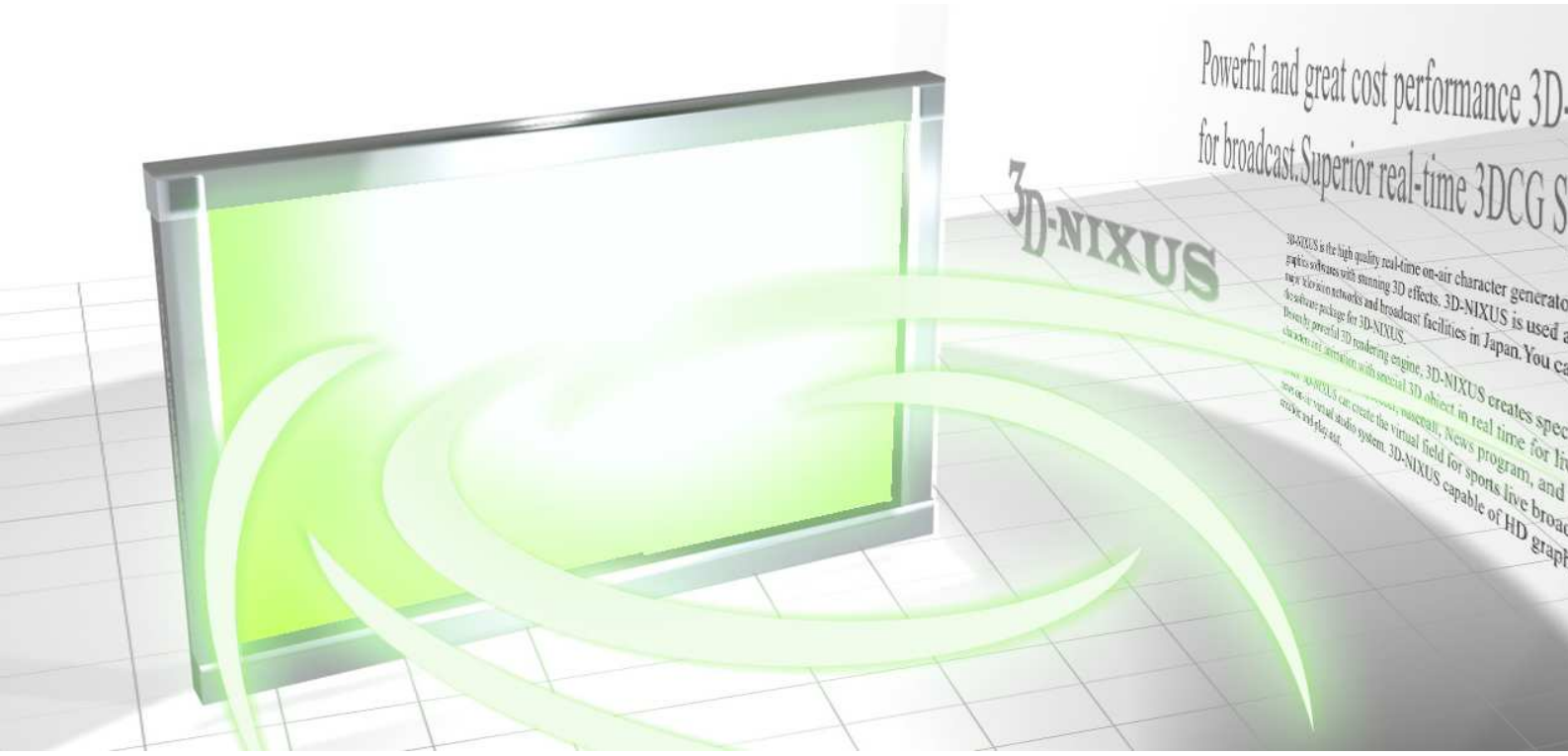
3D-NIXUS

First Step Guide



NIXUS

2005/08 (Rev.1)

Contents

1. Before You Begin 2
2. Summary 3
3. Typical Application 4
4. Platform 7
5. System Structure 7

All information in this manual is subject to change without notice.

Restrictions

- This application is the utility plug-in of 3dsMAX6 or 3dsMAX7. 3dsMAX6 or 3dsMAX7 need to preinstall in PC.
- The hardware requirement of this application needs the graphics card after nVIDIA GeForceFX or nVIDIA QuadroFXOperation or the display of a preview with graphics cards other than these may differ from 3 D-NIXUS.
- The performance of the preview reproduced on this application changes with the PC environment. It differs from the performance replay on 3 D-NIXUS. Please check performance on 3 D-NIXUS.

1. Before You Begin

Thank you for buying 3D-NIXUS for real time 3D on-air graphics system.
Before you begin, please make sure that this package contains full contents.
If any contents are insufficient, please contact us at e-info@nixus.tv through your distributor.

Using 3D-NIXUS software indicates your acceptance of license terms of “License Agreement”.
Read all of the terms and conditions of this “License Agreement” prior to using and keep carefully.

For user’s registration, please complete all requested information to send us at e-info@nixus.tv.

・Name of distributor ／ Purchase date
・Company
・Attention ／ Name
・E－Mail address
・Country
・Zip Code ／ Address
・TEL ／ FAX
・Web site address

After user’s registration, NIXUS provides you support web site and E-Mail addresses.

Package contains following:

CD－ROM × 4
First Step Guide (This Guide)
Tutorial Manual
Other manuals are contained into CD-ROM.
“License Agreement” ／ “Warranty Rules”

2. Summary

3D-NIXUS is a 3DCG system capable of rendering 60 frames per second in real-time to transmit.
3D-NIXUS provides ease of switching instantly between multiple scenes for on-air. 3D-NIXUS enables you to replace or exchange texture and objects in real-time. 3D-NIXUS can also insert an optional trigger inside the scene and object unit of the scene.

3D-NIXUS is based on the multi-platform and use off the shelf authoring tool.
Combined with our most powerful 3DCG system and the highest performance hardware truly deliver the most realistic graphics for on-air broadcasting and post production.

3D-NIXUS can be used to add impact-enhancing, real-time 3DCG title to news and information programs as well as various live broadcasts, such as sports programs-baseball, soccer, volleyball, etc.- and up-to-the-minute election reports.
Combining with the camera sensor, you can use it for various programs like creating virtual studio and virtual field system.

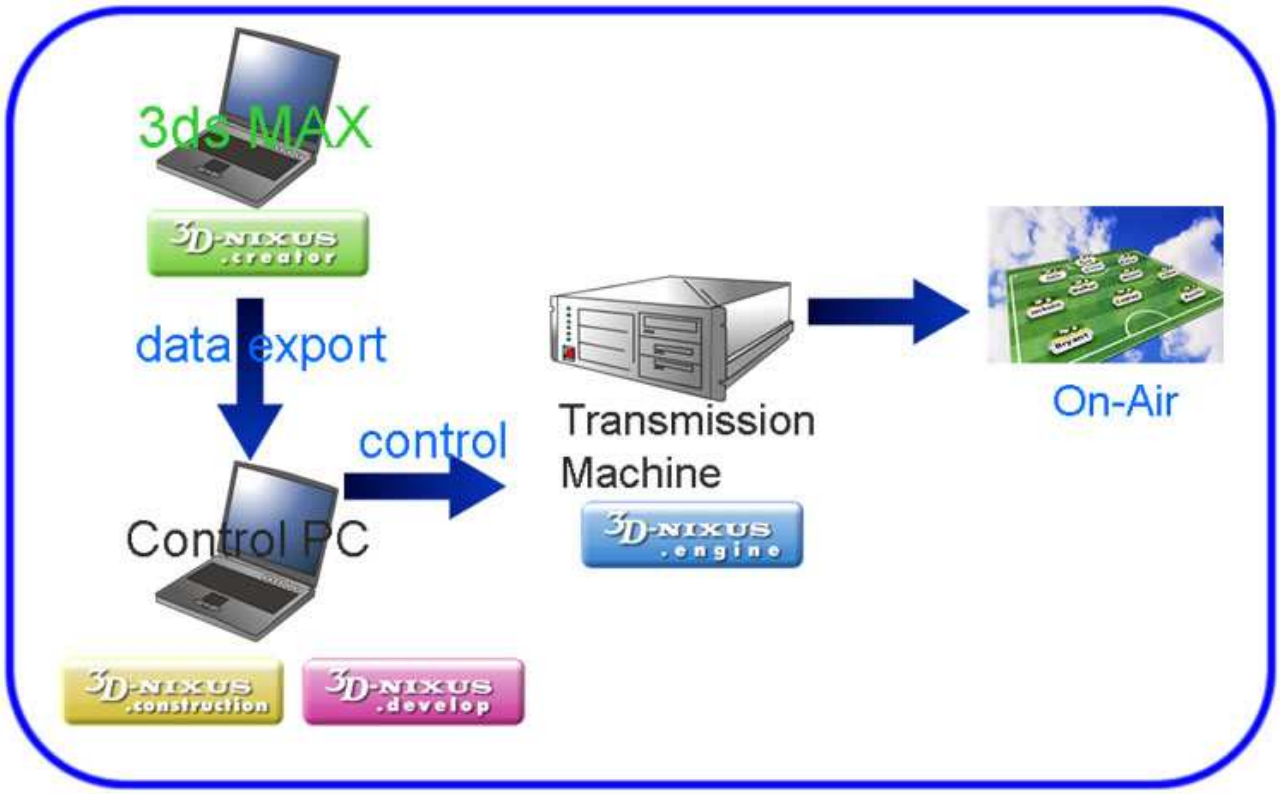
3D-NIXUS Virtual System

3D-NIXUS Virtual Field

3. Typical Application

3D-NIXUS consists of three (3) kinds of software.

Item	Description
3D-NIXUS.creator	3D-NIXUS.creator is a plug-in software for 3dsMAX 3D authoring tool by Discreet. It enables you to set a trigger for transmission by easily drawing with your GUI. You use the 3D-NIXUS.creator to export the scene data created by 3dsMAX to your own MGL file.
3D-NIXUS.develop	3D-NIXUS.develop controls the MGL file sent by 3D-NIXUS.creator for your own control software using Visual Basic.
3D-NIXUS.engine	3D-NIXUS.engine is a main engine for controlling graphic card. 3D-NIXUS.engine receives the control data from the control software developed by 3D-NIXUS.develop. Then it creates those scenes to on-air.



－Software－

3D-NIXUS contains the followings as a package.

CD－ROM	Software	Description
CD－ROM No.1 3D-NIXUS.creator	3dsMax Plug-in Software	The Plug-in Software can be used to export the scene data created by 3dsMAX to your own MGL file.
	MGL Viewer Software	The MGL Viewer Software can be used to view the MGL file on the computer display.
CD－ROM No.2 3D-NIXUS.develop	Online Control Software （SDK Software）	The Online Control Software (SDK) controls the MGL file sent by 3D-NIXUS.creator for your own control software using Visual Basic.
CD－ROM No.3 3D-NIXUS.engine	Online Software （Online3D.exe）	The Online Software receives the control data from the control software developed by 3D-NIXUS.develop. Then it creates those scenes to on-air.
	Phase Adjustment Software （ConfigTest.exe）	The Phase Adjustment Software can be used to adjust a phase of Online Software.
	Calibration Software	The Calibration Software can be used to adjust the scale and position for a target real image with a camera and scene data created by 3dsMAX.
	LayDraw Software （LayDraw.exe）	When the texture in the scene data created by 3dsMAX is replaced or exchanged, the LayDraw Software enables you to set the font, size and color easily.

－Sample Data & Sample Program－

3D-NIXUS contains the following sample data and sample program as a package.

This sample data describes a series of operation for 3D-NIXUS, so that you can use the tutorial manual together.

CD－ROM	Sample Data	Folder Name
CD－ROM No.4 SAMPLE	Sample for execution a trigger.	Sample1
	Sample for execution multiple triggers.	Sample2
	Sports on-air VS Sample.	Sample3
	Sample for sports on-air score.	Sample4
	Sample for objects manual operation.	Sample5
	Sample for virtual studio.	Sample6

CD－ROM	Manual	File name
CD－ROM No.1 3D-NIXUS.creator	3dsMax Plug-in Installation Manual	Mgl-Plugin for 3ds Max Install .pdf
	3dsMax Plug-in Software Manual	Mgl-Plugin Manual for 3dsmax.pdf
CD－ROM No.2 3D-NIXUS.develop	Online Control Installation Manual	
	Online Control Software Manual	Online Ctrl Manual.pdf
CD－ROM No.3 3D-NIXUS.engine	Online Software Manual	Online Manual Rev2.pdf
	Phase Adjustment Software Manual	
	Calibration Software	Calibration Plugin Rev1.103.pdf
	LayDraw Software Manual	

－Manual－

3D－NIXUS contains the following Manuals to the booklet.

Manual
First Step Guide (This Guide)
3D－NIXUS Tutorial Manual

3D-NIXUS contains the following Manuals packed into CD-ROM.

4. Platform

3D-NIXUS can work with some platforms now.

In addition, 3D-NIXUS will support the latest platform one after another.

For more information, please access to our support page.

(http://www.nixus.tv/products/3D-NIXUS/support-user.htm)

Recommended Platform (as of August, 2005)

Video Board

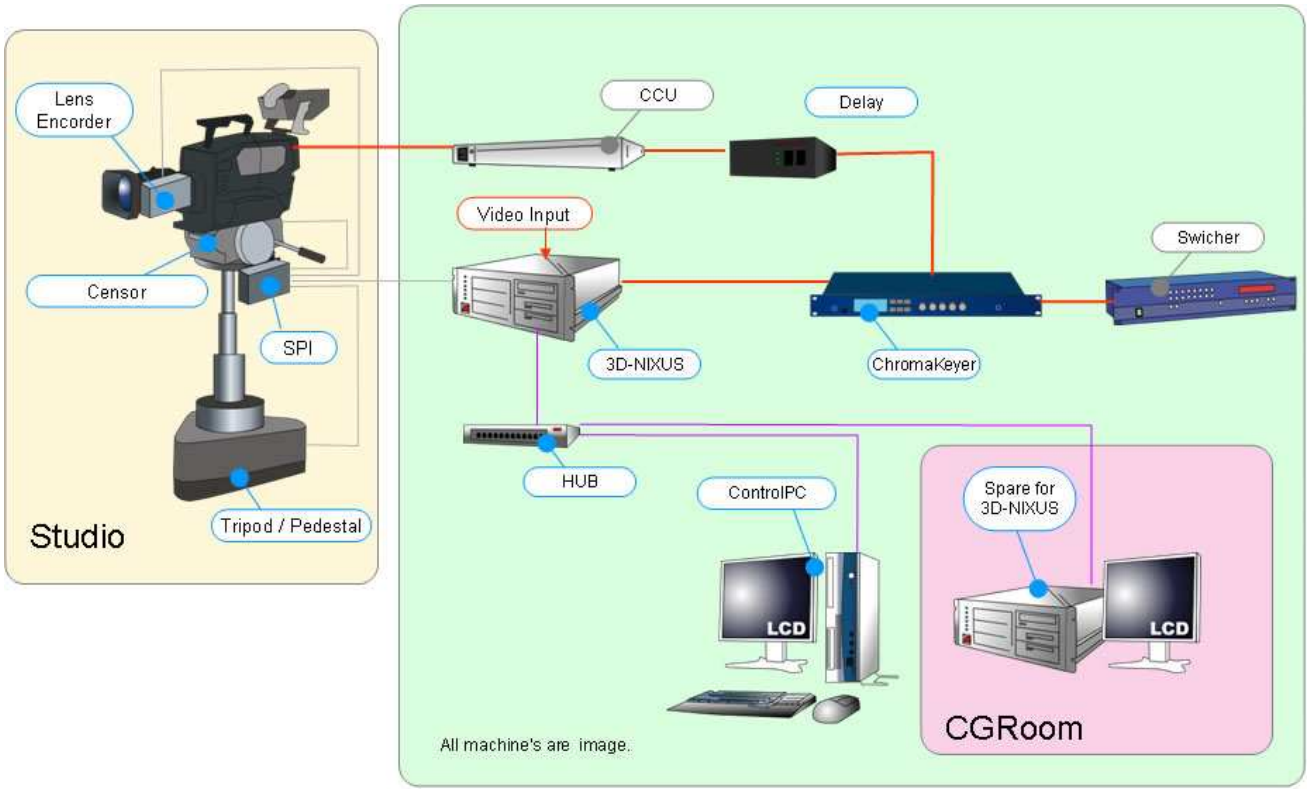
nVidia Quadro FX4000 SDI AGP	nVidia Quadro FX4000 SDI PCI-Express
NTSC / PAL	NTSC / PAL
4×Antialiasing	SD / HD (720P, 1080i)
Uncompressed 8bit or 10bit SDI	− (Insertion an optional board is available.)
	− (Insertion an optional board is available.)
2Channels Fill or 1 Fill and 1 Key -alpha	SDI×1 (with Key)
AGP	PCI-Express

Computer

nVidia Quadro FX4000 SDI AGP	nVidia Quadro FX4000 SDI PCI-Express
Xeon 3.0Ghz Dual or faster processor	Xeon 3.4Ghz Dual or faster processor
RAM 2GB and over	RAM 2GB and over
SCSI 40GB and over of available hard-disk space	SCSI 40GB and over of available hard-disk space (15,000 rotation and over)
Microsoft Windows2000 Microsoft WindowsXP Professional	Microsoft Windows2000 Microsoft WindowsXP Professional
100Base-TX and greater LAN Card	100Base-TX and greater LAN Card

5. System Structure

Ex,) Virtual System



Radamec or SHOTOKU Virtual System	Required Machine for the Image	Machine
Lens Encoder	Camera	３Ｄ－ＮＩＸＵＳ Transmission Machine (Supporting video board insert is available)
Pan ／ Tilt Sensor	Delay (Over 10frame is available.)	Control ＰＣ (Windows Machine)
ＳＰＩＢＯＸ	Chroma Keyer	ＨＵＢ
Pedestal	Switcher	