

IN THE U.S., IT'S CALLED A SWITCHER.

IN MUCH OF THE REST OF THE WORLD, IT GOES BY THE NAME OF VISION MIXER. NEITHER TERM DOES THE ABEKAS 8150 DIGITAL COMPOSITING SWITCHER JUSTICE. BECAUSE IT GOES BEYOND MERE SWITCHING AND MIXING, TO VISION *CREATING*. IT HAS JUST ABOUT EVERYTHING THE BIG SWITCHERS DO. AND SOME CAPABILITIES BIG BULKY ONES CAN'T EVEN TOUCH.

The first thing you notice is the compact size. You'll find an intelligent interface and Mix/Effects architecture that's set up the way operators think. Plus the cleanest 4:3 and DTV-ready 16:9 image processing available. Its fine lines and well thought out design embody the great heritage of Abekas® digital switchers. A thoroughbred with Dveous® in its soul and rippling wild power waiting to be harnessed. It will help you eat the competition alive.

The 8150 combines familiar Mix/Effects architecture with limitless effects layering capabilities. With three identical keys - two in the M/E, and one downstream key in the Program/Preset - the 8150 makes reprioritizing layers simple. Its graphically assisted control panel, built-in hard disk drive, Jaz™ drive option and advanced features make it easy to operate and even easier to create.

It's the ability to bring the vision in your mind to the screen in front of you quickly, simply and powerfully that makes the 8150 the choice of professionals. Of course, it may also be the price. Nothing else at this price range delivers the raw power of Abekas.

So, are you ready to create new visions?



In the key of "see."

Key quality is the true test of a digital switcher. No problem. The 8150 with μ Line keying technology outperforms anything on the market.

Extensive luminance key, 4:4:4 chroma key, and mix mode operations are all at your fingertips on all three keys. You also have the choice of linear or matte key modes for compositing glass and smoke elements seamlessly into the background, or using anti-aliased characters.

The 8150 also gives you the freedom to soften, position, and size the key signal both horizontally and vertically with sub pixel precision. Each keyer has both an internal and an external mask which can be used simultaneously.

Dual patch chroma key also separates the 8150 from the pack. Whether you want to correct uneven background color or create a really spectacular effect, dual patch chroma key lets you cleanly key out two colors with only a single keyer.

Copying keyer setups back and forth is effortless, and setups can be saved to floppy disk, hard drive, or Jaz disk.

Also unique are the internal routing busses that fill any key or wipe border with live video. Think great effects in one easy pass.

Border on greatness.

You'll love what you see on the 8150's key borders. Actually, you'll love what you don't see. mBoss™ Border Generator eliminates the jagged edges you see on most switcher borders. Very handy when you want a nice smooth edge or fine detail and precise positioning of a drop shadow.

mBoss creates fabulous trails, extrusions, outlines and shadows. Even an "Emboss" feature (Imagine that!). All with outstanding flexibility in the size, position and width of the edge. You can also defocus the effect for a soft shadow or a neon glow.

What really sets the 8150 apart from ordinary switchers is sub pixel adjustment. Without getting too "techie", the 8150 makes adjustments at better than pixel resolution, allowing for unparalleled fine-tuning and smoothness of motion when controlling the size of borders, position, transitions of wipes, softness, color, whatever. Just know the 8150 is smoooooooooottttttt, like no other switcher.

All the right moves.

UltraMix™ transition control gives "smooth moves" new meaning, even with complex transitions. UltraMix allows you to mix on a key, while wiping a background. Or to run a wipe pattern inside keyed text for a gleam effect with only a single keyer. You can even mix or wipe the priority of the M/E keys while changing the background.

Best of all, the 8150 makes complex tasks simple, with tricolor LEDs in the transition section to indicate what the setup is at all times. So there are never any surprises.

Color outside the lines.

Seven custom reTouch™ circuits give you independent color control in each of the three keyers and four background busses. Each can be independently color corrected in YUV or RGB color space with control of white balance, black balance, gamma, and knee on each component.

The 8150 can also solarize, posterize and invert each color component with precise control. The results are spectacular, but that's to be expected from the most sophisticated color correction system ever designed for a video switcher.

Want to match sources or improve on nature? reTouch it.

Warp it up.

Based on the twin channel Dveous architecture, the DVE option adds even more teeth to the 8150. It gives you effects capabilities you just won't find on any other switcher.



Superb digital video effects include amazing SuperShadow™ effects, UltraWarp™, and the realistic textures and light sources of SurfaceFX™.

There's a brand new quad split, not to mention cylinders, rings, swirls and a lens, which magnifies whatever area of the picture you want to highlight.

Control time and space.

Imagine you're the conductor of a symphony. One musician is slightly off beat. Simple enough to fix. Stop the orchestra, correct the problem, and pick up where you left off. Abekas has taken this rather simple concept and applied it to building switcher effects sequences.

The TimeFrame™ Effects Editor provides four independent effects timelines shared between the switcher and DVE. Any parameter can be assigned to any timeline, so if one timeline needs fine tuning, you can fix it without rebuilding the entire sequence.

Vigorously versatile.

Unlike many switchers, the 8150 gives you the power to integrate graphic elements quickly and efficiently. Dual framestores, an internal SCSI hard drive and internal Jaz drive option let you import and control graphics with ease. It lets you do more online without having to break your rhythm.

Supporting up to 16 inputs, the 8150 can accept a combination of Serial Digital, Analog Component, or Analog Composite. The Composite input uses our newest ASIC for high quality 10 bit decoding of either NTSC or PAL input. The Analog Component input is available in an 8 bit dual video configuration. Either way, it is software switchable between RGB or Y/R-Y/B-Y formats, and accepts Beta, SMPTE, and MII levels.

On the output side, you have Serial Digital Preview, Serial Digital Program, and a Component Analog monitor output, plus your choice of either two or four aux busses. There's even a safe title generator on the preview output.

Are you ready for Abekas Power?

The 8150 is in a class by itself. That's why you really do have to see it to appreciate it. Get ready to use the power wisely.

The 8150 Digital Compositing Switcher, like all Abekas DV products, is DTV-ready with 16:9 image processing.



High Resolution Display

A graphically-oriented user interface displays your timelines, wipe patterns, and parameter adjustments.

Menu Parameter Adjustments

Toggle and select settings for all of your switcher functions. Handy "push locks" make short work of cut, copy, and paste of any parameters.

Timeline Effects Editor

Loaded with features, this keyframe editor makes easy work of timeline building and effects editing.

Quick Keyframes

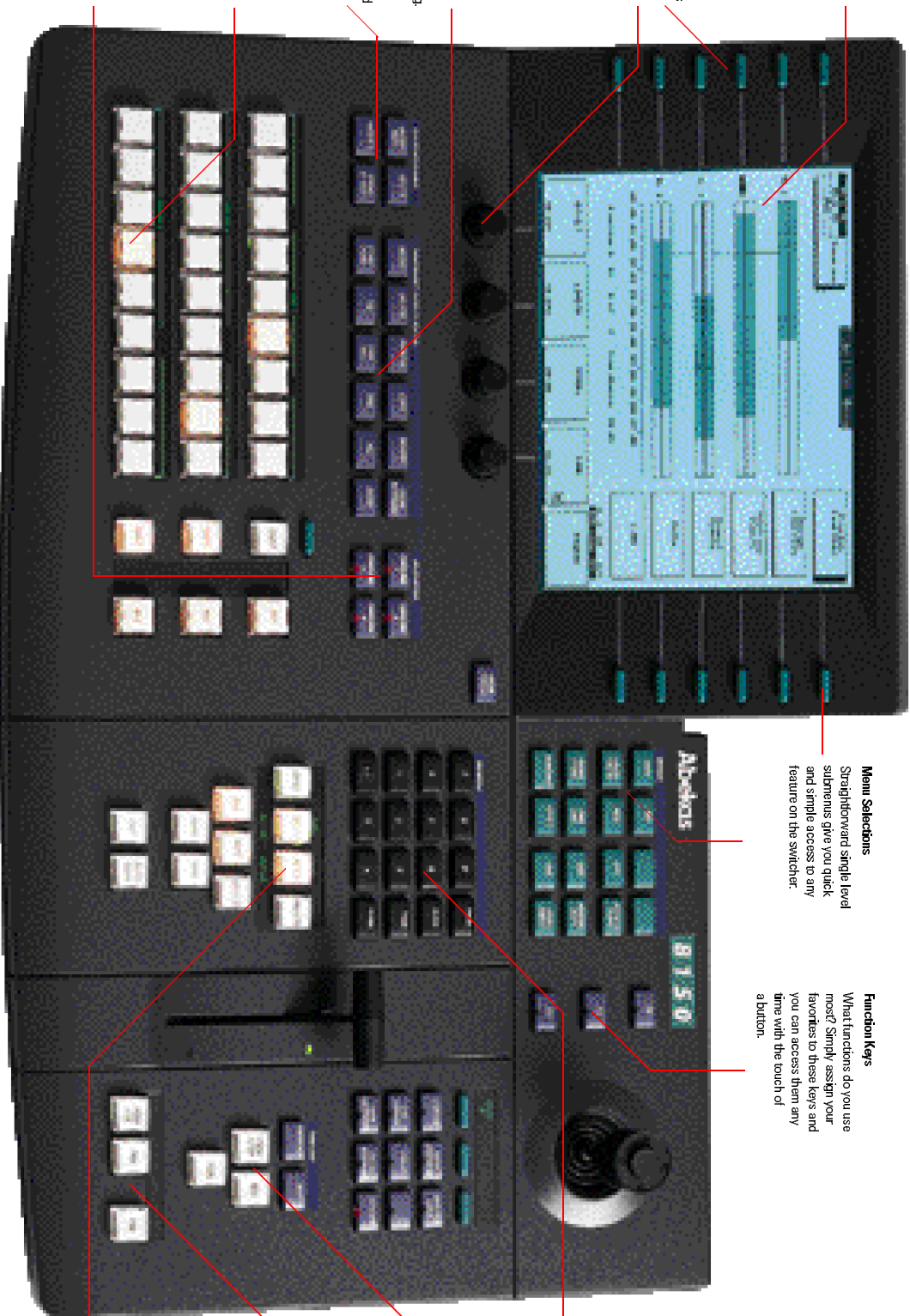
Perform Insert, Delete and Modify operations on the current keyframe with the touch of a button.

Crosspoint Selection

This lets you choose your own frequently-used sources, 9 top-level inputs plus 9 shifted inputs.

Timeline Delegation

Take your pick of any combination of the four independent timelines to be edited when building complex effects.



Menu Selections

Straightforward single level submenus give you quick and simple access to any feature on the switcher.

Function Keys

What functions do you use most? Simply assign your favorites to these keys and you can access them any time with the touch of a button.

Numeric Keypad

Enter Numeric menu parameters directly.

Timeline Control

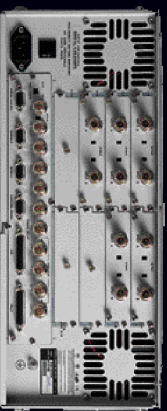
Run the switcher effects forward and backward, or step through the individual keyframes of an effect with the control.

Program/Presets

Delegate crosspoint selection and UltraMix transition section to control Program/Presets, DSK and Fade-to-Black.

UltraMix Transition Control

Control multiple transitions with this easy-to-use feature. It allows you to wipe a background while mixing a key with complete multi-level priority control.



Accom Corporate Offices

1490 O'Brien Drive
 Menlo Park, CA 94025/USA
 (650) 328-8118 Voice
 (650) 327-2511 Fax
 email: info@acom.com
www.acom.com



RANDOM BITS FOR THE TECHNICALLY HIP.

The **TimeFrame Effects Editor** provides four independent effect timelines shared between the switcher and DVE. Any parameter can be assigned to any timeline, so if one timeline needs fine tuning, you can fix it without rebuilding the entire sequence. You have full editor control, and bells and whistles like effect looping and programmable pauses.

Motion path control is complete with tension, continuity and bias parameters, as well as smooth, linear and s-linear motion path types. Each path type can be assigned to an individual axis independently on both switcher and DVE parameters. When you're happy with your effect, save it in battery backup memory or on disk, and you're ready to start another effect.

The **Dual Framestore** option provides two framestores that can be used for video, key, or mask signals, and a strobe freeze function with variable duty cycle. The Mask Draw program lets you create garbage masks and do rough touch ups on stored framestore images. The Hard Drive Option lets you save video, key or mask images from either framestore to an internal SCSI hard drive. Same thing for timeline effects, snapshot effects, and engineering files. In fact, you can store over 1,200 video images in 8 or 10-bit YUV formats or industry standard RGB TIFF files. The hard drive also lets the 8150 retrieve an image in as little as 3 seconds, and will organize your files in subdirectories by users and jobs. After the job is done, it lets you copy all the files to floppy for off-line archiving.

The **Advanced Wipe Generator** gives your 8150 three wipe generators - two in the M/E, and one in the Pgm/Pst. This is perfect for creating complex masks and wallpapers, as well as wipe transitions. There's also a Super Matte generator for creating complex backgrounds and three color washes.

The **twin channel Dveous** option lets you use either two videos, or a video plus key plus full bandwidth SuperShadow. SuperShadow gives you independent control of all transforms and warps, so imagine what you can do with those drop shadows. Ripple them. Italicize them. All independent of the main video.

The **DVE video processing system** option is based around four-field video framestores. Video information is upsampled vertically to create a full frame of data for every field. We've also built in 23x12-point video filters and four-point store output interpolators to provide superb image quality for picture expansion and compression. All picture transform information is calculated to 1.2nS spatial precision with full 10 bits per pixel precision.

SurfaceFX, our light source and textures option, gives effects a surprising new look. Each channel has a two-color source that can be positioned in 3D space, with either a Bar, Flood or Spot Light shape. Each light source can independently produce both a highlight and a shadow, which will interact with page turns and ripples for an extremely realistic effect. Now add surface textures from either live video, or from a framestore which can be loaded from a file off disk. The texture signal will modulate the surface of the image, which then shows highlights and shadows from the projected light source. Most warp patterns interact with the SurfaceFX features to produce realistic highlights and shadows.

The **Color Correction** option has seven custom ASICs (Application Specific Integrated Circuits) devoted to color correction. Each can independently color correct in YUV or RGB color space with control of white balance, black balance, gamma, and knee on each component.

8150

SPECIFICATIONS

Inputs

Number of Inputs	Up to 16 2 Inputs Each Module Up to 8 Modules
Input Module Formats	Dual Serial Digital (10 bits) Dual Parallel Digital (10 bits) Dual Analog Component (8 bits) Video Plus Key Analog Composite (10 bits)
Analog Formats Supported	Beta, Beta SP, NHK Beta (No Setup), MII, SMPTE, RGB, PAL, NTSC
Analog Characteristics	1 Volt p-p 75 (Sync Required on Y or G for Dual 8 bit. Sync on Y, G, or External Sync for 10 bit Video/Key Input)
Input Autotiming Range	-1/+2 Line (Component), -2/+1 Line (Composite)

Outputs

Program Output	2 Outputs, Serial Digital (10 bits)
Preview Output	1 Output, Serial Digital (10 bits)
Confidence Test Output	1 Monitor Output, SMPTE Level Analog Y/R-Y/B-Y Can Monitor Either Program or Preview Output
Aux Bus Outputs	Serial Digital (10 bits) 2 or 4 Outputs (Using 4 Outputs Requires the Use of 1 Input Module Slot)
Edit Preview Switcher	Supported on Preview Output Previews VVV, VBV, BVB and Pre-Read Edits (D5 or Digital Betacam)

System Characteristics

Line Rates Supported	525 Lines/60 Hz or 625 Lines/50 Hz
Aspect Ratios Supported	4:3 or 16:9 (Anamorphic)
Internal Processing	Up to 23 bits
Sample Rate	13.5 MHz
Delay, Sync to PGM Output	34 Lines or 1 Frame (Switchable)

Communications

Frame	3 Serial Ports, A82/83, GVG 200, SMPTE, and Sony Protocols
Control Panel	1 Serial Port for Mouse or Trackball (RS-232 or RS-422) 1 Keyboard Port, PCCompatible
GPI	8 Input, 8 Output (Fully Programmable)
Tally	16 Intelligent Tallies

Physical Specifications

Power	90-250 Vac, Auto Sensing (50 or 60 Hz)
Power Consumption	Frame: 500 W Control Panel: 50 W
Frame Dimensions	7.0" H X 19" W X 25" D
Control Panel Dimensions	5.5" H X 23" W X 16" D
Frame Weight	49 lbs.
Control Panel Weight	14 lbs.

Specifications subject to change without notice.

Abekas



8150

Accom[®]