post production • live events • pro tools

STAND ALONE QUICKTIME BASED
NON-LINEAR VTR FOR MACINTOSH

VirtualVTR from Gallery, turns a Macintosh Computer into a stand alone QuickTime non-linear VTR which can be controlled via Midi or Sony 9-Pin protocols. It can be perfectly integrated with a Pro Tools® system, or other DAWs. It is equally at home forming part of a modern disk based video infra-structure for TV broadcast. VirtualVTR removes the video load from your Pro Tools system, or replaces your tape-based VTR, providing a host of benefits.

SOFTWARE FEATURES
• Choice of video, audio and networking hardware to suit your application.
• Sophisticated QuickTime video capture capabilities with frame accurate control of recorded picture.
• Capture QuickTime whilst reading timecode for instant, accurate timestamping.
• Plays widest range of video media

DAW ADVANTAGES
• Supports all QuickTime hardware and software codecs and devices including DV-Format picture through Firewire. Also supports HD and SD 24 FPS picture & timelines.
• Frees up a valuable PCI slot in your main Pro Tools CPU, reduces CPU, drive and PCI overheads.
• Offers much higher video quality/bandwidth than is possible using QuickTime movies inside a Pro Tools session.
• Video continues to play even when dragging controls in Pro Tools Plug in windows
• Releases the CPU power of your main machine for host based processing + rapid screen redraws.
• Enables easy network distribution and duplication of video material for multiple editors.
• Even allows you to make simple edits of your video in response to picture changes, without redigitising.

ADDITIONAL BENEFITS
• Recycle your last generation Mac into a cost effective dedicated non linear VTR.
• Mac based networking and disk / file formats for superb integration and picture exchange.
• No more manual syncing of picture, or opening a video editing program just to capture picture.
• Supports high quality picture, including HD with appropriate hardware, even plays QT-wrapped Avid format picture, all driven from your Pro Tools session, DAW or 9-pin master controller.
• Perfect for DV production environments were picture is shot and edited in Final Cut Pro.
• Plug and play exchange of picture with the video editors.
• Acts as 9-pin timecode master for studio integration with other machines, or timecode slave for instant lockup with Pro Tools as master.
• Since VirtualVTR also responds to MMC and MTC you don't need to purchase additional machine control software for your Pro Tools system, and adds support for Logic Audio and other apps.

Your choice of QuickTime and Mac hardware offers ultimate flexibility, so whether you use your old Mac and a low cost PCi card, an iMAC with a Firewire codec box, a high-spec Mac Pro with an HD Uncompressed card, or you want work at 24 FPS with a Film Card, VirtualVTR will offer you the same flexibility, incredible integration, performance and smooth operation.

VirtualVTR has a remarkably powerful set of functions which offer users in several different categories, a vast array of opportunities.

AUDIO WORKSTATIONS

VVTR was originally designed for users of Digital Audio workstations, as a means to 'unload' the QuickTime video responsibility from systems operating with a QT video card in the same computer as the audio workstation. Moving the video onto a second CPU frees up much needed system resources (PCI, Disk, CPU) on the audio workstation and allows much higher quality picture, using VirtualVTR. The choice of 9-pin support or Midi control in VirtualVTR also makes it suitable for integration with most Audio Workstations.

MIXING STAGES

Other primary applications for VirtualVTR include post production mixing stages, scoring, foley and ADR stages (see VirtualVTR Pro), and any other environment where high quality, 9-pin controllable non-linear picture is desirable. VirtualVTR offers a combination of benefits over traditional linear VTRs commonly used in these situations, particularly its native QuickTime file playback, choice of hardware, multi-user control, and excellent non-linear perform- ance.

ADR & FOLEY

VirtualVTR can offer your ADR workflow additional help by acting as a rapid spotting system for ADR. As well as intuitive, and familiar Avid-style keyboard transport to navigate through the picture at variable speeds, VirtualVTR supports dedicated input devices such as the Contour ShuttlePro jog/shuttle controller. With this inexpensive device, ADRSpotting in VirtualVTR is a dream. The user can simply shuttle, then Jog to in/out points and press buttons on the Shuttle Pro. VirtualVTR communicates these locations to Gallery's ADRStudio application which builds up a spotting list ready for ADR re-recording. The whole process can even be done on a Mac Book. On top of this, VirtualVTR Pro version adds a profes- sional video streamer, or 3 2 1 punch generator, beeps, and GPI control for foley.

TV PRODUCTION

In addition VirtualVTR has found a home with TV stations, benefit- ing from VirtualVTR's ability to digitise picture whilst reading timecode. Applications such as recording timestamped live feeds from multiple cameras, sporting events and other sources, ready for instant plug and play editing with no need to load picture from video tape. You can even perform 'gang' recording of multiple cameras on several synchronised VVTR systems, then instantly play them all back in sync. For TV infrastructure, VirtualVTR bridges the divide between desktop video and traditional infrastructure, by presenting QuickTime movies from the desktop with a 9-pin and SDI interface for on-air playback or ingest to a video server.

EDITING, VIDEOGRAPHICS, DVD PRODUCTION

For high quality 9-pin controlled output from Video edit or Video Graphics systems, VirtualVTR offers support for uncompressed SDI boards. DVD/Bluray Authoring is one more environment where a 9-pin controllable QuickTime picture is in demand. Many DVD creation packages require a real time Video feed into a hardware encoder. Once again, VirtualVTR eliminates the need to transfer source material onto video tape, yet integrates with the DVD authoring system as easily as a Digi-beta. VirtualVTR is also ideal as a non-linear QuickTime playback machine in a tradition linear edit suite.

PRESENTATIONS, INSTALLATIONS, VIDEO WALLS

VirtualVTR is ideal for presentations, and installations. Once again, the ability to play industry standard QuickTime picture, synchronised to Timecode, or under Jog/Shuttle user control, make VirtualVTR a valuable tool in many environments. Several VVTR systems can be used simultaneously in sync, for next generation multi- screen panoramic video walls, stereoscopic HD, and other hightech installations.

Whatever your requirements, VirtualVTR offers flexibility, speed and the highest possible image quality, with a huge choice of Quicktime Video hardware and industry standard compatibility with leading video editing systems like Apple's Final Cut Pro and Adobe Premiere Pro.

WHAT ABOUT VIRTUAL VTR PRO ?

VirtualVTR Pro adds a package of additional functions taking the product above and beyond simple VTR emulation, and transforming VirtualVTR into a value added powerhouse for professional Video applications. Primary users will include TV Broadcasters and ADR/Foley users in Audio Post. VirtualVTR Pro's frame buffer architecture adds the flexibility to process QuickTime video as it is played back, allowing overlay of window burns, and video streamers plus field jogging capabilities.

ADDITIONAL FEATURES IN VIRTUAL VTR PRO

• Frame buffer architecture adds Timecode / Feet and Frame burns, plus programmable Punches and multiple coloured Streamers for ADR and Foley recording.

• Sophisticated programmable GPI sequence for Foley and ADR.

• Generates beeps for ADR and Foley

• Additional 9-pin, Odetics and TCP control

• Generates running cursor for language dubbing.

• Performs real time Pan and Scan for resizing video formats, eg playing HD picture via a pan and scan SD output, and forcing odd-sized frames through standard video hardware.

• Interfaces with MCS3 and Shuttle Pro controllers as a complete Foley recording control synchroniser, handling Video, streamers, GPIs, beeps and control of Audio deck (eg Pro Tools or Nuendo).

• Direct Import of non-movie files, eg MPEG2, AVI, DV Stream, automatically creating reference movie and timecode track.

• Additional direct-video out capability for mismatching codecs, by translating via graphics overlay buffer. Ensures that *ANY* quicktime-compatible codec can be output via video cards like AJA Kona.
• Resizeable and scalable video locator window for instant access to stored frames.

• Supports Odetics protocols for remote clip access

• Single field and alternating field Jog modes

• Supports transport control from a remote web browser

• VirtualVTR Pro's streamer can emulate a variety of common hardware video streamers, or can be triggered via GPI, so you can use VirtualVTR Pro with existing foley or ADR control systems. For Video Overlay of streamers etc, a compatible Video card is required which supports uncompressed frames. These currently include: AJA Kona, ioXT and io Express.

• Many more sophisticated functions
(version comparison matrix overleaf)

FEATURE	VirtualVTR	VVTR PRO	Sienna VVTR
Directly Open non-MooV files (eg .dv, .avi, .mpg)	X	√	√
Graphic Overlay Buffer	X	√	√
• superimpose Timecode, F+F, text etc	X	√	√
• Insert Video Streamers, Punches, Running Cursor	X	√	√
• Generate ADR Beeps, GPI sequence	X	√	√
• Force decompression of unusual formats through buffer	X	√	√
• Force resize to conform to output device	X	√	√
• Force Single Field 1 or 2, field shift etc	X	√	√
• Field Jog for interlaced video in slo mo	X	√	√
Basic Sony P2 Protocol	√	√	√
Advanced Sony P2 Protocol	X	√	√
Odetics Protocol Extensions	X	√	√
Basic Midi Remote Control	√	√	√
Basic TCP/IP Remote Control	X	√	√
Sophisticated TCP/IP Automation Protocol	X	X	√
• rich status reporting	X	X	√
• thumbnails via TCP/IP MTC	X	X	√
Master generate mode	X	√	√
Resizeable Clip	X	√	√
Matrix Clip segment behaviours (auto play,stop, loop)	X	√	√
AJA Kona Sync-lock	X	√	√
Slo Mo Controller Support with Catchup function	X	√	√
• multi-angle switching	X	√	√
Foley Record Controller Mode	X	√	√
Basic Applescript Control (apple events)	√	√	√
Extended Applescript Control	X	√	√
MovieLok protected Movie Playback	X	√	√
Still Frame File Playback	X	√	√
PDF, JPEG, Photoshop etc	X	√	√
Logging - create XML/QT Subclips for Final Cut	X	√	√
Live folder bin (auto add clips from watch folder)	X	√	√
Layback WAV file to movie using timestamp	X	√	√
Assembly of Movies into package	X	√	√
Assembly of Movies into timeline	X	√	√
Buddy configuration for redundant playout pairs	X	X	√
Chain next clip load at movie end	X	√	√
Disk Load / Frame Schedule Monitor LED	X	√	√
Fixed Playstart Latency P2 for 9-pin Automation	X	X	√
Multichannel Audio Capture	X	√	√
Audio Sync Correction	X	√	√
SIENNA Database Search	X	X	√
SIENNA Logging MOS SubClip generation	X	X	√
AJA Kona3 A/B/C Switcher Control	X	X	√
Fill and Key play Quartz Composer and Motion files	X	X	√
Programmable Timecode Offset	X	√	√
AutoLoad Next Movie in sequence from bin	X	√	√
Per Codec Sync Correction	X	√	√
Read MTC for timestamp/chase	√	√	√
Locate to Fullframe MTC / MMC Locate	√	√	√
Read Audio LTC for timestamp/chase	√	√	√
Locate to Positional (stationary) LTC	X	√	√
Auto Remove QT Movie Apertures	X	√	√
Remap Audio assignments to discrete outputs	X	√	√
Dynamic Playback Architecture for diff. codecs	X	X	√
Application Watcher for auto relaunch on crash	X	X	√
AJAX Web Based Remote Control	X	X	√
Insert Files to bin order with drag	X	X	√
VDCP Automation interface with back to back play	X	X	√