

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

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

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 payout in HD
- Distribution to social media in 1:1, 9:16
- UHD payout for videowall
- Natively integrated with Dalet Galaxy five Media Asset Management, 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 payout from Galaxy OnAir player, Galaxy OnAir carts or Dalet OnePlay studio automation.
- Standalone payout with CubeNG play web application for manual payout workflows.
- Playlist synchronization between Galaxy and CubeNG 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 - New playout live-oriented user experience interface (customizable button boards)
- Cube^{NG} Play Web - Login & User management
- Cube^{NG} Play Web - User interface update following the new Dalet branding
- III - Integration with Mosart automation

From previous recent releases:

V1.3

- Cube^{NG} Play Web - Pilot the payout for multiple studios from CubeNG play web
- Cube^{NG} Web - Purge rules for CGs
- Cube^{NG} Plugin - Drag and drop images and videos from the Galaxy MAM to be used in templates

V1.2

- Cube^{NG} Controller - Manage multiple Aston projects for playout & file-based workflows
- Cube^{NG} & Galaxy – Manage different resolution for playout & file-based workflows (HD, UHD and custom for social media)

V1.1

- Cube^{NG} Galaxy Plugin – Use videos/images from Galaxy catalogue in graphic template
- Cube^{NG} Controller – Handle multiple animated previews and burn jobs in parallel
- Cube^{NG} Controller – File based workflows running on Amazon cloud
- Cube^{NG} Web – Database & MOS configuration from web UI

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 (playlist 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
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-2245 RAM 32GB Nvidia Quatro RTX 4000 Storage 2x256 SSD Windows 10 Pro 64 workstations Aja Kona 4 (for 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_SDI – Playout engine CUBENG-CoreM – Core services CUBENG-FB – File based engine (for preview and burn) CUBENG-CP – Standalone web playout application