

# ClassX Broadcast Applications

CG and SOLUTIONS for YOUR productions

# 8.1

## ClassX Product Catalogue 2024

# Elitium



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[elitium-xr.com](http://elitium-xr.com)



**Real-Time, LIVE, broadcast quality** and **stunningly versatile** are the keywords for each members of the LiveBoard family.

**Easy to learn, modular docking GUI, drag&drop logic,** endless layers, scripting, picture-in-picture and full TCP/IP protocol will make you fall in love with LiveBoard.

**Animated graphic templates** can be created with the ClassX Template Editors. The 3 Editors all have different features, **2D or 3D, vector or bitmap** graphic engines.

You can **assign external data sources** to any single object with the in-built DataSource Manager.

**Texts, images, clips, video inputs and shapes will change accordingly to your datasource.**

Get **messages, votes, opinions and pictures from Social Platforms**, filter them for badwords, candidate and air them through a custom graphic template in LiveBoard.



Create and air the graphics of different Live Sports events with **SportsGraphics**. The **game logic** is pragmatically merged into the user interface for simple and quick game gfx payout and management.

ClassX offers a set of accessory Broadcast Applications for various needs and setups; specific software for connecting to **switchers, newsroom applications using MOS protocol, a StillStore** solution and ClassX **turnkey** solutions. Even **Augmented Reality** and **Virtual Set** are made easy and simple to manage, thanks to the **ClassX way** of creating and playing out real-time AR-VR graphics.



# Graphics Playout product features

All members of the LiveBoard family are able to play out real-time live broadcast quality graphics and media content with audio in perfectly blended transparency, in resolutions up to 4K p60.

	LiveBoard	LiveBoard LE	LB Mini	LiveBoard SCG	StealthCG	LiveBoard XR
Graphic User Interface (GUI) for management with operator	✓	✓	✓	✓	-	✓
Basic LB Plugins	-	-	✓	-	-	-
Full set of LB Plugins	✓	✓	-	✓	✓	✓
Endless layers of Plugins can go on air at the same time	✓	✓	✓	✓	✓	✓
ClassX Templates supported	✓	✓	-	✓	✓	✓
More than one Template can go on air at the same time	✓	-	-	✓	✓	✓
Advanced Scripting feature for creating “script” contents	✓	-	-	✓	-	✓
Basic scripting (on FrameMarkers)	✓	✓	✓	✓	✓	✓
Advanced TCP/IP control for Automation / Playout / MOS	-	-	-	✓	✓	-
Remote TCP/IP (LBControl)	✓	✓	✓	✓	✓	✓
Augmented Reality and Virtual Set with FreeD Tracking	-	-	-	-	-	✓

# Elitium

Elitium is the **turnkey solution** by ClassX for broadcast-quality **multi-channel** and **multi-camera easy-to-use AR and VR live production** in **HD** and up to **4Kp60**. This system is based on the **proprietary ClassX graphic engine** and software solutions, engineered with the suitable hardware for best performance. FreeD protocol support ensures camera and object-tracking.

- ▶ **Multichannel** - Up to **4** channel output
- ▶ **10 video inputs** (SDI, NDI®, Stream, web...)
- ▶ **10 tracking inputs** (cam, talent, column, crane...)
- ▶ Virtual and physical camera **switching**
- ▶ **Augmented reality & virtual set** in one solution
- ▶ **Virtual Production** with **LED-walls** (off-axis)
- ▶ **Pitch branding** for sports events
- ▶ In-built quigh-quality **chroma keyer**
- ▶ **IBL** Lighting and **Skybox**
- ▶ Advanced support for **glTF**, **PBR** Materials
- ▶ Adobe **Substance** material support
- ▶ **Mesh animation** & control
- ▶ Real-time **reflections**
- ▶ Dynamic **shadows**
- ▶ **Transmission**: glass and ice effect



[elitium-xr.com](http://elitium-xr.com)



# LiveBoard XR

**Camera switching** happens directly from within the LiveBoard XR interface or keypad for easy management. Add an additional **LiveBoard XR channel** for the real-time rendered output of the «next» camera from the same Elitium.

**Real-time positioning and resizing** of CoralXR templates can be done directly from the Positioning Panel and there is **no limit to the number of different templates** that can refer to the active tracking camera. Switch virtual backgrounds in an instant!

LiveBoard XR allows the management of **Data and DataSources** of the data driven objects.



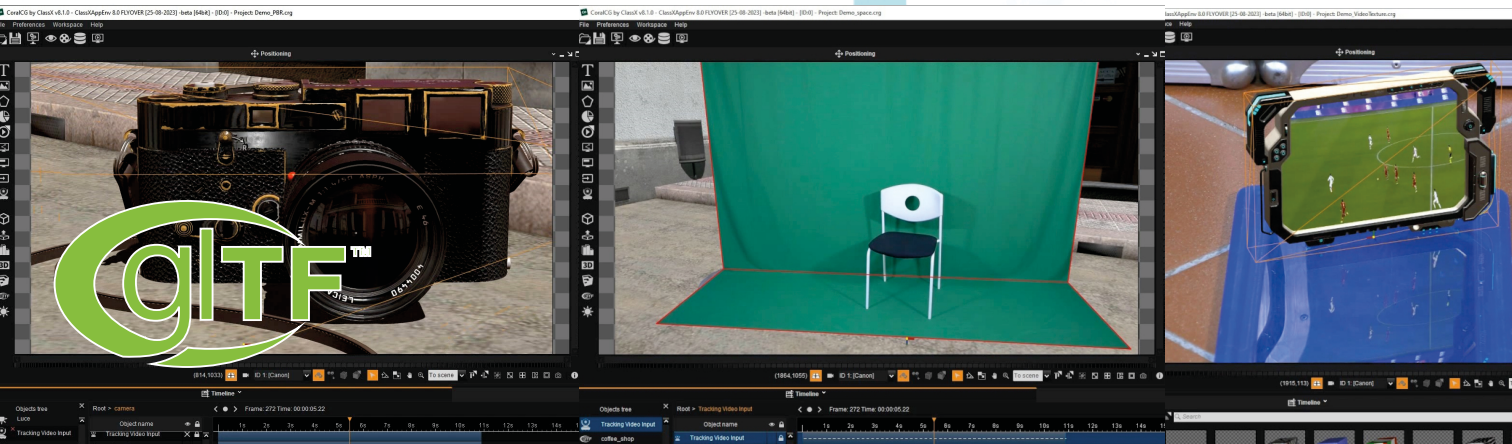
## LiveBoard XR + Coral XR

### Coral XR

**Real-3D vector environment**, two types of **lights**, virtual CoralCam can be set to **tracking**, **off-axis** or default.

**SPECIAL Object: Tracking-VideoInput**, allows **quick on-site editing** with the active camera as background.

Importing and simple placement of **3D objects and textures**: extended support for glTF 3D models, for photo-realistic objects and virtual sets. Fabuolus **photo-realistic** rendering and the support for mesh animations. Create your world.



## v8: powerful multichannel solution

4K  
ULTRAHD

# LiveBoard



LiveBoard is the **graphics playout core**. Designed for **live, realtime broadcast graphics** creation and handling and evolved as the cornerstone of any live and automated production. In its **latest v.8**, it is a **powerful, stunningly easy to manage multichannel solution**.

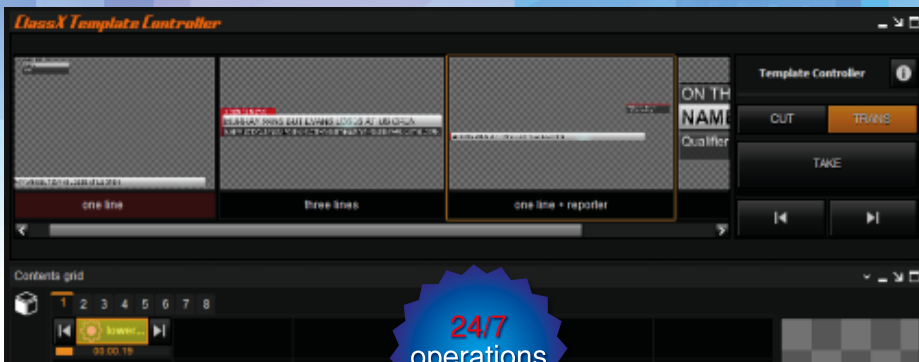
LiveBoard is **extendible, plugin-based** and features built-in media playout support, template-based 2D/3D graphics, video-inputs, video input switcher, customizable outputs, audio mixing, infinite-layer hw-accelerated compositing, **scriptable** and **remotable** functionalities.

LiveBoard interface is fully customizable, drag-n-drop, easy and exceptionally powerful. **Now with easy and intuitive template logic!**

- ▶ Customizable contents grid
- ▶ Custom workspace
- ▶ LTR and RTL languages
- ▶ NEW template controller
- ▶ **Up to 4 channels**
- ▶ Full set LB Plugins
- ▶ **Multiple templates** play out
- ▶ All add-ons supported
- ▶ Internal **scripting** tool
- ▶ TCP/IP control
- ▶ SD to 4K 60p resolution
- ▶ All supported output devices







24/7  
operations  
support

The **Template Controller** allows the operator to create projects with **template logic**, ready to be driven by the real-time needs of a live show. Objects will smoothly re-arrange and/or move away to make space to new contents. **Jump to Keyframes or interpolate back and forth.**

News channels  
Game Shows  
TV Productions  
Weather forecast  
Channel Branding  
Live Sports  
Elections

The **Video Input Switcher** plugin plus the Multiview panel in the LiveBoard GUI will make the switching among the **10 available video input sources** a graphically inspiring experience: cut, fade or use your VideoA to VideoB transitions, **entirely made in CastaliaCG or CoralCG**. Unique!



Extended **media** support: **any codec, any format**, flawlessly trim, **play** media simultaneously even with **different resolutions**. Alpha channel supported. **Trigger events** and automation from any media frame.



Weather forecast  
Channel Branding  
Elections  
Social  
Children's channels  
Music channels  
Software Switcher

LiveBoard LE (**Light Edition**) is the most **cost effective** broadcast graphics layout. **Brilliant features for live titling squeezed into a small price.** It shares the same user interface with the «Full» edition, same output devices and supported resolutions. LiveBoard LE **can play out one ClassX Graphic Template at a time** but can play out endless layers of LiveBoard Plugins simultaneously. LiveBoard LE **can be driven remotely** with the same TCP/IP protocol. Simple automations can be created by means of **Template Actions** on FrameMarkers, on templates or media content.

- ▶ Custom workspace
- ▶ Full set LB Plugins
- ▶ TCP/IP control
- ▶ Customizable contents grid
- ▶ NEW VideoInputSwitcher supported
- ▶ Graphic templates supported (one at a time)
- ▶ All Add-ons supported
- ▶ SD to 4K 60p resolution
- ▶ All ClassX supported output devices
- ▶ LTR and RTL languages
- ▶ NEW template controller
- ▶ **Up to 4 channels**





Tickers  
Clocks  
Timers  
Karaoke  
Channel Branding  
Music Channels

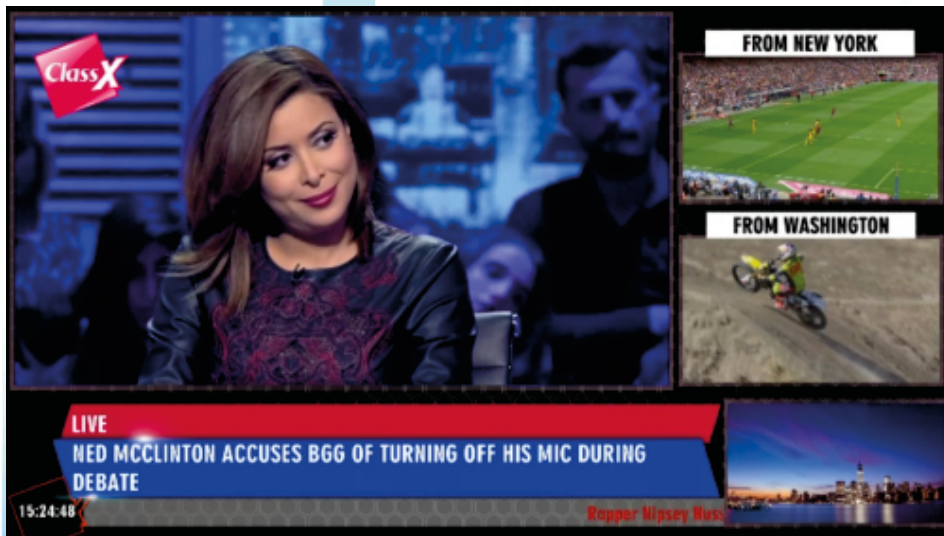
BEST  
PRICE

4K  
ULTRAHD

# LiveBoard Mini

LiveBoard **Mini** is the smallest member of the LiveBoard family. Mini is an easy-to-learn yet powerful titling software thought for **SDI or NDI®-based i/o workflow**. Logos, videos and the most useful LiveBoard plugins squeezed into a mini price. Run as many **tickers**, **slideshows** and **media texts** as you like. Plays out **any media**, any animation! Set up **10 different Video Inputs** and enjoy creating Picture-in-Picture effects with in/out animation.

- ▶ Customizable contents grid
- ▶ Custom workspace
- ▶ Basic LB Plugins
- ▶ TCP/IP control
- ▶ SD to 4K 60p resolution
- ▶ All supported output devices
- ▶ LTR and RTL languages
- ▶ Full NDI® Support In/Out
- ▶ Media content playout
- ▶ **One channel**
- ▶ FrameMarkers and actions for automations



Game Shows  
TV Production  
Automation  
Playout  
Betting results  
Newsroom - MOS  
Switchers  
OEM integration  
LIVE Shows



# LiveBoard SCG

The **flexibility of LiveBoard** together with the power of **StealthCG** blended in the same application. This solution **integrates the versatility of LiveBoard to manage live events** thanks to the excellent graphic user interface with the graphics produced by a **video system automation through StealthCG**. All ClassX **OEM** products guarantee the maximum ease of use and integration even into existing applications, thanks to the availability of a clear set of protocols, technologies, development and distribution tools specially designed to **minimize implementation and installation time**.

- ▶ Customizable contents grid
- ▶ Custom workspace
- ▶ Full set LB Plugins
- ▶ Multiple graphic templates play out
- ▶ All Add-ons supported
- ▶ Internal scripting tool
- ▶ Complete TCP/IP control
- ▶ SD to 4K 60p resolution
- ▶ All supported output devices
- ▶ LTR and RTL languages
- ▶ NEW template controller
- ▶ **Up to 4 channels**

DOMENICA ORE 14.30 SPECIALE "VARENNE" IL UNIRE SAT 12:45:08 M.1200 12:10

FAIRVIEW 2WAG

NO.	HORSE	FAIRVIEW	2WAG
13	AFRIKIAN RE.	5,37	2,92
10	VADE MECUM		4,55
15	CHEEKY QUE.		6,67

13:50 M.2000

1WCG 1° MARSEILLE PR. MADAME F. PONS

8° BOLOGNA PARENTE ABRIU MIPAAF

13 14 15 16 17 18

8 NAPOLI TR BUONO

Approvato regolamento promozione, accordo su TAC e quote.

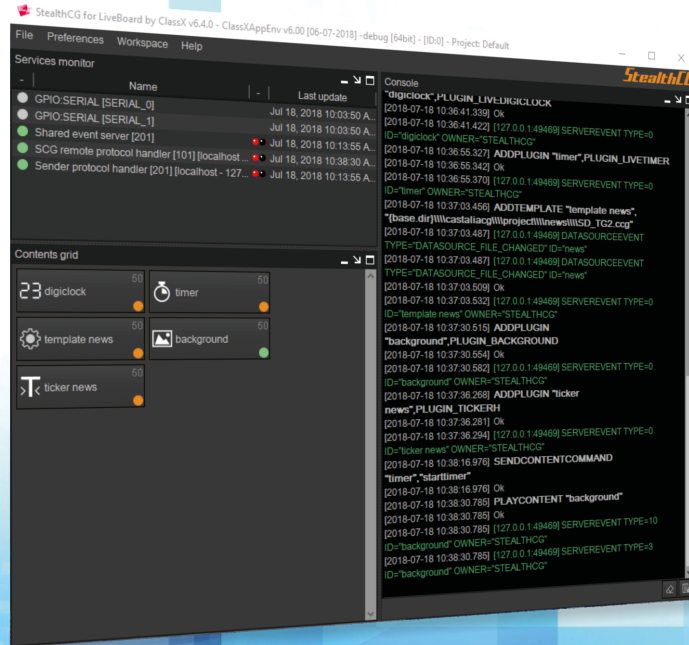


Automation  
 Playout  
 Custom Apps  
 Newsroom - MOS  
 Switchers control  
 OEM integration

StealthCG is designed for the **easiest and closest integration level with any broadcast automation and playout** on market.

It supports a wide range of broadcast audio and video output devices and is capable of producing fully hardware accelerated **top-class** graphics in SD, HD and **4K** resolutions. Cost-effective thus powerful.

- ▶ All LB Plugins set and run from protocol
- ▶ Graphic Templates play out simultaneously
- ▶ LB Add-ons supported
- ▶ complete TCP/IP control
- ▶ Pal to 4K 60p resolution
- ▶ Perfect for Automation & Playout
- ▶ MOS graphics playout
- ▶ Up to 4 channels





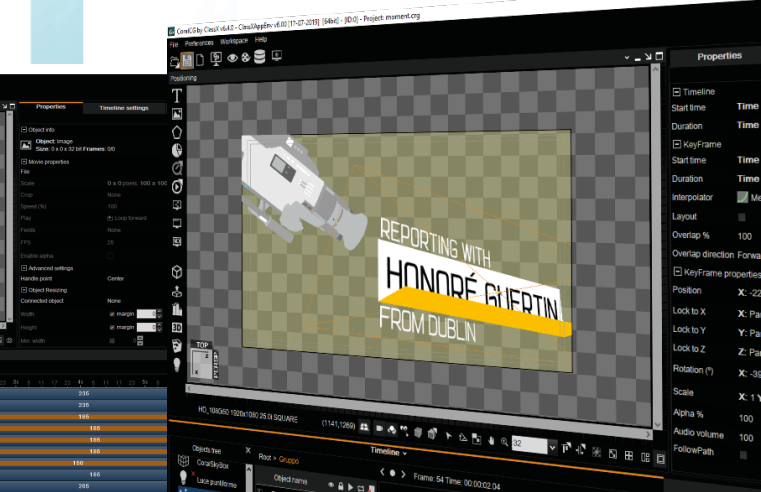
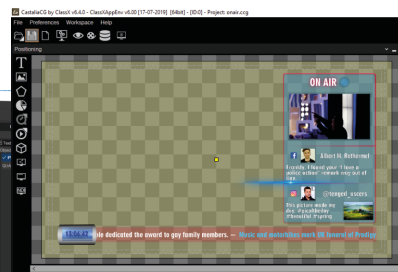
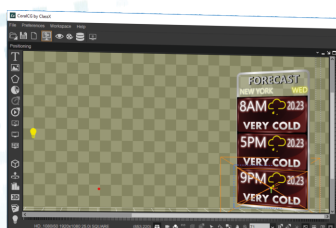
# Template Editors

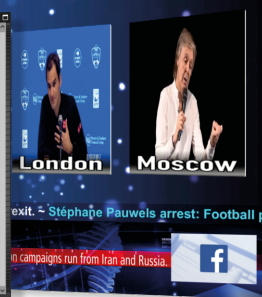
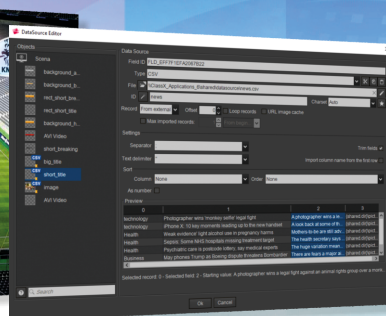
The particular organization of the user interface, combined with the **flexibility** of the program, allow to create **animations of objects that are totally independent of each other**. Create all the keyframes you need, change their properties and enjoy the interpolation that these three different Graphics Engines do for you. **Objects can be grouped and animated hierarchically**.

ClassX Template Editors all have an **integrated DataSource Editor**; this means you can associate any object in the graphic template (texts, numbers, pictures, shapes, clips, video inputs etc) to an external data source. The types of data sources are: **txt, csv, xls, rss, database (MYSQL, SQLSERVER, ORACLE SQL, MSACCESS), Social Network, JSON, XML, manual, and custom**.

## Common features

- Dynamic layouts
- Connected objects
- Graphic attributes
- Data Source Editor
- Individual timelines





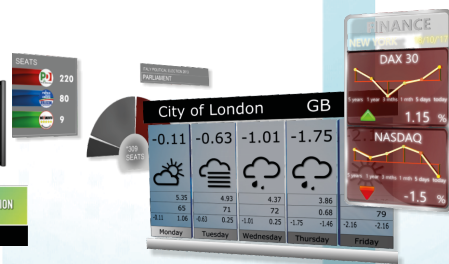
## MoreCG

MoreCG is a bitmap 2.5D graphic Template Editor that will stun you with special animation effects on any picture, text or video object.



## CoralCG

CoralCG is a vector 3D graphic Template Editor that allows you to use all three spatial dimensions for animating head-turning graphics.



## CastaliaCG

CastaliaCG is a vector 2D graphic Template Editor with a wide set of cascade effects and lots of built-in preset effects for fast template creation.



- Effects on Pictures & videos
- Masks + Environment light
- Dynamic textures

- Real 3D editing environment
- Textures & Materials
- Advanced pixel shaders

- Transparency filters
- Cascade on text and groups
- Timeline & Objects library



# Picture in Picture

Live Board  
Add-On

## Picture in Picture

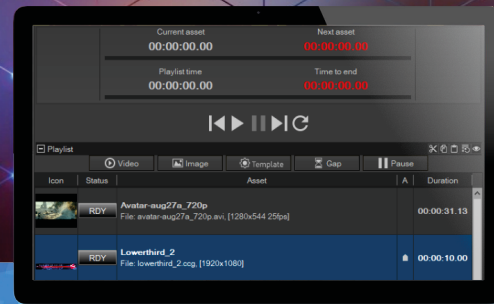
LiveBoard + PIP means you can manage **audio, visual priority, cropping, alpha, size and position on up to 10 live video inputs**. You have everything for professional Live Production in one device: animated real-time live graphics, Picture-in-Picture and DVE effects. AV sync with no frame latency. LiveBoard's Video Input Manager is the tool to set up the input sources and they can be then used in the Video Input Plugin or as Video Input Objects in all Template Editors. Add this option and the new Video Input Switcher option for creating a real software switcher.

## Content Playout

ContentPlayout is the easiest tool to organize and broadcast your media including gap and pause. Create your **playlists** and **synchronize graphics and data** together. Run the graphics templates **automatically** or **manually** thanks to the innovative interface. Create any number of **FrameMarkers** with actions that address any of the contents loaded into LiveBoard.

ContentPlayout can also be a **graphic template playlist**. No limit to the number of playlists in one project, playlists can be exported and imported. Fabulous for News and Music channels. **NEW automatic scheduling function**.

## ContentPlayout

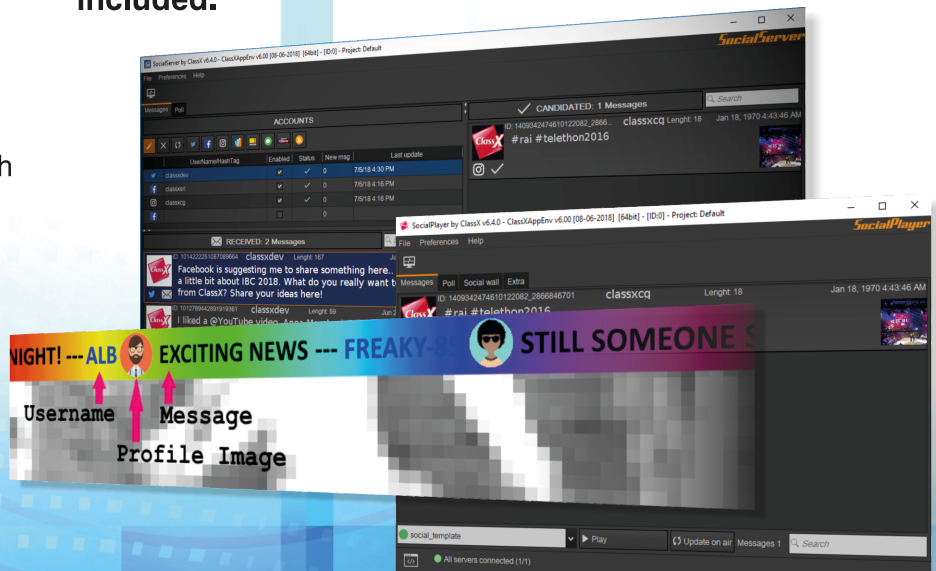


## SocialServer & SocialPlayer

Retrieve messages and pictures from social platforms easily. Let your **social media manager select and candidate the desired messages** from any number of accounts created inside SocialServer on the supported social platforms while comfortably sitting in front of a laptop. Candedated messages are automatically pushed to SocialPlayer via TCP/IP and **contents may be triggered on air through a ClassX Graphic Playout Application**, dressed with the looks of a personalized ClassX Graphic Template. **Badwords filter included.**

### SocialServer features

- ▶ Any number of accounts
- ▶ Export to CSV/RSS/XML
- ▶ Import from CSV/RSS/XML
- ▶ Multilingual badwords filter
- ▶ Create message from scratch
- ▶ Manual or automatic update
- ▶ Multilevel text search
- ▶ Instant character count
- ▶ Emoji support
- ▶ Polls and statistics
- ▶ Social Wall
- ▶ Telegram Support



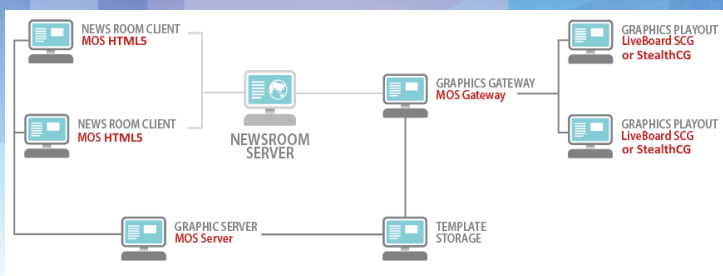


ClassX offers **the easiest way to title a LIVE sports match.** Available either as a Stand-Alone Application or an Application to be launched from your LiveBoard, it **already contains all templates and the different game logics that you will need to start right away.** Add the Players, their pictures and all information you want to manage and show in the **Setup** page. Add all extra contents in the **Extra** tab and manage your match directly by triggering lower thirds, timers and statistics from the **Main** tab or get your data from a scoreboard or data provider.

- ▶ Soccer ▶ Kick Boxing
- ▶ Boxing ▶ Futsal
- ▶ Volley ▶ Beach Soccer
- ▶ Hockey ▶ Beach Volley
- ▶ Biliard ▶ Ice Hockey
- ▶ Football ▶ Pool Biliard
- ▶ Basketball ▶ Moto Cross
- ▶ Ping Pong ▶ GoKart
- ▶ Tennis ▶ Rally
- ▶ Waterpolo ▶ Cricket
- ▶ Cycling ▶ Rugby
- ▶ Handball



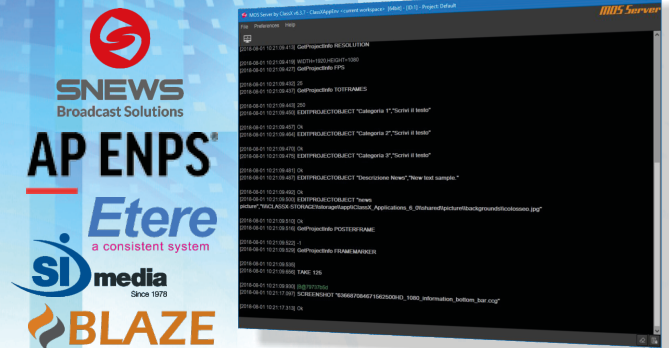


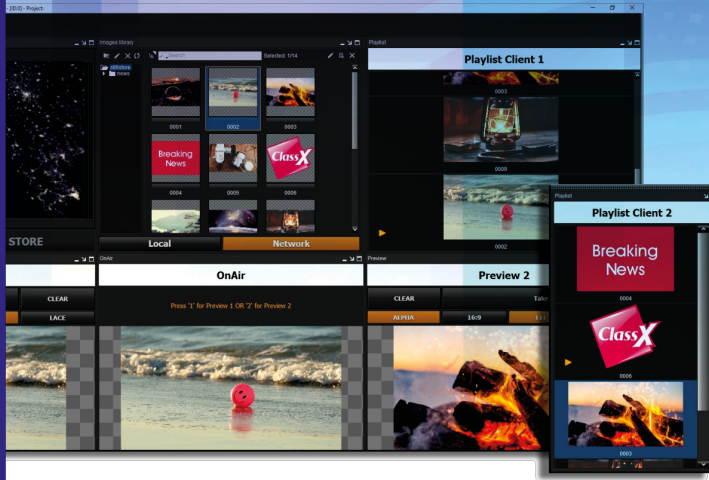


## ClassX MOS Solution

Plug ClassX Graphics into your NRCS workflow with one of the most complete and flexible MOS graphics implementations on the market.

**NEW MOS HTML 5 Plugin:** always adapting the newest and best technologies, ClassX MOS implementation now provides **full HTML 5 support** enabling journalists to remotely **browse** templates, **edit** text and replaceable **images** and **movie** files, **preview** their graphics and **insert** them into stories **directly from within the news production system** software. A dedicated graphics server is capable of handling several contemporary users, always giving true **real-time preview** of graphics and user-operated data-changes.





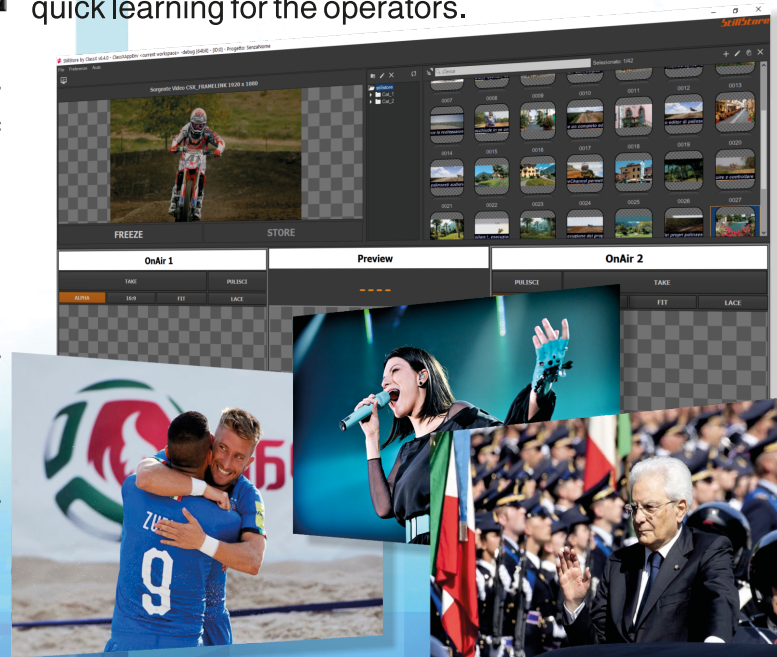
StillStore needs to be installed on a dedicated workstation, equipped with a video card for acquisition and outputs. The current version of StillStore supports **BlackMagic, AJA, Bluefish 444.**

Through the capture channel, it is possible to store images in **PNG lossless format** (PNG compression ARGB32) on a shared storage or network folder.

The **NEW clip playing feature** allows to play clips in any format on any of the two channels, after previewing them in the dedicated PVW panel.

## StillStore

ClassX StillStore is a **two-channel solution for taking and logically storing still images**: it captures still images on one channel, plays them out on two channels. The two new, separate **playlists** will either automatically (slide show function) or manually send on air the selected stills. The **simple and flexible user interface** based on **drag-and-drop** operations ensures quick learning for the operators.



# Turnkey Solutions

ClassX offers turnkey solutions for **best ever performance** on selected hardware. Whether it is a Rackmount or a Mobile Workstation, our engineers guarantee best setup and hardware combinations for the use with ClassX Broadcast Applications.

ClassX-branded rackmount LBStations are 4U and are produced directly in the ClassX facilities in Italy.

- ▶ 1 Year CMA (Software Maintenance and Support)
- ▶ 1 year Hardware warranty
- ▶ Setup and testing all done
- ▶ Personalizable for specific needs
- ▶ Any supported Output device



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# ClassX Broadcast Applications

CG and SOLUTIONS for YOUR productions

8.1

LIVE CG GRAPHICS  
2D/3D TEMPLATES  
VIRTUAL SET  
AUGMENTED REALITY

SPORTS GRAPHICS  
LIVE EVENTS

SOCIAL MEDIA

AUTOMATION  
TCP/IP  
SCRIPTING  
DATASOURCE

VIDEO EFFECTS  
GREEN SCREEN  
FILTERS

SWITCHER  
3D CUSTOM FX  
AUDIO MIXING  
PLAYOUT

STREAMING  
IP2110 / NDI®  
VIDEO INPUTS  
HD/UHD 4K

NEWSROOM  
HTML5 MOS



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