

# FORK RemoteStudio



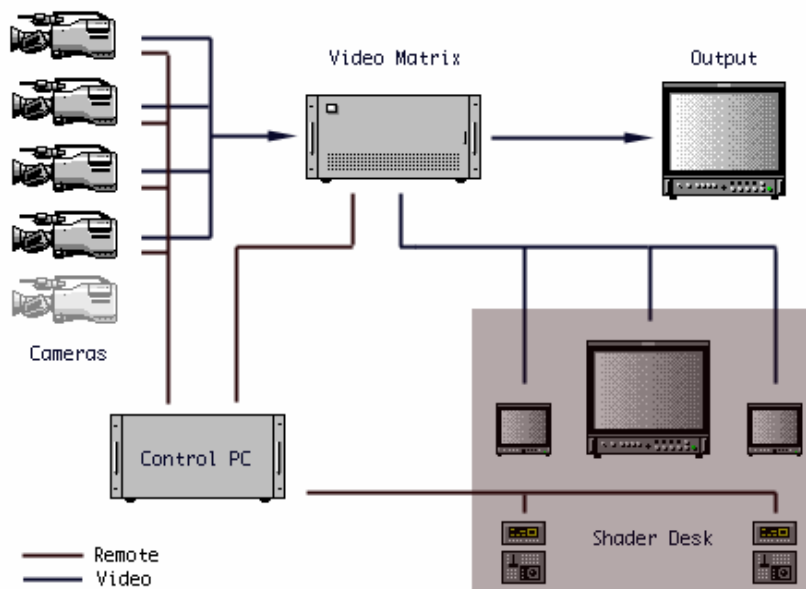
**Remote multi-camera  
control software for  
new ways of broadcasting**



FORK RemoteStudio is Building4Media's innovative remote multi-camera control software for new ways of broadcasting with large numbers of remote cameras (per operator). This software is based on the software technology used for Big Brother.

## Why should you buy FORK RemoteStudio?

- With FORK RemoteStudio each operator can control multiple cameras. The operators can sit together next to the director and the editor. This increases the quality and reduces the costs per stream.
- FORK RemoteStudio is ideally suited for the coverage of events using large numbers of cameras, like sports.
- FORK RemoteStudio gives you for the first time a remote control of cameras with all the functionality and the quality you want. One cameraman can completely control several cameras or you can even give viewers access to the controls of your cameras using the Internet!
- FORK RemoteStudio can be used with several price levels of equipment (from professional to consumer).
- FORK RemoteStudio is scalable in terms of the number cameras that can be controlled and the number of operators controlling them.
- FORK RemoteStudio can be adapted to your requirements.
- FORK RemoteStudio can be integrated with the rest of our software products for TV-stations.
- FORK RemoteStudio helps you to prepare for a new era in broadcasting, with more streams, more bandwidth, interactive broadcasting and Internet broadcasting.

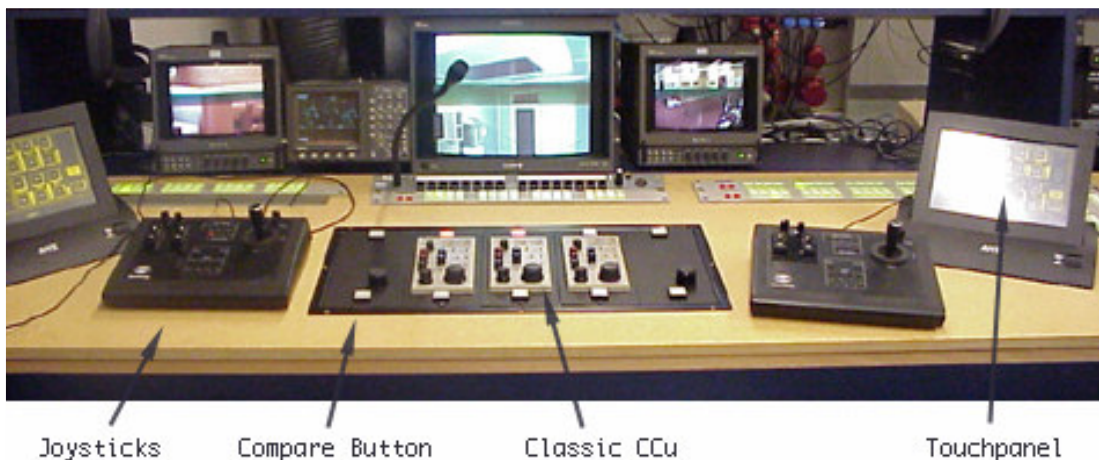


## Functionality

- Camera Control (depending on the camera being used)
  - Remote control of all parameters needed for shading and set-up
  - Remote control of lens functions like zoom, focus and iris
- Hothead Control (optional)
  - Remote control of Pan and Tilt

- o Optional 'Wash & Wipe' control for outside cameras
- Operator Controls
  - o Joystick for Pan and Tilt
  - o Zoom and focus controls
  - o Controls for pre-sets and special functions
  - o Touch panel for shading functions and camera information
- Automation
  - o FORK RemoteStudio can follow the selection in the video matrix to automatically connect a camera to an operator position.
  - o FORK RemoteStudio can also be externally driven by another process via RS-232 or TCP/IP.

To complement this functionality a separate software module exists for "Editorial Support" (for live spotting, describing and storing content), for "Line-up" (for compiling a show quickly from large amounts of content) and for "Internet Interface" (for separate matrix control, streaming in standard formats, news messages).



## Hardware Drivers

We currently support the following hardware:

- Cameras                      Most Sony and JVC cameras
- Pan and tilt's              Egripment and AMX
- Routers                      Sony Analog/Digital routers  
                                         SLX 161

Contact us if you use other hardware. We will be glad to support it.

## Technical remarks

- FORK RemoteStudio runs on any modern PC or Mac. The software makes no extreme demands on the necessary computers in terms of speed or storage due to our state-of-the-art software technology.

## Backgrounds

- Building4Media has a 10+-year track record in developing content delivery software solutions for broadcasters (TV, Teletext, Radio, RDS, Internet, SMS, etc.).
- Building4Media developed all the software used worldwide in the "Big Brother", "The Bus", and "Big Diet" projects.
- Building4Media is proud to have among her partners Apple, Omneon, Sony and Egripment.

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