

**Unique synergy with Dalet Galaxy five**

- Natively connected to Dalet Galaxy five, Dalet CubeNG provides a first-class user experience that cannot be matched with any other third party graphics system integrated through MOS™.
- In addition to the support of graphic elements in the news workflow, users can handle graphic titles directly in the Dalet OneCut multi-media editing timeline with animated preview, for dynamic playback and burn.
- All graphic attributes are stored in the centralized Dalet catalogue, and operators can quickly search graphic contents as well as any other assets.
- Graphics playout is fully supported with Dalet Galaxy five Players and Carts.

**End-to-end graphics workflows**

- Dalet CubeNG includes a comprehensive suite of tools to create, manage and playout graphics.  
List of the modules:
  - Aston Designer for template creation
  - Web app for template management
  - Web app for standalone play out
  - Dalet Galaxy five plugin and integration

**Reliable and easy-to-use**

- Aston, by Brainstorm Multimedia, is a modern designer tool based on a rendering engine that has been a reference on the market for decades.

**Dalet CubeNG**

A key component of the Dalet ecosystem, Dalet CubeNG 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 news, studio and playout workflows.

With Dalet CubeNG, 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), input video streams and scripting.

A major upgrade to the existing Dalet Cube graphics platform, Dalet CubeNG offers a redesigned, highly scalable architecture and modern web-based UI. The embedded, high-performance Brainstorm real-time 3D graphics engine significantly expands on-air and file-based graphics capabilities with its support for 4K and user-defined options, added primitives for building 2D and 3D graphics, support for Unicode fonts and languages, and outstanding transition logic.

**New features in this version (v1.1):**

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

**New features in previous version (v1.0):**

- Designer - Aston designer as an authoring tool
- CubeNG Controller – Pilot Aston engines for real time playout and file-based workflow
- CubeNG Web – Load an Aston project and manage your templates
- CubeNG Web – Creation and edition of CG titles from available templates
- CubeNG Web – Playout standalone application (playlist synchronization with Galaxy five)
- CubeNG Galaxy Plugin – Creation and edition of CG titles inside Dalet Galaxy five
- CubeNG Dalet OneCut Integration – CG in video timeline for dynamic playout and burn
- CubeNG Galaxy Playout – Playout of CGs from Carts, onAir players and Dalet OnePlay

<b>Aston Designer</b> <ul style="list-style-type: none"> <li>Storm Logic: Advanced transition and display behavior for graphics</li> <li>After Effects and Photoshop plugin (optional)</li> <li>Key frame animation on timeline</li> <li>Real time preview</li> <li>Live video inputs</li> <li>3D primitives and third party import of 3D objects</li> <li>Dynamic data sources (ODBC, XML, Excel, RSS, CSV)</li> <li>HD, UHD and custom resolution support</li> <li>Photo realistic graphic based on OpenGL</li> <li>Scripting (Python)</li> </ul>	<b>Dalet CubeNG Web</b> <ul style="list-style-type: none"> <li>Import Aston projects</li> <li>Template creation and fields configuration for the end users</li> <li>Variants</li> <li>Graphic creation with preview</li> <li>Playlist management (synchronization with Galaxy five)</li> <li>Playback</li> </ul>
<b>Dalet CubeNG Core</b> <ul style="list-style-type: none"> <li>Middleware application for managing graphics and elements for newsrooms and playback</li> <li>Supported protocols: III, MOS, REST API</li> <li>Database and storage configuration</li> </ul>	<b>Galaxy Integration</b> <ul style="list-style-type: none"> <li>Galaxy five web plugin to browse templates</li> <li>Browse Galaxy catalogue and use Images/Videos in your templates</li> <li>CG in Dalet OneCut timeline for burn and dynamic playback</li> <li>CG playback from carts, onAir and Dalet OnePlay</li> <li>Automation and social media (Twitter to CG)</li> </ul>

<b>Hardware Specifications</b> Specifications and design are subject to change without notice <p><b>Engines and designer workstation (Playback and file based workflows):</b>          HP Z4, OS Win 10 64bits, 1x CPU Xeon W-2145, RAM 32GBytes RAM, GFX: NVIDIA P4000 (or P5000), Storage: 2x SSD 256GBytes (OS and Data).</p> <p><b>Video board for SDI playback:</b>          KONA 4 features bi-directional 3G-SDI connections that can be used for 4 SDI ports (input or output)</p>	<b>Dalet CubeNG Hardware</b> <b>CUBENG_WKS</b> - Dalet CubeNG Workstation (Engines and Designer) <b>CUBENG_Aja4</b> – Video board for SDI workflows <p><b>Dalet CubeNG Software</b>  <b>CUBENG_SDI</b> - Dalet CubeNG playback engine  <b>CUBENG-CoreM</b> - Dalet CubeNG core services  <b>CUBENG-FB</b> - Dalet CubeNG File based workflow engine (preview and burn)  <b>CUBENG-CP</b> - Dalet CubeNG web standalone playback application</p>
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**Want to know more?**

Dalet Digital Media Systems software solutions are used by Content Owners, Broadcasters, Sports Organizations and Post Production Facilities worldwide.

To find out more, contact your local Dalet channel partner, or contact Dalet:  
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