



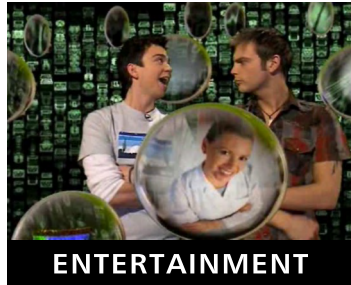
software

Corporate Overview



RT Software

Focused on delivering service excellence, future-proof products and the very best in real-time 3D graphics in the industry.



What we do

It is all about giving you the very best real time graphics in the industry...

Understanding your needs - On air graphics is increasingly becoming a vital part of a channel's requirements. We've worked closely with leading news, sports and entertainment production companies to develop solutions to meet your specific real-time graphics needs.

Cost-effective and easy to deploy - when it comes to live graphics, we know that branding, added value content, automation and cost effectiveness are on your agenda, together with ease of deployment and management. These are areas that RT Software strives to deliver.

Versatile and scalable - having multiple devices to cover different requirements such as channel branding, DVE moves, text and tickers, maps, charts, keying etc is proving to be cumbersome, difficult to manage and expensive. So we do it all on one box, with full redundancy just one more PC away.

Our Background

We've been doing this for a long-time and our products are proven in the field...

Our heritage - RT Software was founded by what was the 3D Graphics department of the BBC, starting two decades ago on big projects including national elections, Eurovision song contests and automated news room graphics. This experience we bring to you.

Reference: BBC World News - You would have seen our first iteration of PC based graphics on the BBC World news when it was re-launched in 2002 with the spinning globe and the head line text wrapping around the world.

Proven with leading broadcasters

We have a mature product line, with three product families (tOG-3D, tOG-Sports and tOG-VR), and a customer base across all continents including major broadcasters such as Sky, Setanta, BBC, ITV, ESPN, Star Sports, ESS. and content providers including Cellcast, Bonjourno and Mirada.

The benefits to you

Improved output, lower costs and easier deployment and management...

Superior graphics - As standard we include features that others don't have or charge extra for, such as custom shaders and advanced lighting effects. But the final judgement is from our customers, who tell us our products are capable of the best graphics in the industry.

Lower costs - We offer sensible licence pricing with an option of either perpetual or annual right to use. Our products run on standard HP PCs that you can buy off-the-shelf. We don't charge you a fortune for add-ons—typically they are included. This all adds up to a very competitive package.

Easier deployment and management - All our products can be repurposed just by changing the licence dongle. tOG runs on PC's with standard Windows or Linux operating systems, meaning comm's, logging, remote control & management can be achieved using IT industry tools.

Versatile real-time graphics products

- Common tOG-3D engine for all products**
Common workflow across all products, with the ability to upgrade within or across product families.
- Entry level products**
tOG-CG for easy to use CG, tOG-Lite for 3D text, tickers & graphics overlays and tOG-Sports for telestration.
- The best graphics on the market**
tOG-3D for all on air graphics requirements, tOG-VR for virtual studios & tOG-Sports for 3D telestration and specials.

Open solutions

- Third Party Design Tool Integration**
Design complex graphics using tools such as Max and Maya. Use our GUI when appropriate for design.
- Third Party Control Integration**
Control graphics playout remotely using XML, MOS, third party protocols or our own remote protocol.
- Industry Standard IT Hardware**
Uses the HP 8600 platform with DVS video cards for a small hardware footprint with all tOG solutions.

RT Software tOG Family Overview

The tOG-3D engine, and the families of products that it drives, has been professionally designed by a team of real-time 3D graphics experts. Whether you want overlays, tickers and crawls, engaging full-screen graphics, sports coverage including telestration and logos tied to the pitch, or full freedom of movement multi-camera 3D virtual reality studios, there's a tOG product for you. And as they are all built on the tOG-3D engine, you can upgrade and repurpose as your business needs change.



tOG 3d, for the best in real-time 3D graphics applied to meet specific requirements, welcome to tOG-3D...



tOG VR, for the best in virtual reality sets, from simple CSO keying to full freedom of movement, welcome to tOG-VR...



tOG Sports, for the best in added value sports specific graphics, in the studio or outside broadcast, welcome tOG-Sports...

tOG CG - Easy to use CG for putting together high quality 3D graphics manually and on the fly. Features an intuitive GUI that any experienced CG operator will feel at home with (includes built in user tutorials). Supports "specials" created on tOG-3D Edit.

tOG Lite - Use for 3D text, ticker and graphics overlays, replacing existing 2D CG equipment with a far more capable solution at a competitive price. This product delivers complex scenarios with ease and delivers amazing graphics for an entry level real-time 3D graphics solution.

tOG 3dPro - Deliver top end real-time 3D graphics, building on the capability of tOG-Lite with the addition of DVE capability, use of video in scene, graphics effects such as textured text, extruding, fog, lens, flare, particles collision and CG shader capability.

tOG VR - Take CSO Keying VR further with effects such as foreground graphics, refractions and reflections. Put the chroma keyed talent into a full 3D VR studio to create a bill boarding effect, allowing full freedom of movement of a virtual camera.

tOG VR 2.5d/3d - Integrate to encoded ptz heads and tracking technologies (tracks, pedestals, even hand held cameras) for the best in VR sets on the market. Use simple lens calibration and GAP alignment tools to make the VR look even more convincing.

tOG Mix - Augment reality by literally putting a live 3D graphic into a real set, even into a presenters hands. MixTV uses video recognition to track a simple cardboard target onto which a live graphic is overlaid. This can contain animation, live results, even video.

tOG Sports Studio - cost-effective entry level product provides studio pundits 2D telestration (lines, circles and arrows on the screen) and 3D virtual stadium tools on one or two touch screens, with database integration for team data and statistics.




tOG Sports Live - Use the BBC line tracking technology on live or archive content to enable 3D telestration (angles, distances, off-sides etc) and other 3D graphics (logos, scores etc) to be tied to the pitch so they look like they're painted on.

tOG Sports Pro - Enhance the above functionality with the ability to add live 3D video & graphic replay (to highlight off-sides, player trails etc), create and lay-off highlight packages, integration with encoded ptz heads and import bespoke graphics.

About RT Software

-  **Provides real-time 3D graphics solutions** for all on air requirements including VR studios, sports, news, elections, entertainment and academia.
-  **Founded in 2004** and privately funded, its award winning founders had spent many years working for the Computer Graphics department at the BBC.
-  **Based in London** in the United Kingdom. The company operates globally through a network of trained value added resellers.

Contact Us

-  **By post**
RT Software Limited, 2 Chelsea Street,
Battersea, London SW11 5JT, United Kingdom.
-  **By phone or email**
Phone: +44 207 168 8820 Fax: +44 870 446 0611
Email: sales@rtsw.co.uk or support@rtsw.co.uk
-  **Through one of our local resellers**
Our resellers are tOG-3D trained to provide you with local support. Please see the partners page on our web site.