

Dalet Cube^{NG} is a powerful graphics solution for designing, managing and producing high-quality 2D and 3D branding and visuals.

Dalet Cube^{NG} is natively integrated with Dalet Galaxy five and Dalet Pyramid, the leading news production and media workflow platforms.

Feature Highlights

- Powered by real time high-end 3D quality graphic engines
- Render multiple graphic layers with one single engine.
- Advanced transition logic between all your different graphics with StormLogic.
- Play video files or include live video sources in your graphic creation.
- One single graphic solution for all your different graphic workflows:
 - Studio playout in HD
 - Distribution to social media in 1:1, 9:16
 - UHD playout for videowall
- Natively integrated with the Dalet Galaxy five Media Workflow and Asset Management platform, easily sort, search & browse your graphics, images, and videos.
- Galaxy web plugin to browse available templates, create and edit graphic elements with a real time preview.
- Natively integrated with Dalet OneCut for video editing workflows with animated preview on the timeline and the possibility to burn multiple graphic tracks for distribution.
- Pilot the graphic playout from Galaxy OnAir player, Galaxy OnAir carts or Dalet OnePlay studio automation.
- Standalone playout with Cube^{NG} play web application for manual playout workflows.
- Playlist synchronization between Dalet Galaxy and Dalet Cube^{NG} Play Web.

Dalet Cube^{NG}

Dalet Cube^{NG} is a comprehensive suite of tools to design, manage and playout high-quality 2D and 3D graphics. Natively connected to the Dalet Galaxy five Media Asset Management (MAM), Workflow Orchestration and Editorial platform, it is a modular, fully integrated, and cost-effective solution for distribution and playout workflows.

With Dalet Cube^{NG}, it is fast and easy to design and playout graphics, crawlers, tickers, lower thirds, logos, full frame graphics and complex 3D animations. It also supports live data sources (ODBC, XML, Excel, RSS, CSV), video files, input video streams and scripting.

Dalet Cube^{NG} offers a redesigned, highly scalable architecture and modern web-based UI. Powered by the Brainstorm real-time 3D engines, it significantly expands on-air and file-based graphic capabilities with its support of different resolution (HD, 4K, Social Media), of Unicode fonts and languages and of outstanding transition logic.

New in this release:

- Cube^{NG} Play Web – Export/import all the rundowns or button boards from a specific Location
- Cube^{NG} Play Web – Zones and Custom Commands buttons can be hidden in Zones Board
- Cube^{NG} Play Web – Autologin configuration for standalone Play Web workflow
- Cube^{NG} Playout – Ability to configure different encodings for each engine in III integration
- Cube^{NG} Core – UHD and Multichannel enabled workflows
- Cube^{NG} Core – WinServer2022 is now supported for Core services

From previous recent releases:

V1.9

- Cube^{NG} Templates – Ability to hide a group of templates for the NewsRoom and for Play Web
- Cube^{NG} Playout – III integration with VSN for graphic playout in continuity workflow

V1.8

- Cube^{NG} Play Web – CG templates can now be grouped together by zones
- Cube^{NG} Play Web – A new panel in UI to control zones in CG playout

V1.7

- Cube^{NG} Play Web – Manage and optimize loading of graphical projects in graphic engines
- Cube^{NG} Play Web – Export/Import rundowns between different Cube^{NG} sites
- Cube^{NG} Play Web – Configure variables for variants to be used in graphical templates
- Cube^{NG} Engines – Enable multiple output from one single playout engine
- Cube^{NG} Plugin – Render preview in OneCut for all aspect ratios

Modules

Cube ^{NG} Designer	Cube ^{NG} Play Web
<ul style="list-style-type: none"> StormLogic: Advanced transition and display behavior for graphics After Effects and Photoshop plugin (optional) Key frame animation on timeline Real time preview Live video inputs 3D primitives and third-party import of 3D objects Dynamic data sources (ODBC, XML, Excel, RSS, CSV) HD, UHD and custom resolution support Photo realistic graphic based on OpenGL Scripting (Python) SDI & NDI 	<ul style="list-style-type: none"> Login & user management Import creation from Cube^{NG} Designer Expose graphic templates with associated form to the end users Define variants (playout of the same CG item with visual different outputs) Create and Edit graphic with real time preview Playlist management (synchronization with Galaxy five) Customizable button boards for live playout Playout operations Interaction with live graphics User management with different profiles for access rights Quick Play workflow with shortcut number associated to CG
Cube ^{NG} Core	Cube ^{NG} Web Plugin for Galaxy five
<ul style="list-style-type: none"> Pilot engines for playout workflows Manage the distribution of file-based rendering jobs on the different engines III protocol for integration with Galaxy playout, Mosart automation REST API to accelerate graphic workflows (automate the creation of graphics) 	<ul style="list-style-type: none"> Browse and search the exposed graphic templates Create and edit CG elements with real time preview Customized metadata form to assist CG creation Use images and videos stored in the Galaxy five content catalogue Open the Cube^{NG} plugin from anywhere in Galaxy to access the CG element
Dalet OneCut with Cube ^{NG} for video editing	
<ul style="list-style-type: none"> Open the Cube^{NG} plugin directly from Dalet OneCut Add CGs on the different OneCut graphic timelines Instant poster frame preview of the graphic Animated preview of the graphic Save graphics as metadata for playout workflows Burn graphics on the video for distribution 	

Hardware & References

Cube ^{NG} engine & designer workstations	References
<ul style="list-style-type: none"> HP Z4 G4 Intel Xeon W-2255 RAM 64GB Nvidia Quadro RTX A4000 Storage 2x256 SSD Windows 10 Pro 64 workstations Aja Kona 4 (four SDI inputs/outputs) 	<p>Hardware</p> <ul style="list-style-type: none"> CUBENG_WKS – Workstation (Engines and Designer) CUBENG_Aja4 – Aja Kona 4 video board <p>Software</p> <ul style="list-style-type: none"> CUBENG_Designer – Authoring tool CUBENG-CoreM – Core services CUBENG_SDI – Playout engine CUBENG-FB – File based engine (for preview and burn) CUBENG-CP – Standalone web playout application

Cube ^{NG} engine for Multichannel Playout	References
<ul style="list-style-type: none"> HP Z4 G4 Intel Xeon W-2255 RAM 64GB Nvidia Quadro RTX A5000 / RTX A6000 Storage 2x256 SSD Windows 10 Pro 64 workstations Aja Corvid 88 (eight SDI inputs/outputs) 	<p>Hardware</p> <ul style="list-style-type: none"> CUBENG_WKS2 / WKS4 – Workstation (Multi-Channel Playout Engines) CUBENG_Aja8 - Aja Corvid 88 video board <p>Software</p> <ul style="list-style-type: none"> CUBENG_SDI/2 – Dual channel playout CUBENG_SDI/4 – Quad channel playout