



## Powerful Character Generator for Live Production

Available as software only or as a complete turnkey solution, with **DELTA-cg**, you build your playlists, you control your graphics, and you update your content easily at any time. Associated with DELTACAST **Template Editor**, our real-time graphic editor, you've the creative freedom to design templates and import them seamlessly in DELTA-cg to be on air.

### Key Features

- Real-Time 2D/3D graphics generation
- Manual or automated playlist control
- SD / HD and 4K format support
- SDI, NDI, IP inputs / outputs (up to 8 simultaneous inputs/outputs)
- YUV and YUV+K inputs
- Stereoscopic / coupled output streams
- Internal or External Keying
- Template-based graphics
- Multiple channel / playlist control
- On-the-fly content changes
- XML external data connection
- Advanced scripting capabilities
- Clock and ticker management
- Offline multimedia playback (MXF, MOV, MP4, MKV, MPEG...)
- Embedded Audio
  
- Custom "template" animation

# DELTA-cg

DELTA-cg is a highly intuitive user interface that controls the graphics for any live event production such as sport, election, news, and TV shows events. Import your template, configure your playlist, edit your content and go on-air in a few minutes!

The screenshot displays the DELTA-cg software interface, which is used for controlling live event graphics. The interface is divided into several main sections:

- Template Browser:** Located on the left, it shows a file tree with folders like 'Templates', 'DELTA-sport', and 'DeltaCg'. A table below lists various templates with columns for Name, Date created, and Extension.
- Main Editor Preview:** The central area shows a soccer line-up for a match between Belgium and France. The score is 2-0, and the time is 00:00. The line-up includes players like Courtois, Lukaku, Mertens, Moukoko, Miralles, Origi, Vermaelen, Vertonghen, Witsel, and Martinez.
- Main Live Monitor:** On the right, it displays the live broadcast graphics, including the score, time, and team names (Belgium and France).
- Score Controller:** At the bottom, it allows for manual control of the score and clock.
- Playlist:** A table at the bottom left shows the sequence of templates to be used during the event.

Name	Date created	Extension
Background	4/19/2018 10:30:53 AM	.ttempl
Info1Line	4/19/2018 10:30:53 AM	.ttempl
Info1MultiLine	4/19/2018 10:30:53 AM	.ttempl
Info3Lines	4/19/2018 10:30:53 AM	.ttempl
Info4Lines	4/19/2018 10:30:53 AM	.ttempl
Info6Lines	4/19/2018 10:30:53 AM	.ttempl
Info8Lines	4/19/2018 10:30:53 AM	.ttempl
PlayerInfoDouble	4/19/2018 10:30:53 AM	.ttempl

Page name	Template name	Duration	Load	Sequence	Operation	Ext data
Background		00:00:00:00	✓	✗	▶	
Score	Score	00:00:00:00	✓	✗	▶	
TeamLineUp		00:00:00:00	✓	✗	▶	
Info1Line		00:00:00:00	✓	✗	▶	
Info1MultiLine		00:00:00:00	✓	✗	▶	
PlayerInfoSimple		00:00:00:00	✓	✗	▶	
PlayerInfoDouble		00:00:00:00	✓	✗	▶	
Applause		00:00:02:16	✓	↓	▶	
Countdown		00:01:00:45	✓	↓	▶	
Deltacast		00:00:00:00	✓	✗	▶	
Foul_h264		00:00:05:24	✓	↓	▶	

Score Controller

ScoreA: 2 (Controls: +1, -1)

ScoreB: 0 (Controls: +1, -1)

Clock: 00:00:00:000 (Controls: Play, Stop)

## Template Editor

Template Editor offers broadcast designers a user friendly tool for real-time graphic template construction:

- True 3D Management (animated 3D objects creation/importation, lighting, mapping...)
- Animations & Multi-timelines management
- High customizable 2D/3D texts creation (extrusion, shadow, glow, outlining...)
- Multimedia file importation / playback (MXF, MOV, MP4, MKV, MPEG...)
- Multi-layers & Multi-textures
- Multi-Output (SDI, NDI, IP, RTP, File...)
- Multi-pass / Post processing (chroma-keyer, color correction, filters...)
- Advanced scripting capabilities

