XHD-200

Media server for end-to-end show design, creation, setup and control

- **Powerful projection map ping tool**

- **Easy 3D visualization of y our show**

- **Simple to use**

Powered by X-Agora

Barco couples its media server hardware with the X-Agora software. This software is scalable, compatible with popular media formats, supports connectivity with various sensors and input, and makes it possible to deploy content onto the most challenging surfaces with an advanced yet easy-to-use projection mapping tool. Its interactive media system captures and processes data in real-time, creating interactive media content for various types of displays.

Why you'll love the Barco media servers

- Integrated end-to- end workflow software to create projects from design to show

- Unique and powerful 'Projection Study' tool takes the hard work out of creation

- Easy 3D visualization of show environment

- Simple to learn, use, and deploy

- Allows for interactivity

Projection study/3D simulation

- Video projection simulation and virtual projectors

- Luminance and pixel density visualization of the projections

- Shadow previewing

BARCO

- Measuring tools

- External model importation (.FBX, OBJ., DWG. And SVG.)

- WYSIWYG interface for presenting the projector setup to a client

- Built-in tool for fast projector array creation (wizard)

- Multiple 3D views

- Projector stacking option

Content production templates

CONTENT TEMPLATE VIEWPOINTS

- Intuitive interface to choose creative viewpoints used in templates

TEMPLATE EXPORT

- Cinema 4D, 3DS MAX, MAYA templates for 3D productions through .FBX exportation

- 2D pixel space for compositing tools (After Effects)

CONTENT IMPORT

- Automatic content splitting for ultra-high resolution support on multiple computers

- Standalone media encoder from image sequences or other video formats

Timeline programming & show virtualization

- Generative content; particles and shaders

- TUIO/OSC support for interactivity

- Timeline transition tools

- Non-linear timeline playback with cross timeline "Timecues"

- Content previsualization on 3D model

- ArtNet output support

- 2D output for LCD/LED

- Low latency live input

On-site projector calibration and blending

- Projector calibration based on the real 3D model of the projected surface: reverse mapping technique

- Multi-user network system architecture using a virtual/physical target matching method on the surface features

- Automatic real-
  time edge blending computation when using the reverse mapping

- Support for multiple UV channels

- Support for dynamic mapping with virtual projections

- Simple warping tool

- 4 point keystone calibration

- Support for manual linear edge blending

Playback

- Black and white alpha mask support

- ArtNet output

- Each layer can be mapped and composited independently

- Projective texturing for timeline media

     Video: Wide range of video codec supported

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     Audio: Uncompressed WAV, Stereo

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     SMPTE: SMPTE input for timeline synchronization

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