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 graphics 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 – Manage and optimize loading of graphical projects in graphic engines
- Cube^{NG} Play Web – Export/Import rundown between different Cube^{NG} sites
- Cube^{NG} Play Web – Configure variables with variant 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

From previous recent releases:

V1.6

- Cube^{NG} Play Web – Duplication of rundowns and button boards
- Cube^{NG} Play Web – Copy CG in a different rundown, button board
- Cube^{NG} Play Web – Secure the playout by locking the rundown, button board
- Cube^{NG} Play Web – Read only mode for rundown and button board
- Cube^{NG} Plugin – Search and thumbnail preview of the Galaxy assets (image and video)

V1.5

- Cube^{NG} Play Web - New playout interface dedicated to interaction with live graphics (live editing, actions trigger)
- Cube^{NG} Play Web - Introduction of user profiles with different rights across the platform (administrator, template manager, editor and playout operator)
- Cube^{NG} Play Web – Quick play workflow with shortcut number associated to CG
- Cube^{NG} Play Web – Playlist management with folder structure for multi-site solution
- Cube^{NG} Core – High availability for poster frame and animated preview rendering

Modules

CubeNG Designer	CubeNG Play Web
• 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	• Login & user management • Import creation from CubeNG 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
CubeNG Core	**CubeNG Web Plugin for Galaxy five**
• 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)	• 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 CubeNG plugin from anywhere in Galaxy to access the CG element
Dalet OneCut with CubeNG for video editing	
• Open the CubeNG 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

CubeNG engine & designer workstations	References
• HP Z4 G4 • Intel Xeon W-2245 • RAM 64GB • Nvidia Quatro RTX 4000 • Storage 2x256 SSD • Windows 10 Pro 64 workstations • Aja Kona 4 (for SDI inputs/outputs)	**Hardware** • CUBENG_WKS – Workstation (Engines and Designer) • CUBENG_Aja4 – Aja Kona 4 video board **Software** • CUBENG_SDI – Playout engine • CUBENG-CoreM – Core services • CUBENG-FB – File based engine (for preview and burn) • CUBENG-CP – Standalone web playout application

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