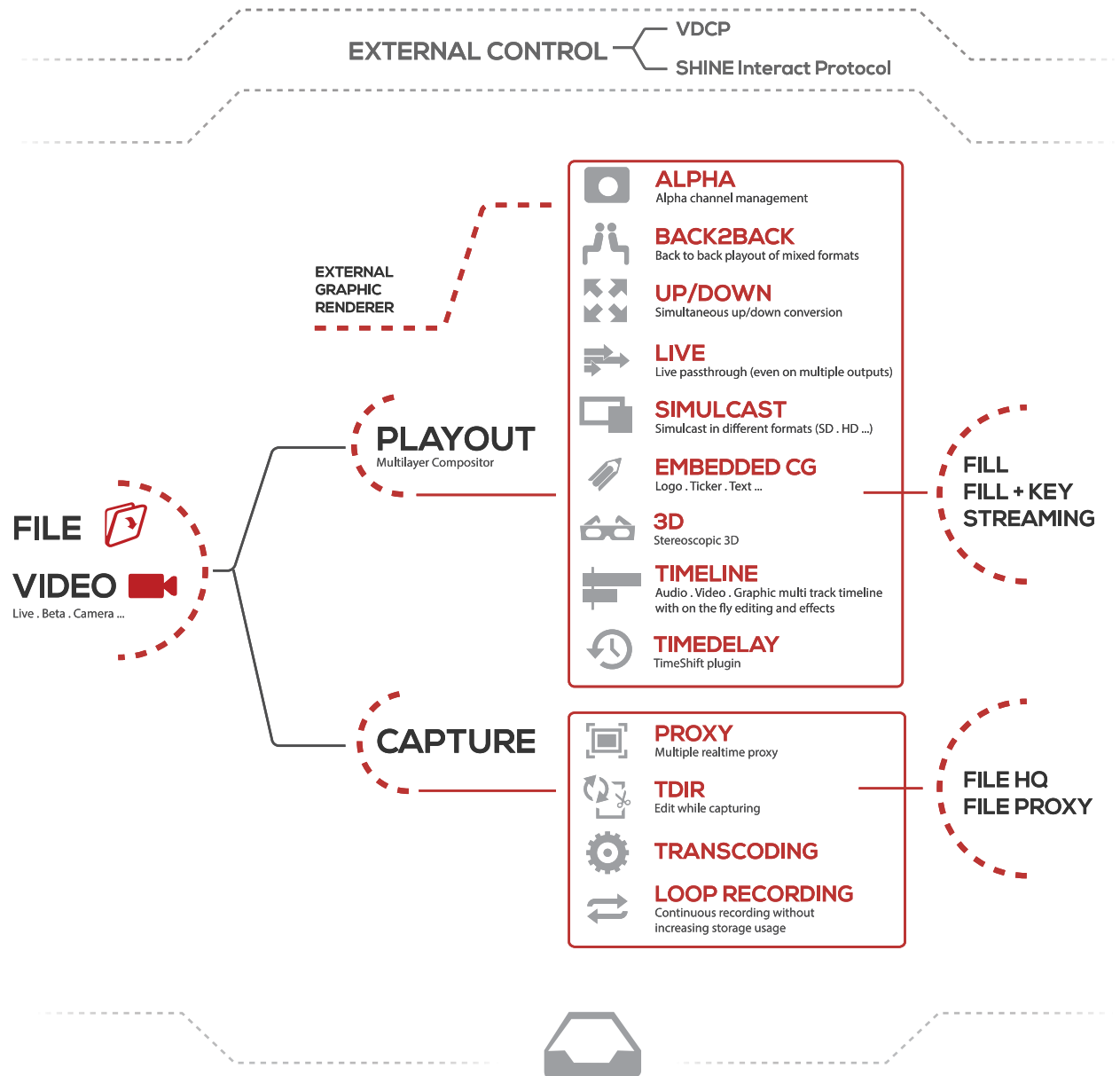# AEON

Broadcast with confidence

ÆON is a multichannel videoserver designed for streamlining the digital video workflow of modern broadcasters with a flexible and reliable turnkey solution.

It exploits the power of two 64bit Intel Xeon processors and provides rack-mountable chassis, redundant components, SD/HD SDI input and output and bi/tri-level genlock.

ÆON is the right solution for tapeless transition and SD/HD digital video workflows, and it can be controlled through protocols by third-party systems bringing the versatility to be supplied either in addition as well as replacement of existing videoservers.

Delivering the advanced and powerful features of SHINE Media Platform ÆON can be integrated in wide range of broadcast environments, from simple ingest to Stereoscopic 3D playout.

EXTERNAL CONTROL
- VDCP
- SHINE Interact Protocol

EXTERNAL GRAPHIC RENDERER

FILE

VIDEO
Live . Beta . Camera ...

PLAYOUT
Multilayer Compositor

- **ALPHA**
  Alpha channel management
- **BACK2BACK**
  Back to back playout of mixed formats
- **UP/DOWN**
  Simultaneous up/down conversion
- **LIVE**
  Live passthrough (even on multiple outputs)
- **SIMULCAST**
  Simulcast in different formats (SD . HD ...)
- **EMBEDDED CG**
  Logo . Ticker . Text ...
- **3D**
  Stereoscopic 3D
- **TIMELINE**
  Audio . Video . Graphic multi track timeline with on the fly editing and effects
- **TIMEDELAY**
  TimeShift plugin

FILL
FILL + KEY
STREAMING

CAPTURE

- **PROXY**
  Multiple realtime proxy
- **TDIR**
  Edit while capturing
- **TRANSCODING**
- **LOOP RECORDING**
  Continuous recording without increasing storage usage

FILE HQ
FILE PROXY

GAMMARED
ENGINEERING

<div style="writing-mode: vertical">**FEATURES HIGHLIGHTS**</div>

CAPTURE

- Multiple real-time proxy creation in WMV, MP4 and MOV (H264 AAC) with timecode
- Loop recording
- Edit while capturing
- Clip transcoding and timeline exporting
- Output signal direct capture, without wasting input channels

PLAYOUT

- Fill and Fill + Key output (clip with alpha channel support)
- Back-To-Back playout of mixed formats (SD/HD, 4:3/16:9, multi codec/container)
- Simultaneous up/down conversion with AFD support and customizable AspectRatio behaviour
- Multi-layer compositor with DVE effects on each layer
- Live pass-through, even on multiple outputs
- Simulcast same playout in different format (SD, HD, with Logo, …)
- Embedded CG capabilities (ticker, logo, animation sequence, text, clock) with data binding
- Audio/Video/Graphic multi-track Timeline with on-the-fly editing and effects (mask, mosaic, blur, fade, wipe…)
- Stereoscopic 3D in SideBySide, TopAndBottom and TileFormat
- Streaming output
- TimeShift plugin

INTEGRATION

- Extensive native codec support in HD and SD including DVCAM, DVCPRO 25/50, D10-IMX, MPEG2-IFrame422 (SD/HD), MPEG2-IBP420/422 (SD/HD), HDV, DVCPROHD, XDCAMHD420/422, Avid DNxHD, H264 (SD/HD), P2.
- Cross-platform container support: AVI, MXF, MOV, MPG, MP4, WMV
- Capability to get feed from third party graphic engines
- Integration with third party components through standard protocols (VDCP and VDCP over IP) and SHINE Interact Protocol

FURTHER CAPABILITIES

- TimeCode support as embedded VITC or external LTC (with optional LTC-input card)
- Input/output audio levels control
- Audio channels routing
- Dolby-E preservation
- Audio/Video stream virtual router
- 4K ready
- Local signals preview and remote zero-delay and full frame rate HQ preview based on proprietary IP streaming

MAIN TARGET SCENARIOS
- Around the clock on-airing
- Live News Player
- Archive digitization
- Stereoscopic 3D playout
- News production
- Transcoding server
- Profanity delay and content control
- Time delayed channels
- Stereoscopic 3D playout

HARDWARE
- Rack-mountable chassis
- Redundant power supply
- RAID feature on both operating system and video storage
- Dual gigabit Ethernet port configurable as load balancing or fault-tolerant
- SD/HD SDI inputs and outputs
- Audio SDI embedded e AES/EBU