



## Mbox® Designer v4.4

Mbox® Designer v4 is the newest version of the Mbox software. Real-time rendering with built-in effects and transitions provide the ultimate tools for combining video and still images to create stunning visual imagery.

With the release of v4, the Mbox software has been improved across the board. The all-new user interface makes configuration easier, and a complete rewrite of the playback engine provides significant performance gains. Designer v4 can handle 4K playback and output. It can have up to 32 independently mastered outputs or sub-outputs, and the new output and mix setup options make for incredible flexibility.

Mbox v4 includes support for NewTek NDI® for video input, as well as enhanced frame blending and direct playback of stand-alone audio files.

The Mbox Designer v4 software can be programmed and operated directly from moving light consoles (Art-Net or sACN), allowing ease of coordination between video/image effects and lighting cues. It can also be controlled by the Mbox Director application. Whether controlled by a lighting console or Director, Mbox Designer can be used both to create complex pre-programmed sequences and to apply live manipulations to existing media. Mbox's ease of use and speed of programming make it a favorite with both designers and programmers.

Designer includes pixel mapping with Art-Net, sACN, or KiNET output, mastering, and merging, plus Syphon input/output and CITP for media thumbs and feedback to consoles or visualizers.

Mbox Designer can be used in a variety of applications from displaying custom logos at tradeshow to incorporating subtle backgrounds for broadcast television or high intensity cueing for live performances.

### Software & Hardware Requirements

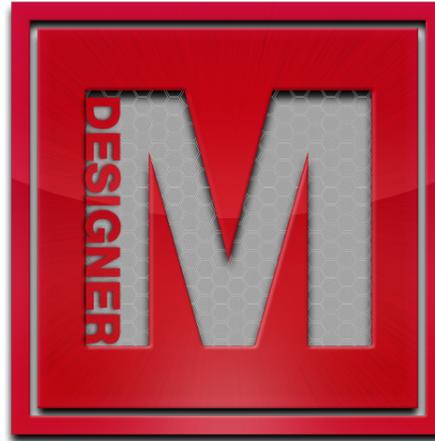
The Mbox Designer v4 software will run on 64-bit Intel Apple Mac computer (MacBook Pro, Mac Mini, iMac Pro, Mac Pro, etc.) using OS X 10.9 Mavericks or newer versions of the operating system.

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## Features

- FULLY CUSTOMIZABLE VIDEO OUTPUT SETUP WITH MULTIPLE INDEPENDENTLY MASTERED OUTPUTS\* PER SERVER
- 24 INTERACTIVE PLAYBACK LAYERS FOR STILLS, MOVIES, AUDIO FILES, VECTOR GRAPHICS, OR 3D OBJECTS
- UP TO 65,535 2D STILLS/MOVIES/AUDIO FILES AND UP TO 65,535 VECTOR/3D OBJECT FILES
- UNLIMITED PIXEL MAPPING WITH GROUP CONTROL AND BUILT-IN MERGE FUNCTIONALITY
- MAPPING OF TEXTURES (STILL IMAGES OR VIDEOS) TO 3D OBJECTS AND DIGITAL GOBOS
- UP TO 32 FULLY INDEPENDENT OUTPUT/SUB-OUTPUT MASTERS WITH OVERALL DIMMING, COLOR, EFFECTS, GEOMETRY, 3D CAMERA, KEYSTONE, AND SHUTTER
- VIDEO OUTPUT VIA STANDARD COMPUTER VIDEO OUTPUTS (DISPLAYPORT/HDMI/DVI) AND THROUGH BLACKMAGIC DESIGN DECKLINK AND ULTRASTUDIO THUNDERBOLT DEVICES\*
- 8 LIVE VIDEO INPUTS\* - BLACKMAGIC DESIGN DECKLINK AND ULTRASTUDIO THUNDERBOLT, ACTIVE SILICON PHOENIX, QUICKTIME STREAMS, USB, FIREWIRE
- 12 NEWTEK NDI® INPUTS - RECEIVE HIGH-QUALITY, LOW-LATENCY VIDEO-OVER-IP STREAMS
- MOVIE PLAYBACK USING INDUSTRY STANDARD CODECS - APPLE PRORES, Hap, P-JPEG, & H.264/MP4
- IMAGE SEQUENCE PLAYBACK (8/16-BIT TIFF OR PNG)
- PERFECT PLAYBACK SYNCHRONIZATION BETWEEN OUTPUTS AND SERVERS WHEN USING MBOX MASTER CLOCK SYNC
- REAL-TIME CROSSFADES AND TRANSITIONS BETWEEN IMAGERY ON THE SAME LAYER WITH 60+ STOCK AND CUSTOM TRANSITIONS
- 150+ BUILT-IN EFFECTS WITH FOUR EFFECTS PER LAYER AND TWO EFFECTS PER OUTPUT MASTER - COLOR MANIPULATION, BLUR, CROP, DISTORTION, KEYING, AND MORE
- 35+ MOVIE PLAYBACK MODES INCLUDING LOOP, SYNC TO MASTER, SYNC TO TIMECODE, & XFADE ON LOOP
- STEREO AND MULTI-CHANNEL AUDIO PLAYBACK WITH BOTH MASTER AND PER-LAYER VOLUME CONTROL
- INTERACTIVE SCENIC TRACKING FOR 2D SYSTEMS
- INTEGRATED CITP/MSEX FUNCTIONALITY FOR THUMBNAILS AND STREAMING VIDEO COMPATIBILITY WITH CONTROL CONSOLES AND VISUALIZERS (SUPPORTS STREAMS FROM OUTPUTS, LAYERS, AND MIXES)
- REMOTE MONITORING, CONFIGURATION, AND MEDIA SYNCHRONIZATION THROUGH MBOX REMOTE
- CONTROL VIA ART-NET, SACN, DMX\*, OR BY MBOX DIRECTOR, WHICH ALLOWS ON-SCREEN PROGRAMMING AND MANUAL, TIMELINE, OR REMOTE TRIGGERING USING MIDI, OSC, SACN, OR ART-NET
- IMAGE REMAPPING - 255 CONFIGURATIONS FOR CONFIGURING PIXEL PLACEMENT, SCALE, ROTATION, AND COLOR ON A PER-LAYER BASIS. WITH REAL-TIME ADJUSTMENTS FOR EFFECTS OR SCENIC TRACKING
- SYPHON INPUT (12) AND OUTPUT (GLOBAL SURFACE, ALL OUTPUTS, AND ALL LAYERS)
- 3D PROJECTION MAPPING - 3D ENVIRONMENT WITH POSITIONABLE VIEWPOINT (PER OUTPUT OR OBJECT), OBJECTS, AND LIGHTING FOR 3D PROJECTION

\*REQUIRES ADDITIONAL USER-SUPPLIED HARDWARE