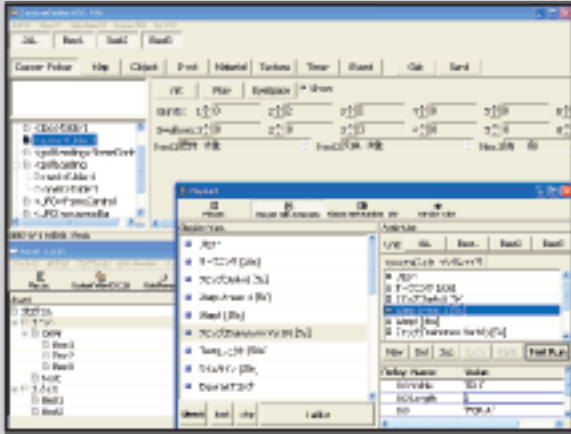




Brainstorm Controller

System operation software (plug-in software)
 *Brainstorm eStudio is required for usage.

Brainstorm Controller is system operation software that enables centralized control of a wide range of events in multiple Brainstorm eStudio units. It enables position adjustment of CG contents required in the virtual studio or RCG system, input of text information and other data, and creation of playlists and random take buttons for enhancing studio operation efficiency when using Brainstorm eStudio.



Main Features

■ Easy-to-use interface

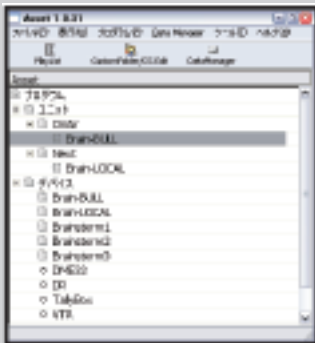
- Multiple Brainstorm eStudio transmitters can be controlled from GUI.
- Enables unified control or individual control of multiple Brainstorm eStudio units

■ Revision of basic settings for CG contents

- Allows revision of the position, angle, scale, color tones, textures, and other basic settings of the CG contents
- The modified settings can be converted to events for control.

■ Other features

- CG effects/events can be randomly transmitted, compiled in a playlist, and then sent successively.
- A GPI board can be added for driving events based on contact points.
- Supports data acquisition from a database system using CSV files and an ODBC connection
- Support for data management using Python script



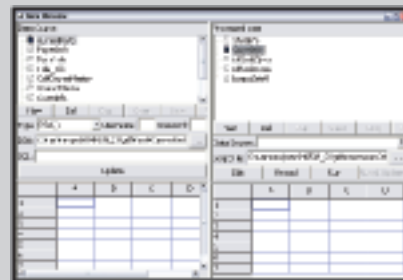
■ Asset Manager

- This sets the hardware resources within the system.



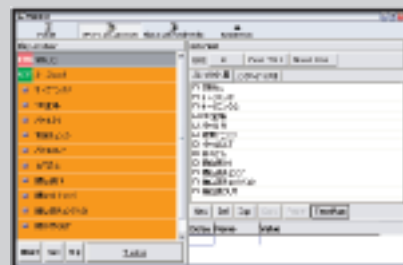
■ CG Edit

- The information within the Brainstorm software can be edited directly. Centralized control of multiple Brainstorm units is also possible.



■ Data Manager

- This enables an ODBC connection with CSV files or databases for reading and processing the required data. It is used when linking CG and external data.



■ PlayList

- This screen makes a progress table and performs a take. In addition to the progress table, it can also hold events for random takes and use them for composites.