

DVI-Ramp 2

Graphic to HD/SD video interface



Miranda's DVI-Ramp 2 performs live extraction of computer graphics to generate HD/SD video for post-production, broadcast and digital cinema.

The DVI-Ramp 2 is a DVI to HD/SD video interface which can operate in one of the following four modes:

- Single Extraction - Pixel-to-Pixel
- Single Extraction - Scaling
- Dual Extraction - Pixel-to-Pixel
- Dual Extraction - Fill & Key (using external keyer)

In **Single Extraction - Pixel-to-Pixel** mode, the DVI-Ramp 2 can process up to 16 bits per component when Dual Head or Dual Link DVI is used. With the **Dual Extraction - Pixel-to-Pixel** mode, the 2 channels are supplied using a Dual Head DVI connection to two SDI outputs resulting in 2 separate video streams. Pixel-to-Pixel extraction enables the highest possible quality by eliminating any perceptible scaling artifacts.

In **Single Extraction - Scaling** mode, a sizeable and positionable window is used to specify which section of the original PC graphic image will be scaled up or down to fit the targeted SDI resolution. Built-in Anti-Flicker circuitry eliminates most of the flickering when the SDI output is interlaced.

In **Dual Extraction - Fill & Key** mode, the DVI-Ramp 2 can process and supply Fill & Key signals to an external keyer using up to 12 bits per component for professional, high-resolution color depths. Fill and Alpha (key) graphics content are provided by the PC through the 2 DVI inputs of the unit (Dual Head operation). DVI should be genlocked preferably.

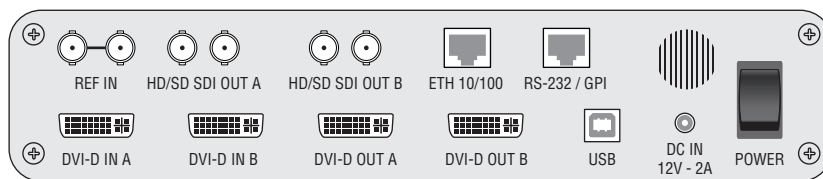
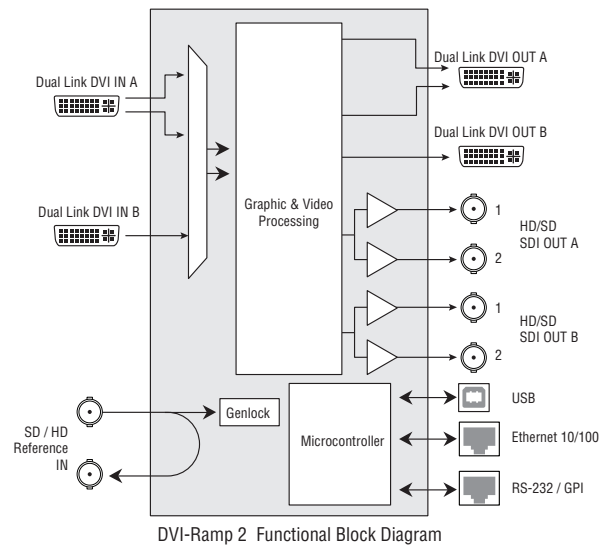
The unit can be externally synchronized with an analog reference (SD or HD) or can free run on its internal frequency-accurate time base.

For convenience and flexibility, configuration and control of the DVI-Ramp 2 can be done via USB, RS-232 or Ethernet. Firmware updates are performed by USB or RS-232 only.

The DVI-Ramp 2 is packaged in a free-standing case, suitable for installation on a desk. Two units can be installed side-by-side on a 1RU tray for rack mounting, using TRAY-120.

KEY FEATURES AND BENEFITS

- > Graphic to HD/SD video interface with four operating modes
- > Built-in Scaler
- > Up to 16 bits per component when using 2 DVI channels for high-resolution color depths
- > Genlockable to an external analog reference signal (SD or HD)
- > Platform/OS independent
- > External-to-the-PC design: will not consume any precious CPU/GPU cycles from the PC to perform video processing
- > Rack-mountable (half-rack unit) or desktop



DVI-Ramp 2 rear view

TECHNICAL SPECIFICATIONS

ELECTRICAL

Voltage: 12 VDC
Power: <22 W

Sound pressure level: 8.9 dBA (1 m in front of unit)
Processing delay: Min.: 4.4 ms
Max.: 33.5 ms

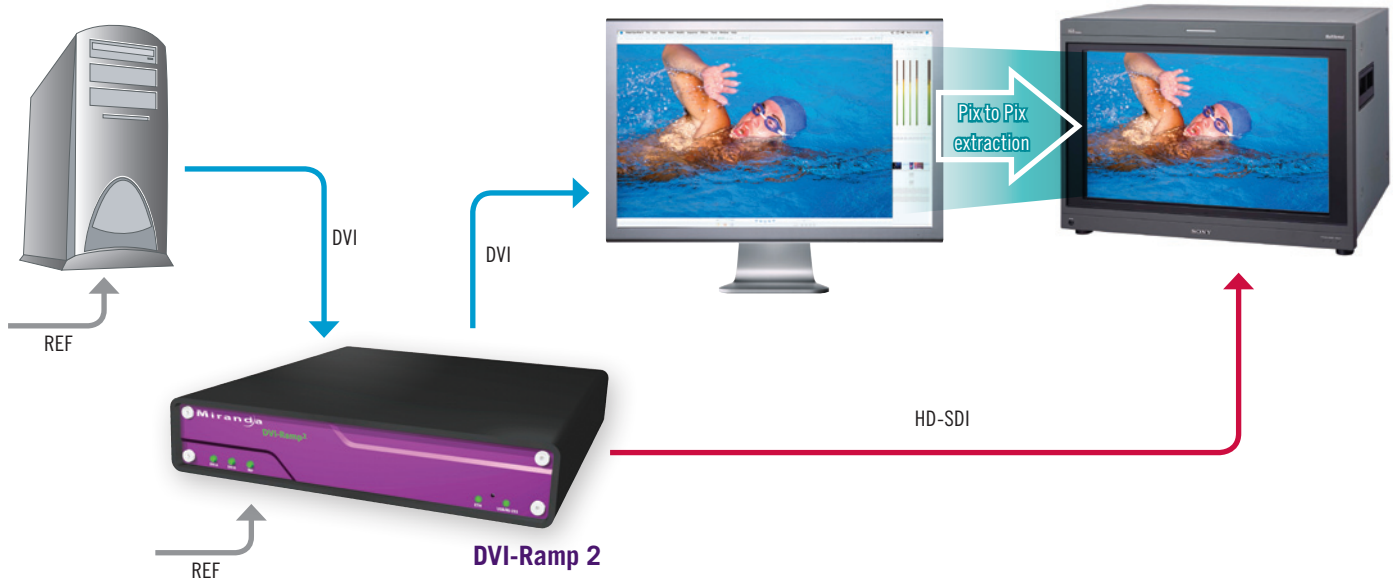
ORDERING INFORMATION

DVI-Ramp2
TRAY-120
Graphic to HD/SD video interface
1RU tray for up to two DVI-Ramp2 units

DVI-Ramp 2: typical applications

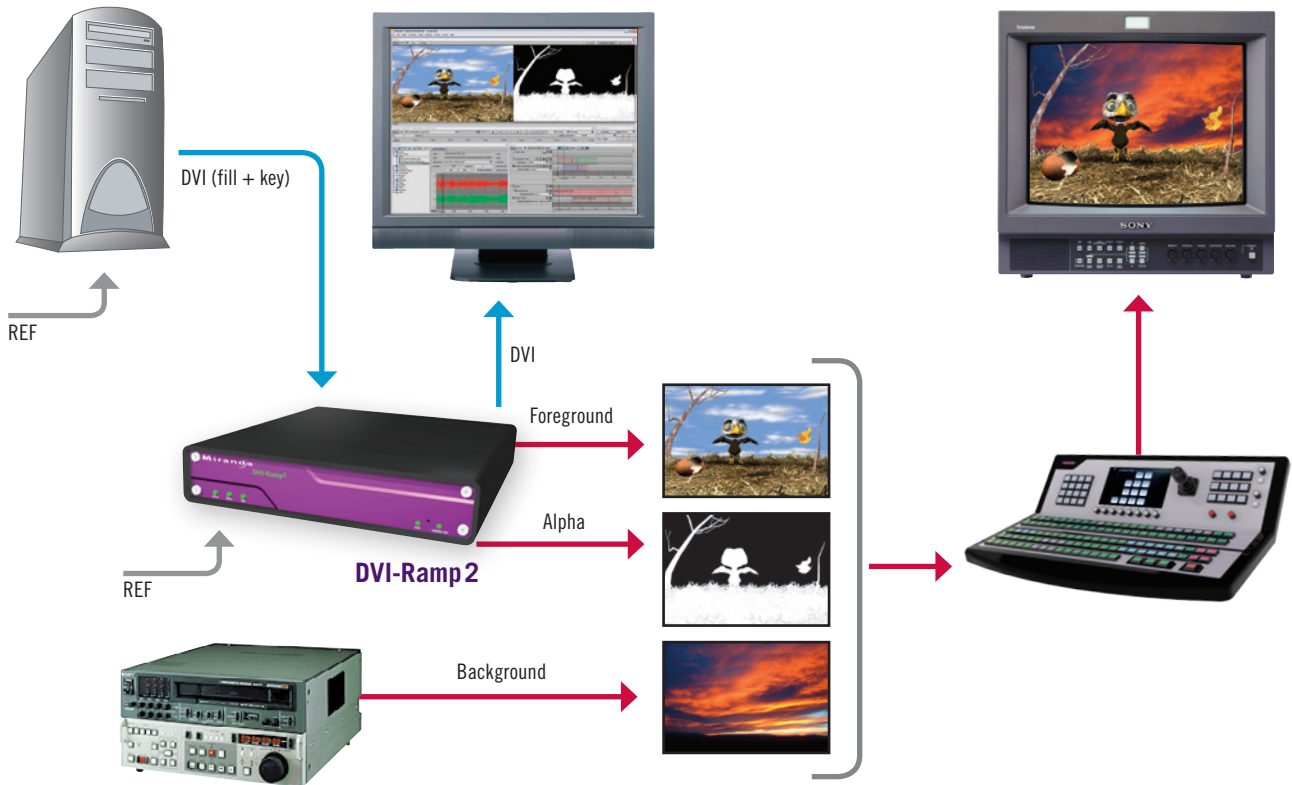
Graphic to video in post-production

DVI-Ramp 2 can perform pixel-to-pixel extraction for high quality graphic to video conversion.



Broadcast keying of 3D animation using character generation and virtual set

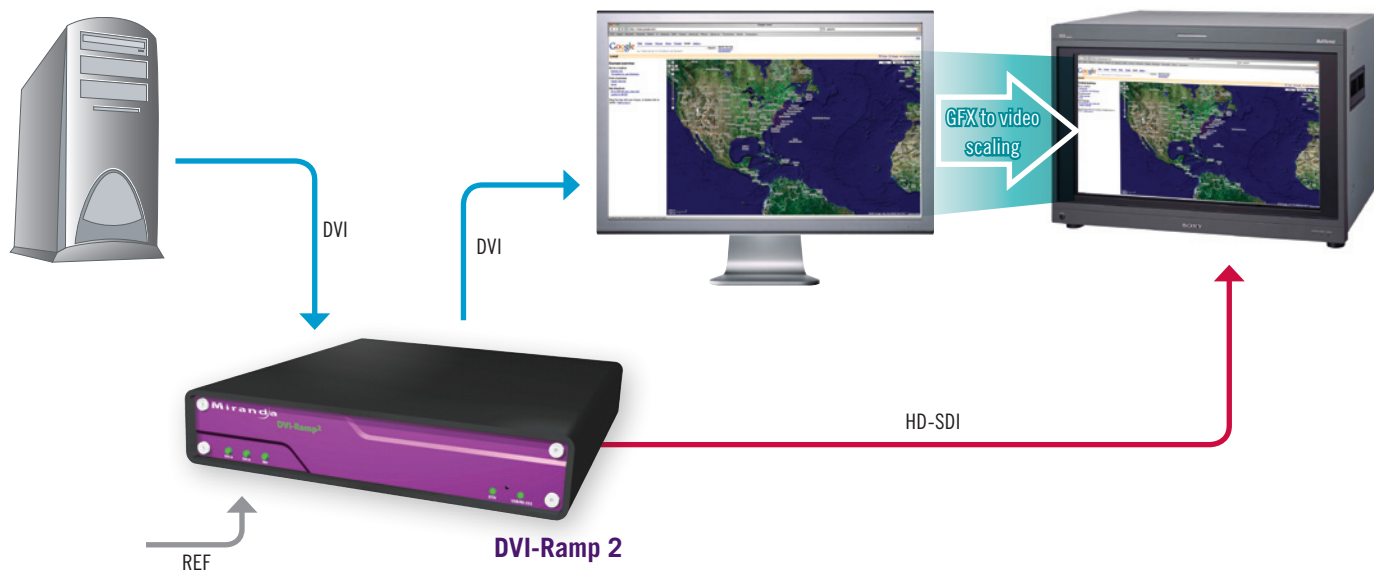
DVI-Ramp 2 provides elegant interfacing for keying HD/SD 3D animations over a background using a mixer.



DVI-Ramp 2: typical applications

Web graphics to video for broadcast

Broadcasters can quickly and easily extract web graphics and take them on-air with DVI-Ramp 2.



Digital Cinema (4K projection)

Four DVI-Ramp 2 interfaces can be used to feed a 4K Digital Cinema projector.

