

MULTILAYER

NON LINEAR

UNCOMPRESSED

SDDR

dpsReality™



EVERY DAY YOU ARE ASKED TO

MAKE THE UNREAL

[ REAL ]



**DPS**<sup>®</sup>  
A Leitch Brand

# [ EVERY DAY ]

YOU ARE ASKED TO PERFORM THE IMPOSSIBLE,  
TO MAKE THE UNREAL - REAL. YOU'RE ASKED TO TRANSFORM A THOUGHT,  
CONCEPT, OR IDEA INTO SOMETHING REAL, BETTER THAN ANYTHING YOU'VE  
DONE BEFORE AND BETTER THAN THE COMPETITION. THAT'S YOUR JOB,  
TAKING THOUGHTS, VISIONS, AND CONCEPTS AND TURNING THEM INTO REALITY.

## DPS is serious about animation

For years DPS has been listening to artists like you, artists who have helped define and mold our newest product into the finest production hardware available, continuing DPS' rich history of designing essential animation tools. The DPS track record speaks for itself, and began in 1994 when the company introduced the first PC based digital disk recorder, the DPS Personal Animation Recorder® (PAR). A revolutionary product, the PAR was a true broadcast quality DDR at a price every artist could afford. You told us you wanted more, we listened, and in 1995 the world's first NT based, broadcast quality, integrated SCSI DDR was introduced, the DPS Perception®. Today the DPS Perception Video Recorder (PVR) is an industry standard in PC based Digital Disk Recorders, adopted by studios of all sizes, found on the sets of major film and television shows, and even in the homes of directors.

Realizing that time marches on, and technology changes, DPS set out to build a better solution. Software packages have become more sophisticated, the jobs larger, and the digital artists' tools more powerful. Whether your job is 3D animation, modeling, compositing, 2D artist or broadcast design, your job is to give the project life. dpsReality is just the tool you need to help get the job done. dpsReality is the world's first Studio Digital Disk Recorder

(SDDR). It is a tool designed not only for the way you work, but the way you work with others. dpsReality is compatible with the software you use daily, including Alias Maya®, Newtek LightWave 3D™, discreet 3D Studio MAX® and many others.

## Designed to work for you

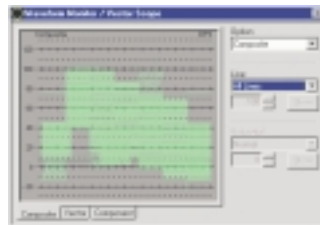
dpsReality is designed to take advantage of DPS' latest real time hardware technology. That means real time non-linear playback with graphics overlay and four tracks of audio. No more waiting while you render your logo into your latest production and no more waiting for time on a video editing station. Simply drag a video clip and a foreground graphic or logo to the dpsReality timeline or storyboard view and hit play. You get instant, real time broadcast quality video playback without any rendering at all. Adding titles is no problem either. The dpsReality application supports still titles, which can be created in any paint package, and moving or still titles created with Cayman Graphics Power CG (included) or Inscribe CG. With four tracks of hardware synchronized audio playback, you don't have to worry about audio sync either. Adding audio is as easy as adding video. Just drag and drop audio clips or import them through the trim table. Saved timelines can easily be recalled at a later date for playback or additional editing.

# dpsReality™

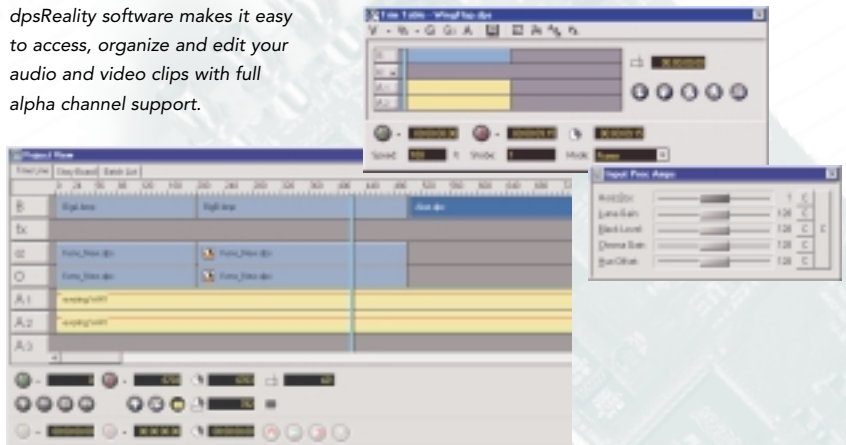
## Unrestrained productivity

Sharing your work with others is a key facet of dpsReality. Using the built-in dpsNetStream™ technology, you can directly export to MPEG-1, MPEG-2, RealNetworks® RealVideo®, Windows Media™, AVI, and Quicktime™ formats, allowing you to easily view projects on multiple platforms, showcase them on the web, or distribute them by E-Mail, CD-ROM or DVD. Flexibility in sharing your work doesn't end there. One of the most powerful features of dpsReality is its Virtual Tape File System™ or VTFS. The VTFS acts like a mini server, allowing others to access your video and alpha channel data

remotely from other machines. Not only can they access your data, they can do so in one of ten different file formats. That's where the virtual part comes into play. The DPS VTFS virtualizes the data that is stored on the dedicated SCSI disks into all ten file formats without using any additional storage. The VTFS also eliminates the conversion process. You can render directly to the dpsReality file system and the VTFS driver will automatically convert your rendered frames into video. This enables you to go from rendering directly to final output in one step. And because dpsReality supports 4:2:2:4 video, you can even render with full alpha channel support.



*dpsReality software makes it easy to access, organize and edit your audio and video clips with full alpha channel support.*





## DFX+ KEY FEATURES

- Text+ advanced character generator
- Import PSD files to new project
- Interpolated time speed changes
- Supports wide range of native & AE plug-ins
- Can be expanded with support for trackers, advanced keyers, expressions & more with additional plug-in modules
- dpsReality EDL support
- Free-floating flow interface
- Flow, timeline, & spline views of your project
- Full multithreaded, multiprocessor optimization
- Pentium II MMX, Pentium III SSE optimization
- Unlimited layers
- Resolution independent
- Unlimited undo & redo
- Powerful warps & effects
- Every tool is fully animatable with powerful spline controls
- Powerful polygonal effects/masks that can be animated to apply effects to user definable regions

## USES FOR DFX+

- Image file conversion
- Advanced 2D / 3D titling for movies, commercials & other productions
- Apply smooth speed changes to video with interpolation
- Direct video hardware support for DPS boards
- Create movies in AVI & Quicktime formats
- Resize images to different resolutions & aspect ratios
- Color correct multiple image sequences
- Flip book (playback images from RAM). On the fly screen switching from 640x480 to 920x1080 & 16 to 32 bit depth
- HDTV support 1080i, 1080p & 720p
- 16:9 format for PAL & NTSC
- Change field dominance & other common field problems
- Split alpha out to an image
- Save to multiple image formats, resolution & hardware at the same time
- Save favorite tool settings, tool groups & flows to flexible project bins
- Additive & subtractive merging & alpha blending
- Tile safety & monitor safety guides
- View images including alpha & separate channels
- View alpha overlaid on the image

## DFX+™ LETS YOU WORK IN LAYERS

Included in every dpsReality package is Digital Fusion DFX+, the latest in advanced resolution independent compositing and effects software from eyeon. DFX+ is designed to allow you to easily add a professional finish to your 3D productions and video sequences. DFX+ will allow you to move quickly from concept to final production with the same speed, precision, and productivity as the award-winning Digital Fusion.

Major studios know that the key to getting that professional looking production is to render all the 3D elements into separate layers. DFX+ uses both flow and timeline layouts to help you visualize your layers, making it easy to explore editorial decisions. By keeping the 3D elements separated, DFX+ will allow you to easily make changes to individual layers. This means you don't have to re-render an entire sequence just to add some color correction to the background element. Color correcting an individual layer in DFX+ is as easy as adding the color corrector tool to the flow or timeline and fine tuning that individual layer without affecting the other layers and with complete interactivity.

Of course, DFX+ directly supports the dpsReality hardware, allowing you to instantly review your production in full broadcast quality. No flipbooks, no AVI files, no dropped frames, simply render directly to the dpsReality in either compressed or uncompressed video modes and see exactly how your final production will appear when you output to tape.

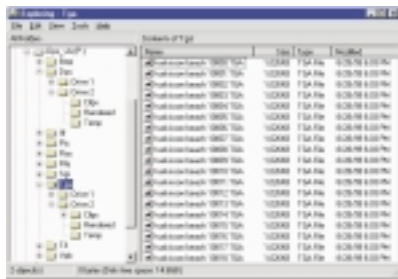
DFX+ supports multiprocessor Intel systems and loads and saves over 20 professional image file formats.



[www.eyeonline.com](http://www.eyeonline.com)

# VTFS™

**One file stored  
ten file formats  
available**



Unique to DPS products and one of the most powerful features of dpsReality is the DPS Virtual Tape File System (VTFS). The VTFS is a bit of software magic that makes dpsReality the most productive solution available for animation and compositing. The DPS Virtual Tape File System eliminates a large portion of your production bottleneck by allowing your machines to move data back and forth between image sequences and live video seamlessly, without the need for special drivers or application specific software.

The VTFS works like a special server that automatically makes your image data available in multiple image formats simultaneously. For example, if you save an image as a TGA file, the DPS Virtual Tape File System automatically converts it to a playable video stream, while also making the image available in ten other popular graphics file formats – all in real time. This means that each of your software applications can access individual frames of image data in their own native format. If your software works with SGI files, no problem. Just read the data from the SGI folder. If your software prefers TGA files, not a problem. Simply open the TGA folder to read and write frames.

The best part of the DPS Virtual Tape File System is that storing all of this extra image data doesn't cost you one bit of additional hard drive space. That's the power of the DPS VTFS. The dpsReality hardware is able to serve ten different image file formats, in full 4:2:2:4 image resolution, automatically and virtually, while only requiring the storage of one format. Every time you save a file to the DPS VTFS file system, it is "virtually" converted to ten different file formats: SGI, TGA, BMP, PIC, TIF, IFF, VPB, RAS, RLA and RAW. But there is really only one type of file stored on the actual hard drives—a DPS video file.

In addition to solving the storage and productivity problems associated with the need to have multiple file types around your facility, the Virtual Tape File System also adds support for more sophisticated operations, like network rendering and playback while rendering. The DPS VTFS provides full alpha channel support, so you'll never have to worry about file conversion or losing your alpha channel data. The DPS Virtual Tape File System makes dpsReality the most powerful and flexible studio digital disk recorder available.

## SELECTED OPTIONS:



The rackmountable breakout box consolidates all analog and digital audio/video connections for a truly professional installation.



Use dpsVelocity™ NLE software to turn your dpsReality workstation into a real time non-linear editing system.



A variety of digital audio/video I/O cards make it easy to add SDI, DV or SDI/DV capabilities to your dpsReality system.



**CANADA & LATIN AMERICA**  
150 Ferrand Drive  
North York, Ontario M3C 3E5  
Canada  
800-367-0233  
416-445-9640  
Fax: 416-445-0595  
sales-ca@dps.com

**USA**  
11 Spiral Drive  
Florence, KY 41042  
U.S.A.  
859-371-5533  
800-775-3314  
Fax: 859-371-3729  
sales-us@dps.com

**EUROPE**  
Holland Park House  
Old Bury Bracknell  
Berkshire RG128TQ  
U.K.  
44-0134-444-6000  
Fax: 44-0134-444-6100  
sales-uk@dps.com

**ASIA PACIFIC**  
858 King Georges Road  
South Hurstville, NSW 2221  
Sydney, Australia  
61-2-9547-0088  
Fax: 61-2-9547-0988  
sales-au@dps.com

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## Features include:

### HARDWARE:

- Uncompressed/compressed video + alpha channel
- 4:2:2:4 sampling with full alpha channel support
- Dedicated graphics channel for titling/logos
- Integrated video I/O (composite, component, Y/C)
- Integrated stereo audio I/O (balanced/unbalanced)
- Integrated ultrawide SCSI disk controller
- Optional SDI and DV I/O
- Optional AES/EBU audio I/O (w/SDI or DV option)

### SOFTWARE:

- Direct export to MPEG-1, MPEG-2, RealNetworks® RealVideo®, Windows Media™, AVI, and QuickTime™
- Batch Transcoding
- Simultaneous fill and alpha output (analog and SDI)
- Timelapse recording
- Deck emulation
- Compositing interface with Digital Fusion integration
- Unify project function
- DPS VTFS (Virtual Tape File System)
- Network rendering support
- Basic editing (timeline/storyboard/playlist)
- Logo/graphic overlay (real-time)
- Deck control
- 4 track audio with guaranteed sync
- Trim table with track patching
- Real time VGA playback (in a window)
- eyeon Digital Fusion DFX+ compositing software
- Cayman Graphics Power CG™ RFS Professional Titling Plug-in



### CAYMAN GRAPHICS POWER CG™



All dpsReality systems include the Power CG RFS professional character generator plug-in from Cayman Graphics. Fully anti-aliased characters with an effective resolution of better than one nanosecond can be sized, compressed and expanded on the fly and positioned anywhere on the screen in single scanline/pixel increments. Characters, edges and shadows can be drawn with user-definable textures such as marble, wood grain, etc. The 12-bit precision of the dpsReality effects system ensures ultra-smooth Power CG rolls and crawls.

### HOST SYSTEM REQUIREMENTS:

Available full length PCI Slot, Intel Pentium II or faster CPU, 256 MB of RAM, Windows NT™ 4.0/Service Pack 6 or Windows 2000 OS, SVGA (Accelerated Graphics Card Recommended), CD ROM drive & mouse.

### IMAGES IN ORDER OF APPEARANCE:

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