

Introducing HDSTORM and HDSTORM Plus

overview

Thomson Grass Valley™, the market leader in broadcast content production and delivery, announces a brand new HDMI-based capture card, to meet the demands of the new digital workflows.

The High Definition Multimedia Interface (HDMI) is quickly becoming a common interface on many new HDV and AVCHD camcorders. But capturing full 1920 x 1080 uncompressed HD video is very data-intensive, requiring expensive RAID storage.

To combat this, the new HDSTORM card uses an on-board HQ codec. With its sophisticated compression algorithms, HDSTORM provides huge storage savings without sacrificing picture quality to capture images at up to 1920 x 1080/60i and 1280 x 720/60p resolutions.

Many conventional HD editing systems compromise video quality to provide real-time editing functions. HDSTORM delivers genuine real-time, SD and HD-resolution editing - including full-quality, full-frame-rate SD and HD output - to an HDMI-enabled video monitor straight from the timeline.

HDSTORM is a PCI Express-based capture card, with HDMI I/O and audio output built-in.

HDSTORM Plus includes an optional 5 ¼-inch bay that provides high-quality analog and digital inputs/outputs for HDMI, SD, and HD component, S-video, composite video, and



unbalanced audio.

There is even more good news for existing customers, as all existing DVStorm owners can take advantage of a special loyalty bonus of \$US 300.00 off either the HDSTORM or the HDSTORM Plus. They don't even have to return their existing hardware – they can keep it as a back-up legacy system. This special offer will be available until the end of 2008.

NB: For more information on EDIUS 5, see separate NPA DES-014. Note, the version of EDIUS included with HDSTORM and HSTORM Plus includes all of the bundles software which comes with the shrinkwrap software version except for the TitleMotion Pro advanced titling software. A new version of the EDIUS QuickTitrer is included with HDSTORM. Additionally, TitleMotion Pro is available separately.

positioning

HDMI-based Editing for the Digital Generation.

Our Thomson Grass Valley™ EDIUS® family supports the real-time editing of all popular standard-definition (SD) and high-definition (HD) formats, including Canopus® HQ, Canopus Lossless, DV, DVCAM, HDV, AVCHD, MPEG-2, AVC-Intra, Infinity™ JPEG 2000, and uncompressed video.

HDSTORM and HDSTORM Plus are the new entrants in this family featuring HDMI in and out, on board HQ codec for faster encoding and an optional analog I/O bay.

description

HDSTORM – HDMI-based Editing

A single PCI Express form factor board, HDSTORM allows editors to work with HDMI inputs and outputs, and has the Canopus HQ hardware codec built-in for optimized, CPU-free capture and export. This includes full-resolution and synched preview of effects.

The power of having the Canopus HQ codec on-board means users are not restricted by their CPU speeds or workstation limitations when ingesting or creating Canopus HQ files. Keeping the compression processing separate brings new reliability and system performance to the editing and effects creation environment.

HDSTORM can handle any mix of HD and SD video content; unlimited video, audio, title, and graphics layers; and any combination of real-time effects. It also offers real-time, full-resolution, full-quality component HD and SD video output.



Real-Time Display Streamlines Workflows

Unlike systems that compromise video quality to provide real-time editing, HDSTORM delivers genuine real-time, HD-resolution editing—including full quality, full-frame-rate HD output to an HDMI video monitor from the timeline. No rendering is required to preview edited sequences; the system displays them instantly and with audio synced.

HDSTORM Plus – The Perfect Transitional Tool

An optional (5.25-inch) bay is also available (included as standard with HDSTORM Plus). The bay not only features additional connectors for HDMI devices, but also input and output connectors for analog HD/SD component, S-video, composite, and unbalanced audio; this helps those still working in analog to make the transition to digital and HD production.