TOTAL VISUAL CONTROL

FROM **ROCK** TO **OPERA**

MEDIA CONTROL

Infinity RX

Ai R Series

Sapphire Media Console

Sapphire Media Wing

MSC-1

Licence Keys

DIMMING CONTROL

ART2000 T4

ART2000TV & Film

ART2000i Install

Power Cube

LIGHTING CONTROL

Sapphire Touch

Sapphire Touch Wing

Arena

Tiger Touch II

Tiger Touch Fader Wing

Quartz

Titan Mobile

Mobile Fader Wing

Titan One

Titan Net Processor

Rack Splitter

Truss Splitter

Designed and Manufactured in the UK
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Avolites award winning video control products have been used for world class events from the Olympic games, Bon Jovi and the Arcadia spectacular at Glastonbury. Real time 3D visualisation, the industry's most powerful mapping tools and the customisable node based engine within the Ai range, place Avolites clearly at the front of all media server suppliers.

Notable Productions

Olympics 2012 Opening & Closing Ceremonies – London

Winter Olympics 2014 Closing Ceremonies – Sochi

Bon Jovi "Because We Can" – World Tour

Peter Pan – Theatrical World Tour

Electric Daisy Carnival – Las Vegas

Arcadia – Glastonbury

Electric Daisy Carnival 2014 – Kinetic Field

Ai Programming and Operation – Fabian Fisniku & Rik Schoutsen, Tenfeet – 4 x Ai S8 servers

Ai SERVERS

1

2

LIVEDESIGN PRODUCTS PROJECTION OF THE YEAR

WINNER OF THE plasa2012 AWARDS FOR INNOVATION

3

1. Ai R Series servers

The Ai R4 and R8 offer 4 and 8 display port/DVI outputs and up to 4 layers per fixture group, with top spec, fully featured Miami licences.

Hardware includes the latest generation motherboards supporting PCI-Express Generation 3.0, AMD Gen 3 Graphics Cards and an Intel PCIe SSD module with 1.2TB capacity.

Ai R4 & R8 servers offer MIDI Timecode inputs and supports ArtNet and CK Ki-Net output protocols.

Ai R4 & R8 features

Smooth playback of up to 8K media using the AiM Codec • Up to 4 or 8 full 1080p HD outputs • Soft-edge blending of multiple projectors • Timeline, Timecode Sequencer • Support for 3D displays • Build and create in the 3D Stage Visualiser • Remote vertex adjustment • Map and warp onto any 3D surface • Video map onto any moving scenery • Intuitive modular LED support • Configure multiple systems as Master or Slaves • Internet and iPad remote control (via VNC) • Salvation node based engine • Supplied pre-installed with an extensive Media Library of 320 HD AiM clips.

Capture input options

- Pro 1: 1x DVI/VGA input
- Pro 2: 2x HD/SDI inputs
- Studio 2+1: 1xDVI/VGA and 2x HD/SDI*
- Studio 4: 4x HD/SDI inputs*

2. Ai Infinity RX4 & Infinity RX8 Servers

The multi-award winning Ai Infinity server is the perfect choice for your most demanding video projects. The RX4 and RX8 have programmable, EDID managed, WUXGA (1920x1200) outputs. Each is digitally amplified to give you a preview and production output over DVI. The back has in addition to the 4 or 8 DVI output pairs, the following outlets: LTC timecode input, 2 x Gigabit Network ports for connecting to Artnet networks, MIDI in & out ports, 4 lines of DMX512, Audio in and output, Genlock - essential for TV projects, and 2 x sync network connections to guarantee vertical sync across multiple systems.

The front 7 inch colour touch screen shows the Ai 3D visualiser, this gives you networked control of your whole show from one integrated and intuitive interface, no matter how many outputs you need.

The Rx range utilizes an i7 processor with 6 cores running at 3.5Ghz. 16 Gbyte of memory and a fast 80GB System SSD. The Media content is contained on an Intel PCIe SSD module with 1.2TB capacity The workstation grade motherboard is housed in a purpose made suspension frame inside the 19" 4U height rack case.

Your production deserves the best content

Get state-of-the-art content by downloading clips from our online media lounge shop at www.avolitesmedia.com
All Ai Infinity servers are supplied pre-installed with an extensive stock content library of 320 HD AiM clips.

4 5

Ai Infinity RX4 & Infinity RX8 features (additional to R-Series)

Internal EDID Management for each output • Hot swappable rear DVI connections • Integrated front panel touch screen interface • Genloc Camera Sync (option on RX4, Standard on RX8) • LTC Timecode Input • 4 DMX outputs • Artnet and KiNet output protocols

3. Sapphire Media Wing

The Sapphire Media Wing allows two technicians to work simultaneously, setting up lighting palettes and video mapping. Then, come show time you're the master, launching lighting and video cues from one console.

Seamlessly integrated, the Sapphire Media Wing provides the operator with real time, system-wide preview or blind 3D visualisation. This huge step for the integration of lighting and video brings you total visual control.

The main operating screen and features of Ai brought to the lighting operator via the Sapphire lighting console and Media Wing allow native control of the media servers from your FOH lighting console where you need it.

4. MSC-1

The MSC-1 Ai media server controller provides live control in a compact user friendly interface. Connecting directly to any Ai system, the MSC-1 gives access to effects, layers and clips.

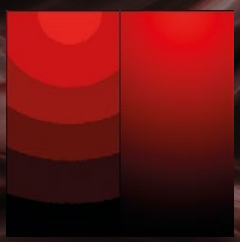
3 axis control using ultra smooth optical encoders • 10 assignable faders • 16 fader pages • 4 easy access Layer Select buttons • 8 Blend Mode select buttons • 7 Transport Control buttons • 8 assignable custom buttons • 16 interface function buttons • 8 FX buttons • 4 quick access Scene View buttons • numeric keypad • 4 DMX in/out ports • MIDI in port • USB interface.

5. Sapphire Media Control Console

A unique, industry first, brought to you by Avolites, the Sapphire Media offers video operators an intuitive live show control surface enabling seamless integration of all visual elements.

The Sapphire Media control surface connects to Ai media servers and highlights include 2 generous, widescreen touch surfaces for easy access to the User Interface and Salvation Engine control. Additionally, 4 switchable and assignable, touch preview monitors are available to the system operator. These preview monitors may be mapped to any inputs, outputs or video layers.

15 motorised faders for live control, mappable to content triggers, effects or parameters • Smooth T-Bar for traditional vision mixing • Direct access buttons, pre-assigned to popular features and functions • All controls may be user configured to produce fully customised functionality.



Colour banding is history

Our revolutionary AiM Codec offers virtually un-compressed quality with smooth playback of up to 8K resolution media. AiM is a cross platform Quicktime codec available exclusively to Ai users at no additional cost for use in any Quicktime capable application.

This un-paralleled playback performance has been made possible through the use of the latest GPU technology bred for the gaming industry but now re-developed with the support of AMD and Nvidia exclusively for Ai.

Ai V8

Everything you always wanted

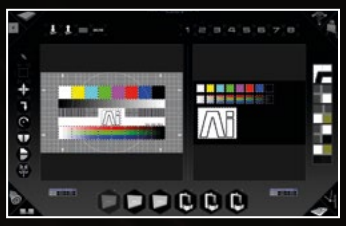
That is the tagline that our development team has been using to describe the feature set of Ai Version 8.

We've spent 12 months listening carefully to what our users felt they needed from Ai V8. The results of this user led development process are illustrated in an impressive feature set and a more unified workspace that delivers 'everything you always wanted' in a media server. It's truly a game changer.

Winner of Live Design's 'Projection Product of the Year' and the PLASA 'Innovation Award', Ai servers combine 36 years of engineering design and world-class show production experience in a unique "Production based Workflow". Ai offers the tools for faster delivery of even the most complex shows.

These are some of the remarkable features that allow the award winning Ai media servers to enable such breath-taking visual environments.

Output Configuration Page



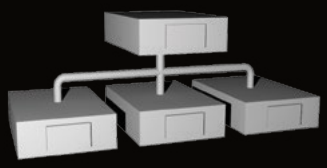
The new Output Configuration page allows the user to configure all parameters of their outputs using a unique UI for each Fixture Group tailored to the requirements of the Fixture. All of your video outputs and Artnet output can be configured on this page. It includes simple yet powerful tools for LED screen configuration, a navigable mapping editor for projection mapping and an all new Artnet Pixel mapping system. You can also apply soft edge blends and use Ai's Auto Map feature from this page.

Surface Modelling Page

This new page gives the non 3D application user the capability to create and edit 3D stage sets. It combines the best bits of Max, Maya, Blender etc. But with easy access to features designed specifically for our market like linear and radial repeat for object geometry. The user can flip between the new Surface Modelling Mode and Stage View Mode to instantly see how the screen you're designing fits with the rest of the stage.

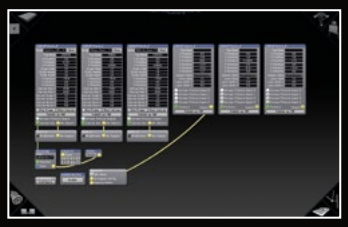
System Wide Visualisation & Control

The new Virtual Network Fixture Module (available from version 8.1) allows the user to visualise and control fixture groups on other networked systems in their UI as though they were stored locally. The VNF system provides intuitive control of complex networked media server setups. It combines its network control functionality with Ai's stage visualisation capabilities which allows the operators system to show an entire show visualisation whilst the rendering is done on multiple systems.



Multiple users can login to systems on the network simultaneously to control any aspect of the project. For example multiple users can edit a systems video mapping or output configuration whilst another user builds a projects media banks.

Patch Editing Page



The journey to allow novice to intermediate users to configure their show without using the node based environment is now complete. Acknowledging that there is unrivalled power and flexibility in the node based capabilities of Ai, the node based interface has been refined to allow users to feel more comfortable using it.

The Node based interface is now shown within the Ai User Interface window rather than in many sub windows. It is displayed in a pseudo 3D style which animates to zoom in when you enter a sub patch. We have also added the capability to zoom into modules giving you the option to work as small or large as you require.

Automated Media Distribution

A new section has been added to the System Settings window which allows up to 16 folders to be shared across the network. This automates the process of content distribution between multiple networked systems allowing media files or project assets to be auto synced between Ai servers.

Performance Improvements

The Ai developers have made a massive improvement in the performance of Ai V8, optimising the render engine again to offer around a 50% improvement in video throughput using our AiM Superstream codec. Performance whilst live compositing high resolution background layers with low resolution foreground layers has also been much improved.

CITP MA Compatibility

Ai Version 8 significantly advances the implementation of the CITP video control protocol. Thumbnails will now be visible for media when you are controlling Ai from an MA lighting console.

Native HD SDI Input and Output

Support has been added for up to 8 x 1080p HD SDI inputs or up to 8 x 1080p outputs or 2 x 4k outputs as an option on the Ai S series systems. The same cards can be used as input or output (in groups of 4). The outputs are frame synchronised so four 1080p outputs can be used as a single 4k feed on four HD/SDI cables.

Camera based automated warp and blend

Ai V8 offers a revolutionary new camera based warp and blend feature. This allows the user to configure a large projection screen surface across all available video outputs on the system using our recommended webcam or Ethernet camera and custom software to automatically calculate the required warping and blending of the outputs.

Multiple servers are also supported in the automated warp and blend process using an IP camera. This allows blends across huge surfaces. Curved surfaces, domes and flat screen arrays are all supported. This feature comes as standard with all Ai products and Software Licences.*

Editable Scene Triggers

Ai V7 introduced Scene Triggers which allowed you to store a pre-set state of all layers and attributes that could be recalled at the touch of a button. Ai V8 makes the scene triggers editable so that you can configure or remove triggering elements. This allows the user to decide exactly which aspects of the system the scene trigger will control.

Performance units

V8 introduces the notion of 'Performance Units', allowing you to gauge how hard you're pushing the system. The user interface will show the user a power bar style meter which will indicate the load that the system is under. As you add more layers and more outputs the power bar will decrease according to the capabilities of the system.

The Performance Units indication system will tie in with the marketing of the systems so that when you buy an Ai server you will know how many performance units the system is capable of. We will also publish a corresponding guide to what a performance unit is.

In summary, for those who are technically minded, one Performance Unit is equal to one Million pixels of data being transferred over the PCI express bus twenty five times per second. Our Third Generation systems such as the S4, S8, S6 and the EX4 & EX8 will support an absolute maximum of thirty two performance units when running V8. That is almost 1 Billion pixels per second.

User Customizable Effects

V8 has a brand new Effects system (SVFX) which allows users to use the node based programming system to create their own effects and add them into the system. These effects can utilise the Salvation set of tools and input/output modules along with GLSL, Java script, MIDI, the list goes on and on. In fact, pretty much any of the other features of Ai can be plugged into your own customizable effects. This new effects system has proven to be so efficient that we have re-written our entire effects library for V8 using this approach. We have also added some new effects to spice up your video shows.

User Customizable Blend Mode system

Using the same new Effects system (SVFX) support has been added for user customizable blend modes. We have re-written the current set of blend modes to use this approach and there will be a template available for any user who wishes to use this system to make their own blend modes.

Layer Reference Module

A new module that can reference a texture from a fixture and layer. This offers significant performance improvements when a user needs to play the same media out onto multiple screen surfaces or onto multiple layers.

AiM multithreaded Encode

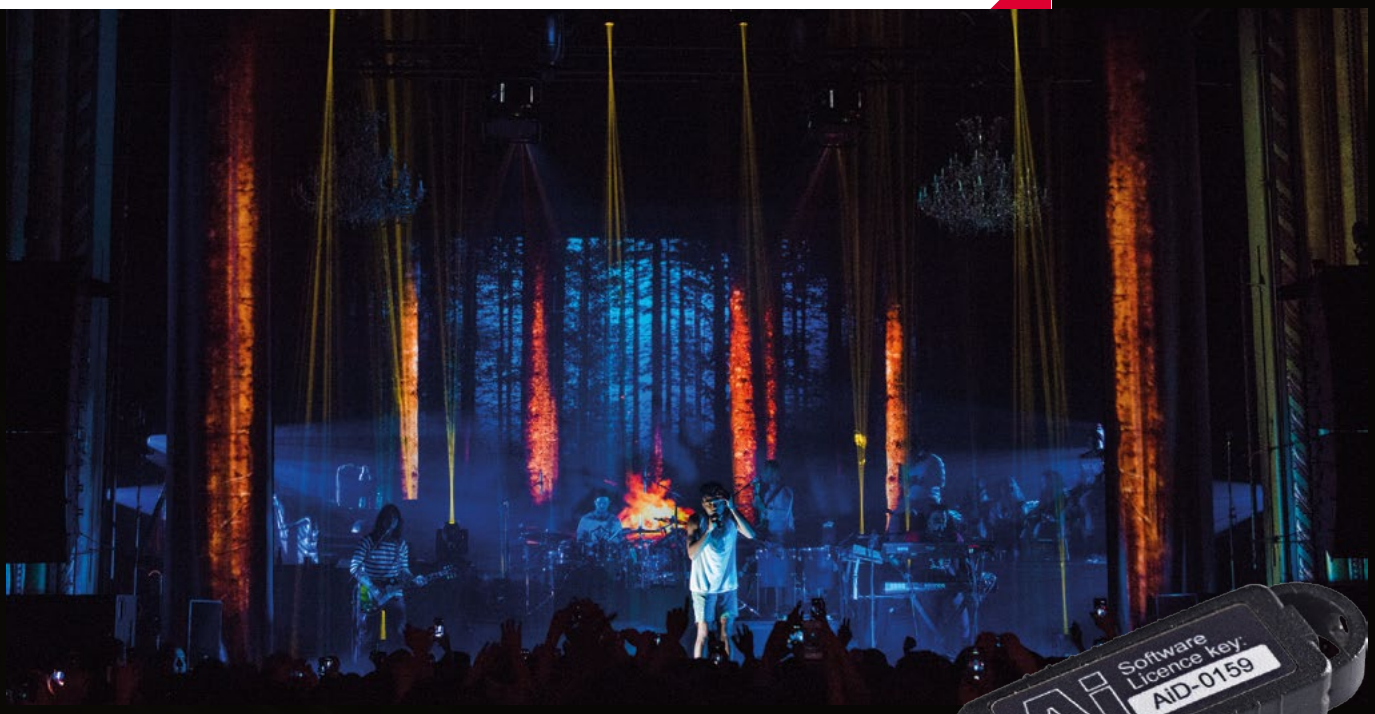
The AiM Quicktime encoder now supports multi-core compression. This means that the AiM conversion process can now be done in faster than real time for HD footage and close to real time for 4k media on high spec systems.

Progress bar scrub on layer

V8 improves on its hands on function by adding the capability to scrub media on a layer by clicking and dragging the progress bar.

*Not included with Anjuna

Ai SOFTWARE LICENCES



Moment Factory

Ai – The industry's most powerful and flexible media server

Ai is the application running within Avolites Media's cross platform family of products, distilling 25 years of engineering design expertise with world-class show production skills.

Winner of both the PLASA Award for Innovation and the Live Design Projection Product of the Year award, the Ai media server uses this combined experience to produce a unique "Production based Workflow" offering the tools and features for faster delivery of even the most complex shows.

Features such as real time 3D project visualisation, an easily reconfigurable Node Based Engine and AiM, the industry leading codec make the Ai server a clear choice for any video, projection or LED mapping project. Ai servers also incorporate elegant multi-timelines, extended DMX/Artnet control as well as live video playback "Busking".

Ai pre-visualisation | Finalised live show
Bon Jovi "Because We Can" - World Tour

Ai Software Licence Keys

Run Ai from your laptop and edit on the go!

A full range of Ai licence levels are available as a software only solution. Licence Keys allow owners the flexibility to run the Ai media server software on their own servers or powerful laptops. Edit on the move and arrive with everything you need by running Ai from your 3D capable laptop.

The entry level 'Anjuna' licence includes Live Map, the Ai 3D Mapping engine and Timeline.

Bondi, the standard-level licence offers up to 4 full HD outputs, increased canvas resolution, 128 Artnet universes and up to 18 layers.

Miami, the advanced licence as found in the R-Series and Infinity Rx Servers, offers 8 full HD outputs, a max canvas of 8,192 x 4,096 and up to 32 layers with CSV Import and Automation Support for large and complex productions.

For full Ai software licence options, please refer to:
www.avolitesmedia.com/?page_id=19