

Kesäseikkailut kutsuvat! Kirmaamme kesälaitumilla ajalla 5 - 14.7. sekä 17 - 31.7.24!
Viimeisin kampanjatiedotteemme on ilmestynyt 20.5.24, kts tarkemmat tiedot **KAMPANJA-linkistä!**

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TUOTEHAKU

[Tarkennettu haku](#)

TUOTERYHMÄT

HAE

-- Valitse --



Muokkaa evästevalintoja

KIRJAUDU

OSTOSKORI

PÄÄVALIKKO

ETUSIVU
 YRITYSTIEDOT
 TUOTEPERHEET
 TUOTERYHMÄT
 SUPERHAKU
 LISENSIT
 KAMPANJA
 UUTUUDET
 SUPERTARJOUKSET
 SOFTABASAARI
 SOFTAINFOA
 Softauutiset.
 Käytetyt lyhenteet.
 Tuote-esittelyjä.
 Juridiikka.
 Tietoturvaongelmien
 ratkaisuja.
 Ohjelmistovalmistajien
 tukea.
 Käyttäjäfoorumeja.
 Hyödyllisiä
 apuohjelmia.
 Softademo-linkkejä.
 Lehdistölinkkejä.
 Lehdistötiedotteita.
 Seminaarikutsuja.
 Asennusapua
 Kaikenkattavat IT-
 palvelut
 Muuta mielenkiintoista.
 Vendors only!.
 Omat kotisivut
 TILAUSOHJEET
 POSTITUSLISTA
 REKISTERÖINTI
 PIKAHINNASTO
 TARJOUSPYYNTÖ
 PALAUTE
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 ATK-LEHDET

luotettava
kumppani

Aximmetry-tuoteperhe

possible with
Aximmetry

In 2009, the founders of Aximmetry dreamt of painting classical music with light. They planned to start with a piece by Bartók. The intention was to create symmetry between sound and visuals in a new art form, and soon the software "Aximmetry" was born. The name originates from Axis + symmetry.

Before long it became obvious for the creators that the same, modular, node-based graphics programming tool could be used in many real-time 3D projects, but the broadcast industry was the first in which Aximmetry acquired most of its users.

In 2017, Aximmetry sold its first license abroad in the United Kingdom. Today, Aximmetry has users on all continents with the exception of Antarctica.

In 2018, first in the industry, we set about democratizing the virtual studio market and released our free Community Edition (now called Studio Edition) to enable all interested users unlimited experimentation with high-end virtual studio technology.

In May 2020, with the integration of Unreal Engine into Aximmetry we reached out to a vast and truly global user base, and the number of Aximmetry user registrations tripled and growing exponentially ever since. To this day, we are searching for the best ways to help people delivering harmony by visual expressions, on a computer, in an easy and accessible way.



Graphical Features

Real-Time Features



What are the main Real-Time Features of Aximmetry?

- 2D/3D rendering
- Post-processing
- Effects
- color correction
- LUT
- chroma keying
- node-based scene editing
- curve-based timeline and animation editing

Advanced 3D Graphics Features

What are the main advanced 3D graphics features of Aximmetry

- HDR
- Depth of Field
- Shadows
- Reflections
- Refraction

Custom Node-Based Features

What type of custom node-based graphical elements can be created with Aximmetry?

- Materials
- post-processing shaders
- particle systems and effectors

Can I create other types of reusable custom nodes?

Yes, you can. Aximmetry is a versatile Node Based editor which allows you to create your own custom compounds/compound nodes. Which can be used for both graphical and logical solutions to meet your unique real-time broadcasting or projection needs. They also can be linked to an outside source allowing reusability, and a flexible way to update them throughout your entire project.

Animation Features

Can I create animations in Aximmetry?

Yes! In Aximmetry you can use keyed curve to animate any:

- 2D objects
- 3D objects
- Node properties
- Rendering parameters

2D File Formats

What 2D image formats are supported in Aximmetry?

The following file formats are supported in all Aximmetry versions:

- png

- dds
- jpg
- jpeg
- tif
- tiff
- bmp
- tga
- gif
- psd
- hdr
- exr
- jxr
- hdp
- wdp
- dpx
- cube

3D File Formats

What 3D model formats are supported in Aximmetry?

You can import 3D models

- COLLADA
- FBX
- OBJ

You can import 3D animations

- COLLADA

Broadcast Features

Virtual Studio Features

What main Virtual Studio features can the Aximmetry provide?

- Multiple virtual cameras with editable motion paths
- Customizable virtual camera and broadcast control interfaces
- Virtual lighting of live actors
- Live actors cast real-time shadows, reflections, refraction

Simultaneous Inputs and Output Features

Can Aximmetry drive different types of inputs and outputs at the same time?

Aximmetry can run multiple simultaneous

- Video outputs
 - TV screens
 - Monitors
 - Projectors
 - LED-walls
 - etc.

via

- HDMI
- DVI
- DisplayPort
- SDI (only Aximmetry **Professional** and **Broadcast Edition** and above)
- NDI (only Aximmetry **Professional** and **Broadcast Edition** and above)

- File inputs
 - Videos
 - Single images
 - Image sequences

- Video input capture up to 4K via
 - HDMI
 - DVI
 - USB imaging devices
 - SDI (only Aximmetry **Professional** and **Broadcast Edition** and above)
 - NDI (only Aximmetry **Professional** and **Broadcast Edition** and above)

The difference between Aximmetry SE and DE?

SE stands for single-engine, while **DE stands for dual-engine**. The SE version operates using our own engine called Aximmetry engine, so that means that you can only use scenes created by this engine. The DE version supports our engine and adds support for Unreal Engine.



Broadcast Edition

Who is the Broadcast Edition meant for?

Aximmetry Broadcast Edition is suitable for professional studios requiring camera tracking functionality.

- It can be used either in a single-PC setup with unlimited SDI / NDI input/output ports
- using **professional camera tracking** systems

(it's limited by the hardware performance only)

- or in a multi-PC configuration (as controller or renderer machine)

(for e.g. each camera has its own dedicated rendering PC).

Professional Edition

Who is the Professional Edition meant for?

Aximmetry Professional Edition is suitable for small professional studios

aiming for

- single-PC setup
- using **object tracking** systems
- multi-PC configuration (only as satellite(renderer) machine)
- using a maximum of 4 SDI / NDI input/output ports

(for e.g. 3 SDI camera inputs and one SDI composite output)

- users who do not need any camera tracking solution

(using fixed cameras with virtual camera motions only).

Studio Edition

Who is the Studio Edition meant for?

Aximmetry Studio Edition is suitable for very small or home studios (for e.g. YouTubers) without professional SDI devices.

You can:

- use multiple cameras with a single PC connected via HDMI or USB capture devices.
- generate one or more video outputs through your graphics card's HDMI/DP/DVI ports.
- stream your output directly to YouTube, Facebook, Twitch, or any RTMP based video service.
- using **object tracking** systems
- multi-PC configuration (only as satellite(renderer) machine)

Tätä videota ei voi katsoa selaimellasi.
[Lue lisää](#)

You can think of Aximmetry Composer's Flow Editor as the SE Engine. The Flow Editor is where you set up your studio scene to be rendered by Aximmetry SE. This even enables you to use both rendering engines (Unreal and Aximmetry) from one Aximmetry compound.

Aximmetry SE can open models from 3dMax or Blender. And just like in the case of Unreal, if you want to make your own scene, you will likely use one of this modeling software to design the geometry of your virtual scene.

We have several tutorials, example compounds, studios for sale, and even training courses for the SE Engine.

As for the tutorial, you can follow this documentation on how to set up a scene and your 3D assets in SE: <https://aximmetry.com/learn/broadcast-production-workflow/preparation-of-the-production-environment-phase-i/obtaining-graphics-and-virtual-assets/creating-content/creating-content-in-aximmetry-se/introduction/>

We also have detailed documentation on the Flow Editor: <https://aximmetry.com/learn/broadcast-production-workflow/preparation-of-the-production-environment-phase-i/scripting-in-aximmetry/flow-editor/introduction-to-the-flow-editor/>





You can find example compounds of whole scenes rendered by Aximmetry SE in the Studio: Demo Sets package: <https://my.aximmetry.com/User/MyPackages>

Softa SuperStore Finland Oy helps you with software matters in Helsinki, Espoo, Tampere, Vantaa, Oulu, Turku, Jyväskylä, Lahti, Kuopio, Pori, Kouvola, Suomi, Finland

possible with
Aximmetry

Aximmetry-tuoteperhe - 4 tuotetta

<< edellinen sivu (sivu 1/1) seuraava sivu >>

TUOTENIMIKE	HINTA (alv0%)
Aximmetry Broadcast DE ESD Life-time license	4990,00 € OSTA 
Aximmetry Broadcast SE ESD Life-time license	2990,00 € OSTA 
Aximmetry Professional DE ESD Life-time license	1990,00 € OSTA 
Aximmetry Professional SE ESD Life-time license	1190,00 € OSTA 



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