

## **NVG1 NewTek Vizrt IP Graphics Server**

Deliver world-class titling and motion graphics into any media production with the NVG1 NewTek-Vizrt IP Graphics Server—a powerful, integrated graphics system that combines NewTek’s software-driven production technology with Vizrt’s industry-leading Viz Trio™ character generator and Viz Engine™ compositing software.

Designed for broadcasters, production companies, and content providers with uncompromising brand standards, the NVG1 NewTek-Vizrt IP Graphics Server is a fully integrated software and hardware platform that delivers playout of the Vizrt graphics that are used by networks worldwide. NVG1 interfaces seamlessly with TriCaster or VMC systems and IP based media production workflows through NDI.

### **High-End Brand Presentation**

Deliver real-time 3D graphics in resolutions up to 4K UHD, including multi-layered playout, animations, and transitions, to apply a signature look and feel to branding, presentation, and viewer experiences.

### **End-to-End IP Networking**

Native integration of NDI® technology, to transition to IP-based media production and workflows without sacrificing investments made into existing infrastructure or Vizrt product ecosystems.

### **Production-Ready Graphics Packages**

Upgrade production value immediately with customizable news and sports graphics packages designed by Polygon Labs included—or take advantage of optional design services to craft visual identity.

### **High-Performance Hardware and Software**

Purpose-built for even the most demanding productions with a streamlined 1RU chassis equipped with redundant power and dual Gigabit NIC, intelligent software, Transition Logic, and intuitive control for both manual and automated workflows.

### **Best-in-Class Workflow Integration**

Fully compatible with TriCaster and VMC digital media production systems, the entire suite of Vizrt workflow solutions, and IP-based production using NDI from anywhere on the network.

### **Real-time Rendering of Graphic Elements**

Reliable multi-channel video playout with Viz Engine using NDI capable of back-to-back clip playback on both channels, clip playback from closed clips, clips-in-transfer, and video taken straight from an ongoing recording by the loop recorder.

### **Control of Graphic Elements**

The designer function of Viz Trio builds dynamic and intelligent graphics, so the operator focuses on accuracy and taking graphics to air. Design Director manages functionality that is contained in easy-to-use templates for lower thirds to video walls to virtual augmented reality (AR) elements. Transition Logic performs optimal transitions between existing and new graphics elements. Show rundowns are supported with graphics for all major newsroom systems.