
- » Overlay functions
- » Blend operations
- » 2D to 3D conversion

Plug-in architecture

The whole application is based on plug-ins, which makes it easy to integrate new function within short time and without to recompile the entire program.

System Requirements

- » CPU: Intel Pentium 4 3 GHz (Dual Core recommend)
- » Memory: 1 GByte Ram (2 GByte recommend)
- » Graphics: OpenGL 2.0 compliant graphic card with 512 MB Ram (nVidia Geforce FX 7900)

Planned Product Releases

- » Version 0.9:
 - October 2006 - First release with most important video editing functionality
- » Version 1.0:
 - January 2007 - Final release with full functionality for editing & compositing
- » A Version for MacOS is also planned for 2007