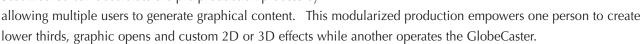
Make Your All-In-One Broadcast Solution Even More Flexible

GlobeCaster ACE Seat License™ increases productivity and flexibility by dividing the workload

The GlobeCaster ACE Seat License[™] — a suite of our titling, animation/compositing, and effects generation software — saves GlobeCaster users time and money by dividing production in an innovative way.

The ACE Seat License permits content such as animations, titling and paint and composting effects to be created on an additional workstation and dropped into the GlobeCaster Host PC content bins broadcast-ready. The ACE Seat License can accelerate the pre-production process by





GlobeCaster ACE Seat License Includes:

GlobeCaster Animator/Compositor™ – permits users to create and animate without limits. Every object, whether it is a digitized clip, text, or a drawn object, can be individually scaled, animated, color corrected or moved. Additionally, Animator/Compositor features vector drawing tools including geometry, freehand, particle clouds, and soft airbrushes; extensive control over stroke properties such as transparency, soft edges and drop shadows; and powerful image-processing strokes such as blur, magnify, colorization, and posterization.

GlobeCaster Character GeneratorTM – enables users to create title overlays, customized type styles, and smooth sub-pixel variable-speed rolling, crawling, and animated titles. Loads most common image formats for backgrounds, textures, images, logos, etc. Features independent application of image and transparency maps for face, border, sides and shadow. Includes an intuitive on-screen interface for text layout and font editing.

GlobeCaster Effects Generator™ – assists in the creation of digital video effects, wipes, transitions with graphics, and transitions using 3D models. Effects Generator can also make color correction effects.

GlobeCaster ACE Seat License is another time and money saving innovation from GlobalStreams that adds the power of flexibility to your broadcast communications.

GLOBAL STREAMS