



Finesse in Absolute Control

Ovation is a Multi-Media Player solution designed for professional applications requiring a precise and synchronized playback of a wide variety of Media, such as Theatre, Live Events, TV and Radio Broadcast, OB Vans, Museums, Kiosks or Corporate Events and Presentations.

Built on the powerful Audio, Video and TimeCode engine of Pyramix Virtual Studio and the VCube HD Video System and on the dependable 18 years experience of the Merging Technologies team, Ovation provides a very robust, precise and complete set of features dedicated to these applications.

Ovation can be operated as a Media Sequencer by using its own Show Controller Engine through a powerful, very intuitive and fully customizable User Interface especially designed to be accessible by any Touch Screen or Tactile Devices, or simply as a pure, "Black-Box" like, Media Server, transparently remote controlled by all of the most popular protocols.

Ovation is build on a networked architecture which allows playback of virtually all kinds of Media directly from the network and, optionally, separate and duplicate the Remote Control, Show Control and Playback Engines over multiple stations, thus ensuring full redundancy and unlimited scalability in terms of audio and video output channels.





Ovation offers many different kind of Cue Lists to organize Shows and Setups. There are no limitations in terms of the number of Cues and Cue Lists which can be freely organized, resized, tabbed, stacked and spread over the main application window. The user interface is fully customizable and rearrangeable, but can be frozen with all menus and editing buttons hidden during Show time.



Standard Cue Lists enable Cues to be organised in a chronological order, and for triggering them manually or by remote control in the given order, with the option to interact with any of them at any time. Cues can be nested to create groups and subgroups that can be triggered together or skipped all at once while browsing, like chapters or scenes.



Each Cue List can have its own Transport Toolbar with its set of Fire, Pause and Stop buttons to emulate Cartridge style interfaces, or share the same main Show Toolbar. In addition every Cue can have its own Fire/Pause and Stop button for immediate and easy control.



Timed Cue Lists allow for automatic triggering of Cues based on a time event. These Cue Lists can read either the Show Time or any incoming LTC or MTC TimeCode to fire any of their Cues. Each Cue can be assigned a Go Time relative to its Cue List TimeCode while still retaining the ability to be Fired, Paused or Stopped manually. Each Timed Cue List can have its own independant TimeCode source and can, optionally, also generate its own TimeCode to any of the available LTC or MTC ports.

Hot Keys Cue Lists allow for organizing Cues on a user definable grid, without any chronological relationship, to be Fired any time during the Show or Event. This style of Cue List is typically used for Games Show jingles, Theatre special effects or any event that can occur any time and possibly repeatedly during the Show. Each Cue can be given a different Hot Key Mode to control its behavior, such as: Press to Play / Press to Stop or Press to Play / Release to Stop, etc...



Custom Keys Cue Lists are a special kind of Hot Keys that can be fully customized. Every Cue can be freely sized and positioned in the Cue List window and its background color, font type, size and color user defined as well. This allows for creating very intuitive, ergonomic and easy to access interfaces aimed at non-expert operators when running a show for a long period of time or when doing corporate presentations or even to provide a way for the audience itself to interact with the Show, as in Museum or Kiosk applications, for example. This also makes it possible to insert very visible and accessible emergency buttons to handle critical situations during an event.



Browser Cue Lists enable navigation in the local or network file system to locate Media files. They can be auditioned on location, searched recursively by entering a keyword and their Album Art picture, if available, displayed for easy identification.

Ovation provides the same reknown and powerful **Mixing Console** than Pyramix Virtual Studio, supporting up to 384 channels in all sampling rates from 44.1 up to 384 kHz including DXD and DSD. All files that do not match the Show Sampling Rate are converted in real-time without generating any temporary file. Proprietary very high quality, very low latency plug-ins like Equalizers, Dynamics, Compressors, Limiters, Reverbs, Denoisers, Metering Tools are available as well as support for standard VST plug-ins. Cues can be spread on separate channels or played back all on the same channels allowing for highly creative scenarios. There are no limitations on the number of Cues and Cues per Channels actually playing. The built-in Mixing Console can also be remote controlled via any of the popular protocols such as MIDI, HUI or Merging Technologies protocol OASIS for easy integration in most high-end Consoles, e.g. Euphonix, AMS Neve, Harrison, etc...





Ovation supports a wide variety of Cue Types including: Audio Cues, without limitation on the number of Channels, Sampling Rate, Bit Rate and File Format; Video Cues, in any Resolution, Frame Rate, File Format and Codec; MIDI Generic Commands, MIDI Machine Control and MIDI Files Cues; LTC and MTC TimeCode Cues; GPO Commands Cues; Sony P2 or RS422 Commands Cues; Shell Commands or Scripts and Batch Files; DMX Commands Cues; Mixing Console Snapshot and Automation Cues.

Each Cue can aggregate multiple commands, to trigger for instance a MIDI command in sync with an Audio File. Cues can also be grouped together allowing for complex synchronization and Cue management.

In **Broadcast and/or Networked environments**, Ovation integrates perfectly with all deployed workstations or servers. Able to play directly from servers or any networked devices, as well as supporting any Audio or Video format on market like BWF, Wave, AIFF, MP3, MP2, WMA, AAC, AC3, QuickTime and industry standards **MXF and OMF** and even composition interchange formats like AAF, OMF, AES31 or Final Cut Pro XML, Ovation opens and plays any available Media in the facility quickly and without any need of rendering or conversion. Playback of Media directly from a Broadcast On-Air server is a default capability of Ovation.



A unique feature of Ovation is the so called '**Interaction Rules**'. Every Cue can be given a set of Rules that controls interactions between Cues and Cue Lists. A Cue can, for example, automatically Fire another Cue when ending (Auto-follow) or Fire all Child Cues when starting (Link) or Pause or even Dim all Cues in the Cue List while running (for a public announcement), or Stop all other Cues when starting (for an emergency situation)... and much more. Timed Cue Lists can also be Started, Paused and Stopped by Interaction Rules. All Rules can be given an Offset in time for their interactions to occur and can even be executed conditionally. Thus providing a means for the Show to interact with external events by selecting predefined scenarios automatically.

The possibilities are infinite !

Ovation allows for **Auditioning or Previewing Cues**, with the option of playing them on separate, dedicated Output Channels or even on separate players on the network, if required, in order to be able to select or prepare new Cues easily while the Show is running. This enables interactive scenarios where the Show can be modified while it happens.



The Active Cue Window provides a **built-in Editor** to quickly trim Cues Start and End points, Fades In and Out and to set Gain Level. For more complex editing, Cues can be sent to **Pyramix Virtual Studio or VCube HD Video System** with one mouse click, edited there and sent back just as easily to Ovation. Cues can therefore become very complex multi-track compositions that can be interchanged back and forth between the editors without the need to render them before they can be played in Ovation. This makes the Show creation and rehearsal processes extremely rapid while ensuring a very fast, intuitive and ergonomic workflow.



Ovation also transparently integrates with **Pyramix and VCube Audio and Video editors**, thus dramatically simplifies the process of creating, managing and controlling simple presentations all the way up to very complex shows or live events with all the security and reliability required in these fields of application.

The entire application can be remote controlled by a wide variety of protocols including MIDI Commands, MIDI Show Control, MIDI Machine Control, GPI Commands, Sony P2 / RS422, DMX, etc... Each Cue and Cue List can be controlled separately in order to use Ovation as a pure Media Server. The internal Show Controller and Media Sequencer can as well be remote controlled thus enabling Ovation to interact in a more high level way with other devices involved in a Show. It's unique user interface has been designed to be fully controlled by any Touch Screen or Tactile device. A dedicated proprietary Keyboard is also available in two versions to suit a variety of application.

Ovation is available in three editions:

- Ovation Silver:** as a pure Audio Player with MIDI and GPI/O capabilities targeted for TV or Radio Broadcast, OB Vans or Museums.
- Ovation Gold:** as an integrated Multi Media Player supporting all kind of Cues (except Video) with advanced Editing and Show creation and rehearsal capabilities, typically for Theatres, Opera House or Theme Parks.
- Ovation Platinum:** enabling Ovation Gold with High Definition Video capabilities. Ovation Platinum comes by default with one HD output; additional video output channels can be added as an option.

Ovation Systems are delivered in three different packages:



1) Ovation Software only, to be installed on any PC running Windows XP/Vista with any Merging Technologies Mykerinos audio processing card or validated ASIO audio card.



2) Ovation 2U TurnKey, suitable for all Ovation Editions, or as redundancy player or additional Video channel player.

3) Ovation 4U TurnKey, typically for the Ovation Platinum Edition requiring large Raid Arrays, extra CPU or additional HD Video output channels or cards.

Ovation offers the following Remote Controller options:



Standard OV Keyboard, designed for Theatre or Live Show applications.



Hot Keys OV Keyboard, designed for TV/Radio/Games applications.



ISIS Remote Controller, generic controller with Fader and optional Faders extension.



15" and 17" Touch Screen LCD Monitors, suitable for all kind of applications.

Ovation is distributed in your country by: