KD-3DVC990

Introduction

catalogue

一、 usage considerations

- The resolution required by this system is 1920*1080 by default and the playback resolution is 1920*1080.

- The operating system of the 3D virtual host is Windows 10 X64 Ultimate;

- C disk is the system disk D disk and E disk are data disks, F is used as system backup disk;

- If the system fails, please use the system backup file (.GHO file under F disk) to restore it;

- To maximize the performance of the system, set it to high performance in the system power options;

- Gently wipe the case and panel with a dry cloth when cleaning the device. If the device is very dirty, wipe it with a cloth dampened with a small amount of neutral detergent and then wipe dry. Do not use alcohol, thinners, insecticides or other volatile solvents as this will deform the casing or damage the surface;

- When the equipment is shipped in the original box, or in a similar box, it can reduce the equipment from strong vibration;

- Thank you very much for using our 3D virtual studio system. To reduce the risk of fire or electric shock, do not let the device rain or get wet. Do not disassemble the case. Repairs should only be

performed by qualified service personnel. In order to avoid

misuse, please read this manual carefully;
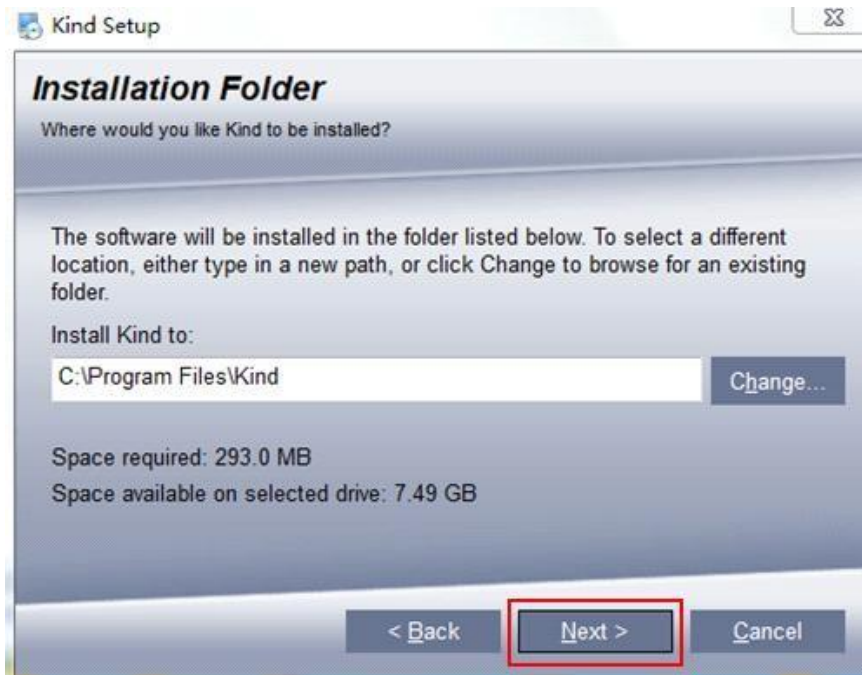
二、**Kind 3D virtual software installation process**

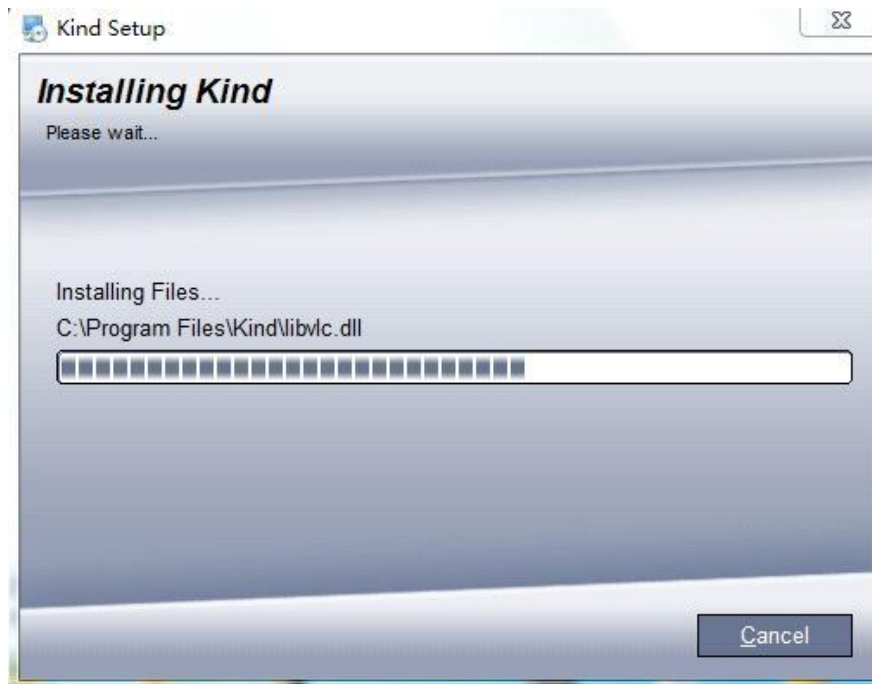 Double-click the program file to install, follow the prompts to install the next step.
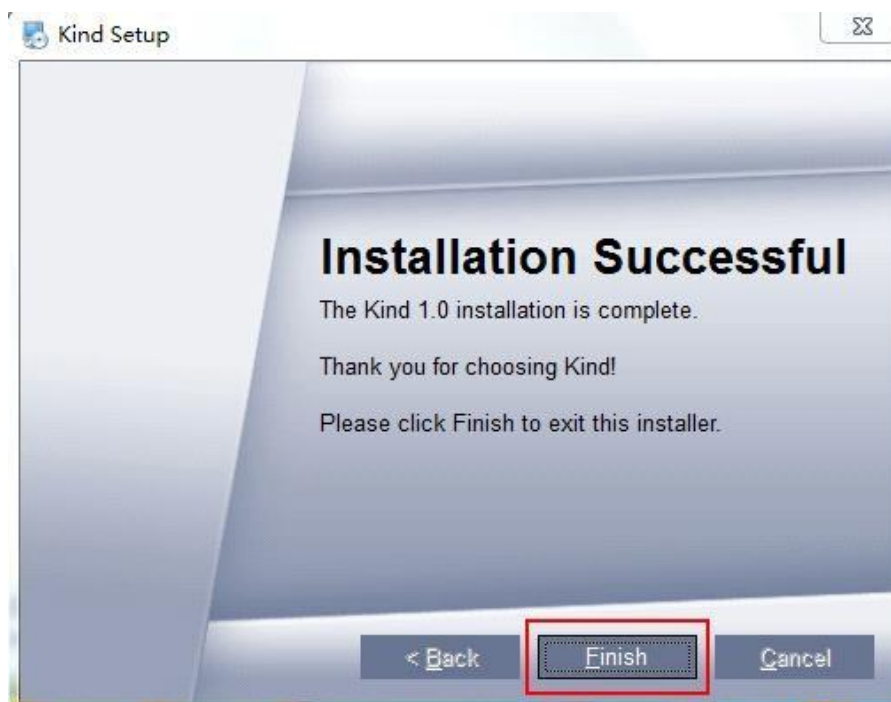
•First step：

•Second step：

•Third step：

• Fourth step：

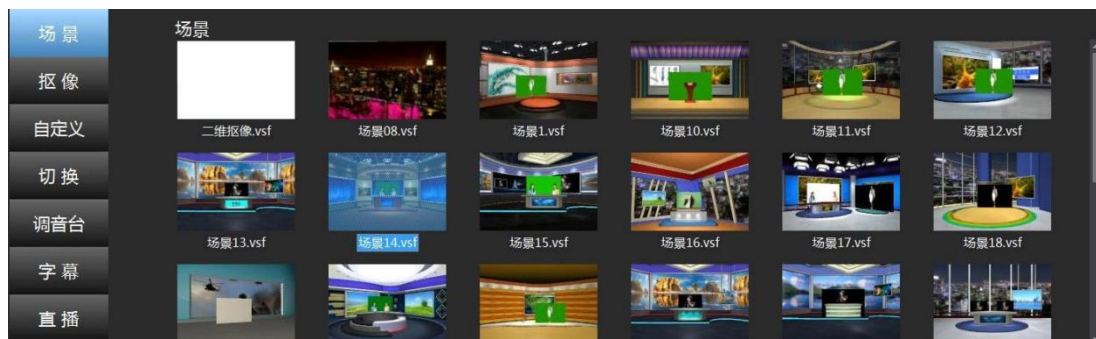# 三、 Introduction to the operation of 3D virtual software

1、 Start virtual software display software main interface

Double click to open the KIND logo icon to enter the virtual system software.

2.Scene thumbnail preview

The thumbnail display of the scene above can be used to select different types of scenes according to the graphics. (When the scene is selected

with the wheel encoder and the wheel encoder button is applied, the knob encoder of the device console can be used to perform the no-key operation on the scene application. The knob encoder can be rotated left and right to select between scenes. The knob encoder button is the application scene, click the knob encoder to return to the previous operation)
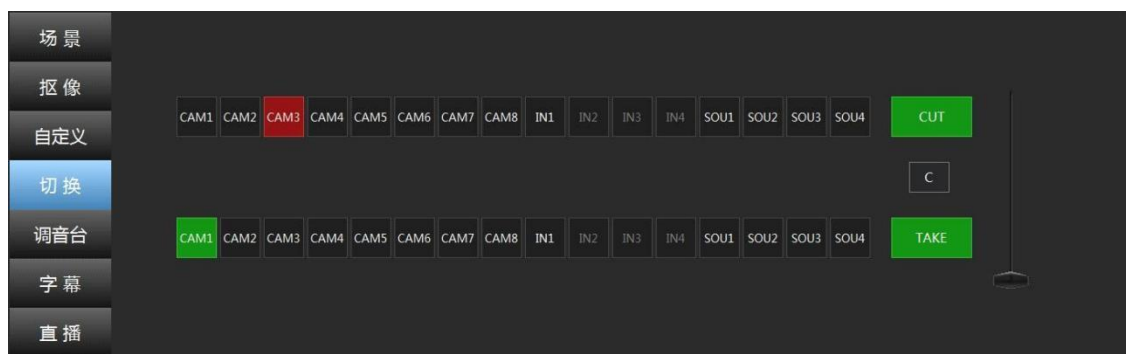
3.image editing interface

The above picture shows the image editing interface. For example, the camera 1 is keyed. Click the camera 1 button to display the color in red to edit the camera 1. Click on the enable image to select the color and use the edge control to control the image. Make adjustments, and select the area of the area to be imaged by the cropping function below. The size and displacement function can control the size of the image area. (When the wheel encoder is used to select the image and the wheel encoder button is applied, the knob of the device console can be used to perform keyless operation on the key. The knob encoder can be rotated between left and right to select between functions. Double-click the knob encoder for the application, click the knob encoder to return to the previous operation)

4.editing interface of the PVW scene

The figure above shows the editing interface of the PVW scene customization area. This interface displays the scene's own property interface in the PVW preview state. The interface displays the basic properties of the host and the video wall in the scene. You can click on the drop-down list in the properties. Customize the display of individual clips in the scene. (When using the wheel encoder to select the custom and click the wheel encoder button, the knob encoder can be used to perform the no-key operation on the custom area. The knob encoder can be rotated left and right to define between the TV and the supporter. For example, click the knob encoder button to enter the TV 02 left and right rotation to freely select the corresponding material, double-click the knob encoder application to display the corresponding material in the PVW scene, click to return to the previous operation)
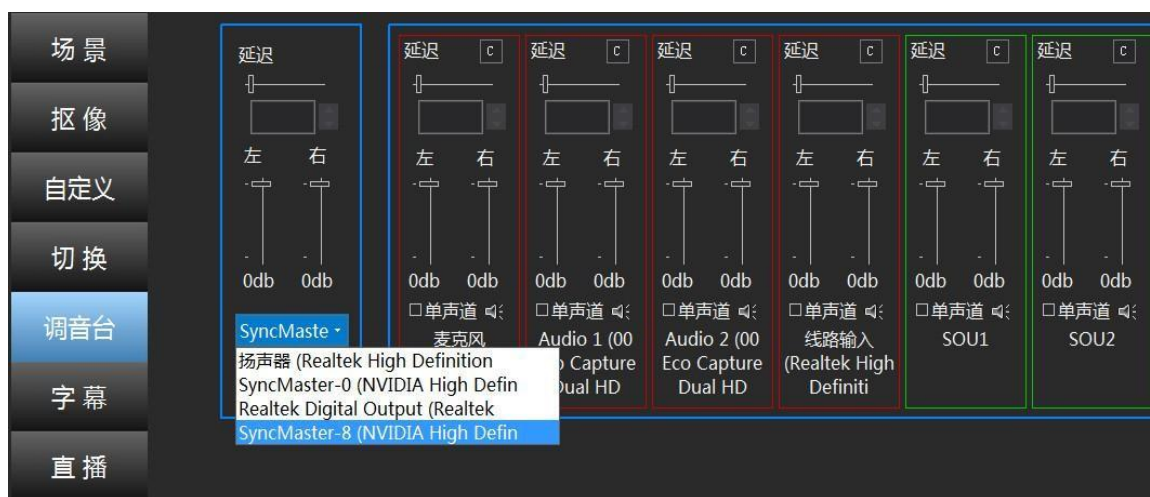
5. Software switching interface

The above picture shows the software scene switching buttons of PGM and PVW. The upper row of red buttons controls the lens switching of the PGM scene.

The lower row of green controls the lens switching of the PVW scene, and the TAKE button is the function button of the software fade in and out.

The C key is a selection button for the dual scene virtual lens thumbnail, and the CUT is a dual scene switching key.

6.software mixer setting interface

The above picture shows the software mixer setting interface. Each option in the above figure can edit the sound size and delay of the sound of the corresponding signal (the default is not to debug). The main output of the sound can be selected through the drop-down list as shown above. For local playback output, SyncMaster-0 and SyncMaster-8 are local hdmi and extended hdmi sound output options.

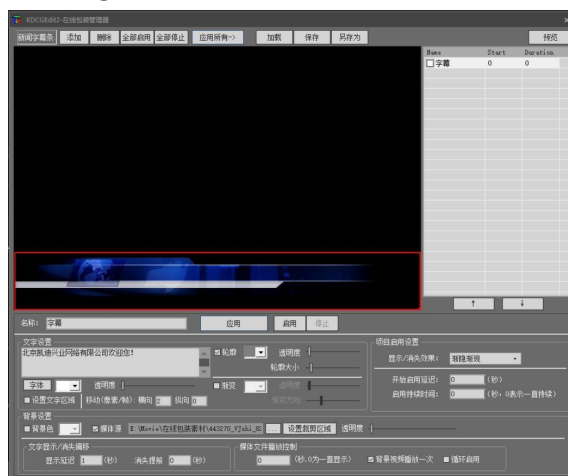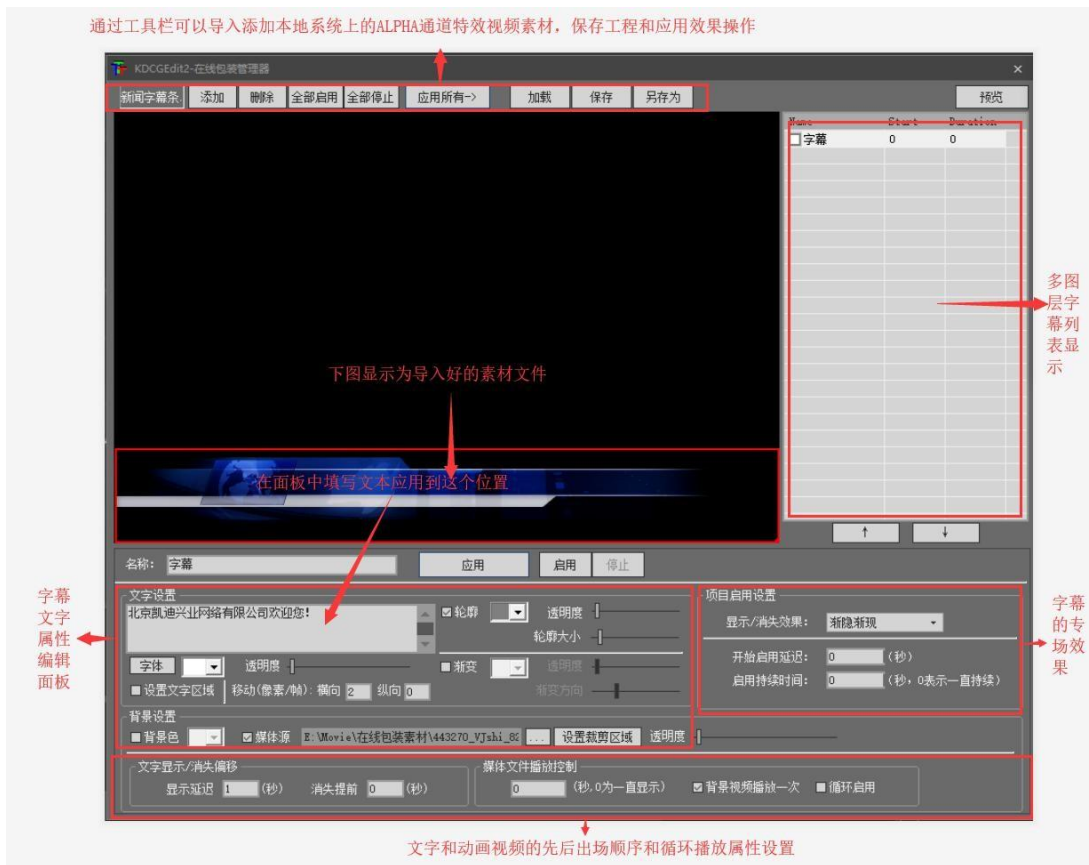## 7.subtitle editing setting interface

The above picture shows the subtitle editing setting interface. The subtitle background editing function can be used to apply the created text subtitles and graphic logos in the scene. By clicking the subtitle serial number of the interface, the defined subtitle effects can be quickly applied in the scene. (When the subtitle is selected with the wheel encoder and the wheel encoder button is applied, the knob can be

operated through the knob of the device console. The knob encoder can be rotated between left and right to select between each subtitle serial number. Double-click the knob encoder for the application, click the knob encoder to return to the previous operation)

Click the Edit button to enter the Alpha Channel special effects subtitle editing template as shown below

通过工具栏可以导入添加本地系统上的ALPHA通道特效视频素材，保存工程和应用效果操作

多图层字幕列表显示

下图显示为导入好的素材文件

在面板中填写文本应用到这个位置

字幕文字属性编辑面板

字幕的专场效果

文字和动画视频的先后出场顺序和循环播放属性设置

Edit the saved special effects captions application effect as shown below

8.live interface

The above picture is the display interface of live resolution selection, LAN live broadcast and external network live broadcast.

There are three kinds of live resolutions: 720*408, 1280*720, and 1920*1080, and the corresponding stream is 500, 1000, 2000.
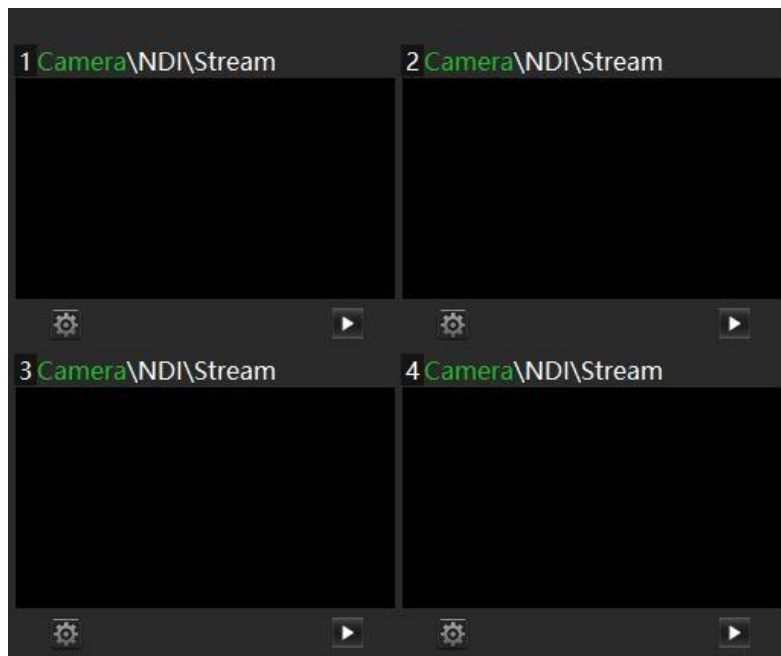
If the access network cable will automatically obtain the local IP address, click the start service to open the LAN broadcast successfully and the button will be green.

For external network live broadcast, just fill in the correct external network service push address, click the start upload button to display green and push successfully.

There is a live recording hardware button on the host switcher. Click the corresponding button to perform shortcut operation, and you can use the knob encoder to perform quick editing. As shown previously, double-click the application settings and click to return to the previous operation.

The recording file format is MPEG2, the code stream is 30MB, the parameter software is not allowed to be changed, and the default path is D disk.

9.Set external device input signals

Click the window settings button to pop up the camera settings

Such as Camera NDI and stream push and pull Settings

Set the capture card path in the device drop-down box to match the window number (for example, the IN1 window is set to Video 1) Size must be set to 1920*1080 Click OK
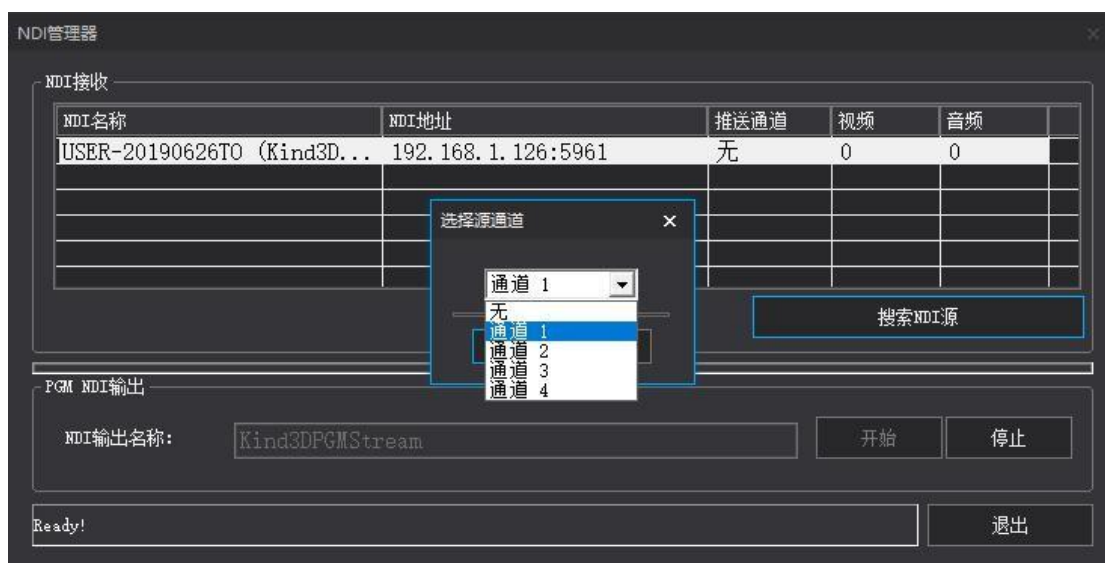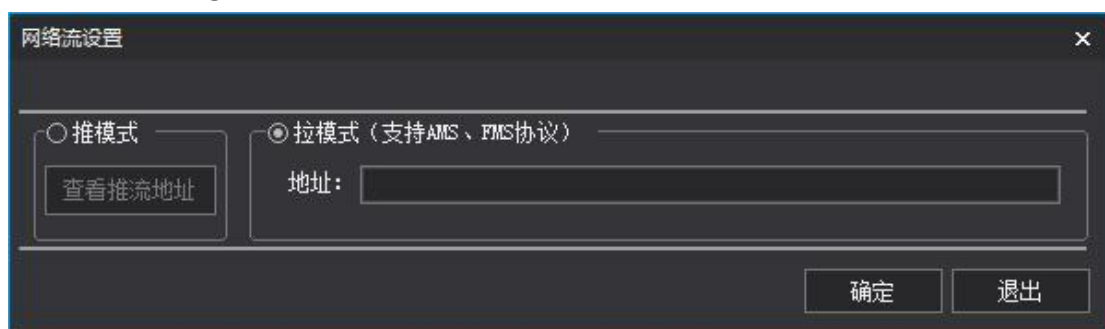
Turn on the camera screen.

Click NDI and select Set button to enter the interface of NDI signal search source as shown below

Double-click the searched signal source, double-click the designated channel 1 to 4 as the signal source, and then switch to select the following figure

Select the "Set" button in the stream state to pop up the "Push and pull" stream setting window as shown below

"Push mode" means that a mobile phone or any device with the function of "push" can be used to push the stream to the software. "Pull mode" means that the system can pull the link (unencrypted) that a third party is broadcasting to the software. The picture below shows the window of DDR material

Load material from hard drive (video picture PPT)

Local videos can be added for DDR1 and DDR2. The recommended format is MP4

DDR3 and DDR4 can add local pictures and PPT sizes up to 1MB

PPT can control PAGE turning through the keyboard PAGE ON and PAGE Down, or through the left and right arrows on the software interface can set automatic page turning or manual page turning to modify the number of seconds of page turning Settings

10.panel interface introduction

Video input: 4 channels of HD/SD-SDI, 2 channels of VGA, 4 channels of HDMI and 2 channels of DVI input, each with a loop out. The resolution is up to 1920*1080P50Hz.

Video output: one HDMI main output, two HDMI virtual switching output, one SDI virtual switching output.

Audio input: Supports 5 sets of XLR balanced audio inputs with 48V phantom power switch per channel. Each audio has a microphone and stereo input selector switch. The sound that is de-embedded from the video can be introduced into the console.

Mixer: Mixer with built-in 5-channel microphone input, with microphone front-mounted amplifier, equalization, support for switchable 48V phantom power condenser microphone, each channel has independent level adjustment knob and volume adjustment fader;

Other: 1 Gigabit LAN, 2 USB2.0, 3 USB3.0.

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