

THINTA NERAWIT PLUS

www.nivatech.co.th

Highlights



Customizable & Intuitive UI



Stunning 3D Graphics



Seamless Workflow



Data Link



Reliable Compatibility

Features

1.Stunning 3D Graphics: Transform your vision into reality

Build immersive worlds with VRi's cutting-edge rendering engine.

PBR

(Metallic/Roughness, Specular/Glossiness)

Designers can directly control the material of the 3D objects. Experience immediate playout without rendering. **HDR (BT.2100)**

Edits, creates, and plays HDR 10-bit scenes in BT. 2100 standard and support wide color gamut(Rec. 2020 without external design tools or plug-ins)

3D Models

Besides *.obj, *.3ds, *.x, *.fbx, Temta Neramit Plus newly supports *.gltf and *.glb files importing.

HDR Environment Map

Supports HDRI import(*.exr, *.hdr, *.rgbe) for HDR 10-bit environment light sources.



2.Playback and PlayoutExperience the most reliable manual

Experience the most reliable manual and automatic playout performances.

Playback Speed Control

Adjusts video playback speed by rate (Range: 0.1 to 3.0, default is 1.0).

Multi-layer (Maximum 20 Layers)

Set multiple layers' playback method and repeat count for playout.

Data Update Transition

Allows selected objects to update their contents with a trigger while the scene's animation proceeds.

Seamless Changing between the Live PVW and PGM

Seamlessly switches Live PVW to PGM playout at the point of preview during live PVW playback.

Data Link

Automatically updates the contents of objects based on external data (ODBC, EXCEL, TXT, RTF) after creating a template scene

Hardware Acceleration

Accelerates GPU by H.265 Codec (Requires hardware accelerating GPU).

Post-processing (Bloom/Tone Mapping)

Bloom applies light extending and glowing to objects or scenes.SDR/HDR Tone Mapping creates cinematic scenes.



HTTP Live Streaming

Delivers live video over the network via HLS protocol. URI format maps the live video source on specified scene background or an object in real-time.

HDR Conversion (PQ/HLG)

HDR Conversion applies the HDR gamma log to the SDR video in playout and convert it to HDR video. When you check the video with an HDR-enabled monitor, you can reproduce the same color and brightness as you designed the scene,

Playout Countdown

State the duration of each scene and the remaining time before concluding each scene for ease of broadcasting

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3.Innovative Workflow Maximize your efficiency and save time.

Keyframe Animation

Designers can adjust the duration and start/end point of the keyframe animation by dragging the mouse in the timeline or adding shortcut keys.

Sharpness

Sharpness is an anti-aliasing feature in high-resolution 2D objects.

Resource Browser

Resource Browser displays the connection status of all the resources used in the project so operators can prevent unexpected broadcast accidents.



Project Tab

Manage multiple projects via Project Tab. The projects appear on respective Edit View.



Scene Effect

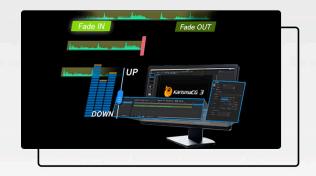
Specify in, out, and custom effects for a scene as a transition effect, (Glow, Dust, Mosaic, Tile Wipe, Card Wipe, Gradient Wipe)

Smart Context Menu

Right-click to create objects and to apply library attributes (Appearance/Color/In Effect/Out Effect) to them.

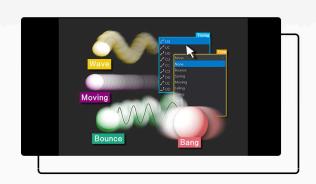
Advanced Audio Editing (Start, Delay, Volume, Fade in/out, Frame, Repeat)

Designers can adjust the properties of audio objects without external audio edit software



Easy Motion

Designers can easily design objects by adjusting the properties of animation templates.



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4. Customizable & Intuitive UI

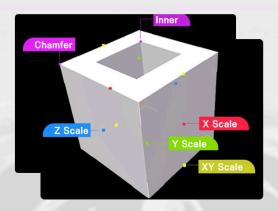
Temta Neramit Plus's operation is closely allied to design tools most widely used worldwide. Even designers who are new to Temta Neramit Plus can easily control the software.

Object Tree

Intuitively filters layers and objects according to types in a hierarchical order. Search by name, variable, file name, and content to enhance your creative workflow.

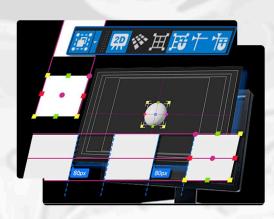
Gizmo

Adjusts scale, roundness, and inner values around each axis of 3D objects.



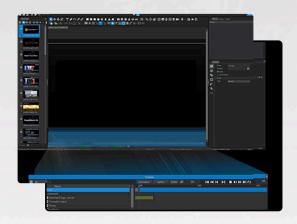
Smart Guide

Offers intuitive guidelines for easy object alignment when 2D View Mode is on



User Layout (Docking/Floating/Splitter)

Customizes the layout by docking, floating, and splitter, then save it as preset.



Purpose Toolbar (EDIT/ON AIR/NLE)

The Main Window provides layouts oriented to the purpose of the designers' task.



History

History automatically saves up to 256 stages so designers can return to a particular setting.

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Category	Item	TNM 2+	TNM 3*	TNM 4 ⁺
UI	Purpose Toolbar	•	•	•
	User Layout	•	•	•
	GPI Trigger	•	•	•
	4 View	-	-	•
Creation	Imge File Support (TGA,JPG,BMP,PNG,AI,PSD,HDR,TIF,GIF	•	•	•
	Import Advanced 3D File (*.x, *.3ds, *.obj, *.dae (OpenCOLLADA), *.fbx, *.gITF, *.glb)	-	*.x, *.3ds, *.obj, *.dae,*fbx	•
	Realistic Material Shader including Reflection and Refraction	•	•	
	Smart Context Menu	•	•	•
	Advanced Scene Effect	-	•	•
	Keyframe Animation	•	•	•
	Trigger Animation	-	-	•
	Object Tree	•		•
	Data Link (XML,JSON,ODBC,TXT,RTF)	•	•	•
	Advanced Blending Mode	-	•	•
	Post-processing Effect	-	-	•
	Table based 3D Chart Drawing (bar,pie,cylinder,line)	-	•	•
	Gizmo	•	•	•
	Sharpness	-	-	•
	History	•	•	•
Editing	Advanced Audio Editing (*.wav, *.mp3)	-	-	•
	Resource Browser	•	•	•
	Auto-rename Variable	•	•	•
	HDR Environment Map (*exr, *.hdr, .*rgbe)	•	•	•
Graphic	PBR Shading	•	•	•
	Live-in Video Mapping to 3D surface	•	•	•
	2D Bleding Mode	3 Types	21 Types	
Playout	Muti-layer	6	12	20
	Seamless Changing Between the Live PVW and PGM	-	-	•
	Data Update Transition	-	-	•
	High - resolution thumnails and PVW	•	•	•
Video	Codec	-	•	•
	Avid DNxHD	-	Option	
	VFW Codec	-	Option	
	HEVC(H.265)	-	•	•
	Import/Export Video (*.mp4, *.mov, *.mxf, *.wmv, *.vrv, *.avi)	VRV		
	HTTP Live Streaming	-		•
	Playback Speed Control	-	-	
NLE	NLE		Option	
4K	4K UHD	-	Option	
	BT.2100 (HDR 10-bit Rendering)	-	Feature in 4K	
	HDR Conversion	-	Feature in 4K	

Option	Feature		
SMS Message display	ดึงข้อมูลจาก Server อัตโนมัติ พร้อมระบบตัดคำภาษาไทย		
Niva Sport Module	รายงานผลคะแนน สถิติ เวลาการแข่งขัน และข้อมูลนักกีฬา (ฟุตบอล ฟุตชอล ตะกร้อ มวย แบดมินตัน เทนนิส วอลเล่ย์บอล บาสเกตบอล สนุ๊กเกอร์)		
Shopping Channel Option	ออกแบบเพื่อ งานทางด้าน Shopping TV โดยเฉพาะ เพิ่มความสะดวกในการใช้งาน		
Social media : Line Display	ดึงข้อมูลอัตโนมัติ พร้อมระบบตัดคำภาษาไทย สามารถคัดกรอง แก้ไข เพิ่มเติมก่อนออกอากาศ		
News Ticker Display	พร้อมหน้าจอสำหรับกรอกข้อมูลข่าว สามารถหยุด ข่าวด่วน เล่นข้ำ คัดกรองข่าวก่อนออกอากาศได้		
Stock Ticker Display	ดึงข้อมูลข่าวหุ้นอย่างอัตโนมัติและแสดงในรูปแบบของการสถานีฯ กำหนด		
Clock	เสริมคุณสมบัติการแสดงนาฟ้ิกา จับเวลา โดยสามารถนับเดินหน้า หรือ ถอยหลัง หยุดเวลารอได้		
MOS option	รองรับการสื่อสารระหว่าง CG Temta กับระบบ NRCS ผ่าน MOS Protocol		

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