
PIXERA

Picture - from left to right:
Tobias Stumpfl (Managing Director), Harry Gladow (Executive Director - PIXERA), Stefanie Niederwimmer (Executive Director - Screens)

AV Stumpfl HQ, Austria

THE AV STUMPFL PHILOSOPHY

Dear customers, partners and friends,

large scale images that will, once projected onto a screen, create magnificent dreams in the minds of the audience, have always fascinated humans. These images captivate us even more, if we are allowed to experience them as part of a community that is magically connected to us at that moment in time.

We know that audio-visual presentations, immersive experiences and large shows may not be necessary for mere short time survival, but they make us come together. Sometimes they fill us with awe, gift us with inspiration and beautiful memories and allow us to discover new paths in life. It is the stories that touch us, the images that awaken emotions inside, and it is the shared moments that make us laugh.

We at AV Stumpfl want to become a part of our partners' and customers' stories, when they install dreamworlds, create audio-visual illusions and bring people together by telling extraordinary tales.

We aim for an open exchange among friends, because we develop and manufacture our products based on shared ideas and experiences, so that it can be a joy to use them!

Your PIXERA team
www.PIXERA.one/team

PIXERA

NEXT GENERATION MEDIA SERVER PLATFORM

PIXERA is a 64-bit system for real-time media processing, compositing and management. It is built around the **key theme of usability**. Users can gradually discover the options and features and can smoothly transition from being a beginner to becoming a true specialist. **Actions in the 2D and 3D space follow the same basic mechanisms.** The system was designed so that users can **execute the most important basic actions in record time** and with only a minimum of effort. A radical new interface logic enables even first time users to **intuitively understand the main software mechanics**.

HIGHLIGHTS

- Revolutionary GUI/usability concept
- Integrated projector and LED databases
- Intuitive 2D and 3D projection mapping workflows
- Powerful 8K real-time render engine
- **PIXERA control show control framework**
- XR/VR/AR Virtual production features
- Multi-User workflow
- Creator version for preprogramming and previsualzation

www.PIXERA.one/PIXERA

PIXERA SOFTWARE

PIXERA SOFTWARE LICENSE OVERVIEW

PIXERA CREATOR

A powerful pre-programming tool, available for FREE.

PIXERA DIRECTOR

The PIXERA Director license can be used for pre-visualizing projects and for offline programming, in order to prepare and pre-program shows and content playout scenarios. It also features Master functionality, so that it can be used for controlling multiple PIXERA clients.

Should you have any more questions regarding license options or related topics, please contact us directly: pro-sales@avstumpfl.com

PIXERA PLAYER

The PIXERA PLAYER license is a versatile and powerful option for a great variety of applications. Please note that image sequences cannot be imported with this license option and that users can use a maximum of two timelines.

PIXERA SERVER

The PIXERA SERVER license offers users all features of a standard PLAYER license without timelines being limited and with the ability to import image sequences. This license option is installed on all AV Stumpfl hardware products and is perfectly suited for using uncompressed content (Full HD, 4K, 8K depending on hardware).

UPDATE ACCESS PACK (UAP)

WE ARE INTRODUCING THE UAP SYSTEM TO SPEED UP THE DEVELOPMENT OF NEW FEATURES AND IMPROVE OUR RESPONSIVENESS TO USER NEEDS.

- Faster Feature Development and Customer-Centric Updates: By moving away from the major version (1.0, 2.0, 3.0) model, we will improve the reliability and stability of our software. This approach normalizes the cadence at which features are added and allows us to release new features as soon as they are ready.
- Enhanced Support and Documentation: By regulating the workload of our development and support teams and removing the pressure of major release deadlines, we can provide a better product, improved documentation, and superior support.

HOW DOES THE UAP WORK?

- 1-Year and 3-Year Access: New software licenses include access to PIXERA updates. After this period, your UAP will need to be renewed to access new versions.
- Optional Renewal: If you choose not to renew your UAP, you can continue using any PIXERA version released before your UAP expiration date. However, updates and new features released afterward will not be available

FOR PIXERA HARDWARE USERS

PIXERA hardware dongles will continue to receive updates as long as the original PIXERA hardware is supported. If the dongle is removed and used with third-party hardware, a warning message will be displayed, and the dongle will convert to a software dongle. At that point, a UAP package must be purchased to regain update access.

MAIN FEATURE HIGHLIGHTS PIXERA 2.0

MULTI-USER
Update entire projects, sync only certain aspects of a project, like e.g. projector warps or continuously update all systems with all changes.

DRY CLIENT PROGRAMMING
Create live system placeholders from templates, complete with all the properties of a specific hardware setup, but independent of the existence of real machines. Build your show configuration and then assign live system IPs as needed.

BACKUP
1:N BACKUP

Use Control to detect Director failure and allow a different Director to take over. Multi-user functionality ensures that all Directors are up to date and ready to fully replace a downed system.

LAYER MAPPING EFFECTS
Go beyond screen group perspectives with layer mapping effects, which provide complete freedom to map content pixels to screens, based on the position of the screens in space.

DMX INPUT RECORDING
DMX RECORD

Efficiently record DMX data as it enters the system, filter it to remove noise and then create timeline clips that replicate the DMX input.

CONTROL PRESET GRIDS
This Control UI functionality offers you presets for a wide range of PIXERA content.

SMPTE HOT REGIONS
SMPTE

Define time code ranges in wich a timeline reacts to SMPTE input.

PERSPECTIVES FOR SCREEN GROUPS
In PIXERA 2.0 each screen group can have an independent set of perspectives that determine how layers are seen through the screens they appear on.

UNREAL ENGINE 5.2
UNREAL ENGINE

Support for the 5.2 release of Unreal Engine when hosting Unreal as a compositing resource.

STUDIO CAMERA POSITION-DEPENDENT WARPS
Fine-tune camera calibration by associating different positions with 2D corrective warps of the camera output.

AUTOMATED COLOR CALIBRATION
Automatically adapt LED output so that a studio camera sees the correct colors as given in a virtual studio environment.

TIMELINE SPEED
00:00:00:00

Smoothly adjust the speed for an entire timeline.

FREE UPDATES FOR OUR PIXERA SERVERS

LTC AUDIO

Longitudinal Time Code (LTC) via Audio Input. Receive LTC directly from a server's audio input card.

FILE VERSIONING

Manage different versions of content assets via the PIXERA UI.

PREVIEW CAM

Different viewpoints can be saved in the 3D space, which can also be animated and played out via NDI.

CONTROL API BROWSER

A rich API exploration UI that allows users to quickly find and configure Control actions for use in UI Builder interfaces and Lua scripts.

CONTENT ENCRYPTION

PIXERA can encrypt content so that it can only be played out by the engine itself.

CONTROL TRACKING INTEGRATION

Native integration of tracking protocols such as SPNet, BlackTrax, TrackMen, Optitrack, Mo-Sys, FreeD, Stype, PSN.

HEAT MAPS

Based on the projector data and the position of the projector in the 3D space, LUX values for screens can now be calculated.

GUI LOCK

Create a code to lock and protect your general user interface from unwanted changes.

LAYER REFERENCE RESOURCE

Assign a resource to a single layer and use it as texture on multiple other layers in your project - with only minimal additional render processing.

MULTI RESOURCE

A split resource can now be handled like a clip.

POLYGONAL WARPING

Create different shapes on the outputs and apply additional warpings to them.

AUDIO OVER CLIENTS

Play out audio files on the soundcards of other clients. Each client can play 128 audio channels.

CUSTOM TEST PATTERNS

Users can individually adjust test patterns for warping and pixel mapping.

CONTENT REMAPPING

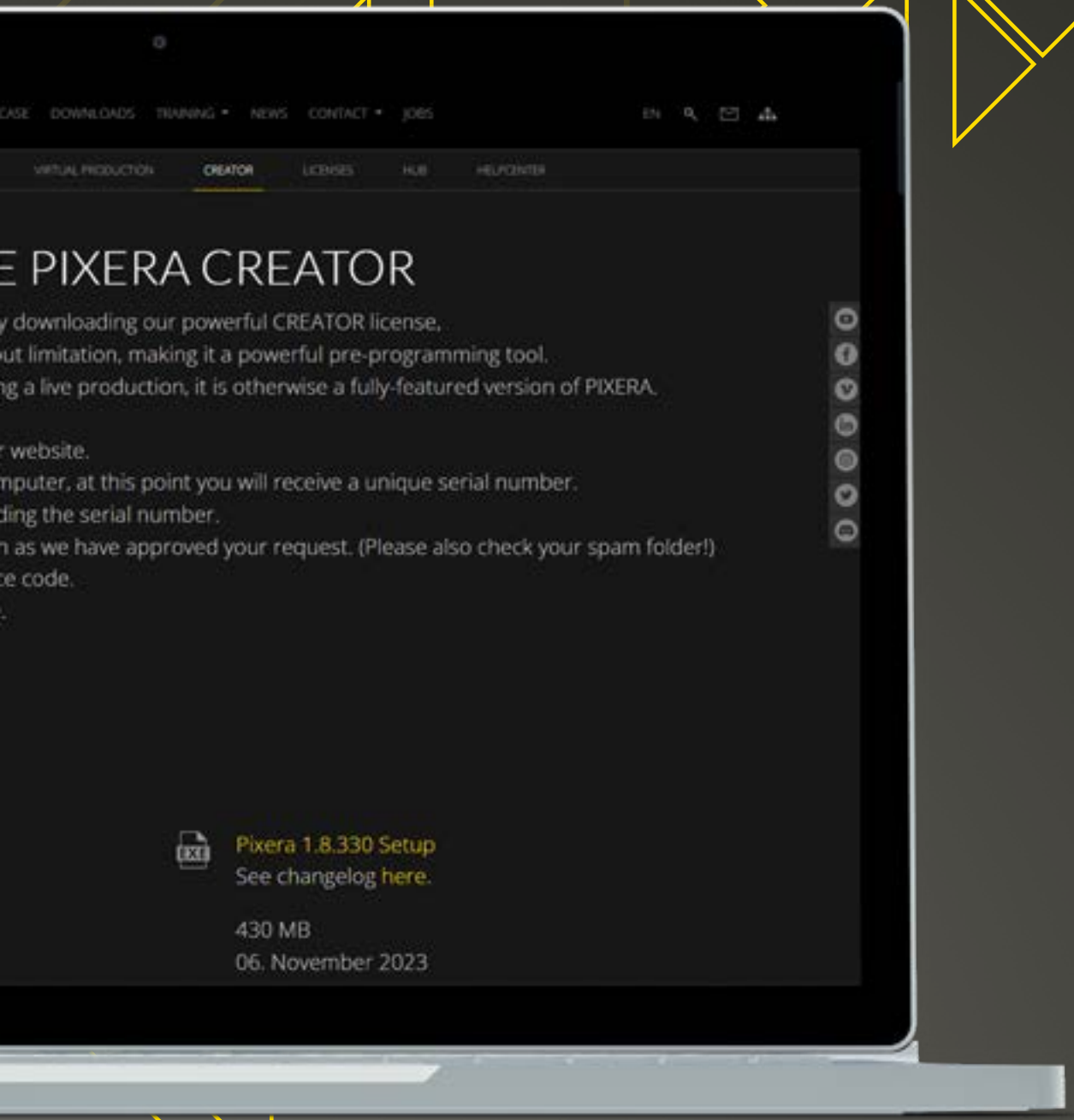
Makes it possible to define multiple areas within a content frame, and to position them separately in the compositing space. Users can directly deal with mappings at the content level.

PIXERA

CREATOR

Our **FREE** CREATOR license allows you to build and save projects without limitation, making it a **powerful pre-programming tool**.
While an output watermark prevents its use during a live production, it is otherwise a **fully-featured** version of PIXERA.

INSTALLER



YOUR PIXERA COMMUNITY

INSTAGRAM

TUTORIALS

DISCORD

FACEBOOK

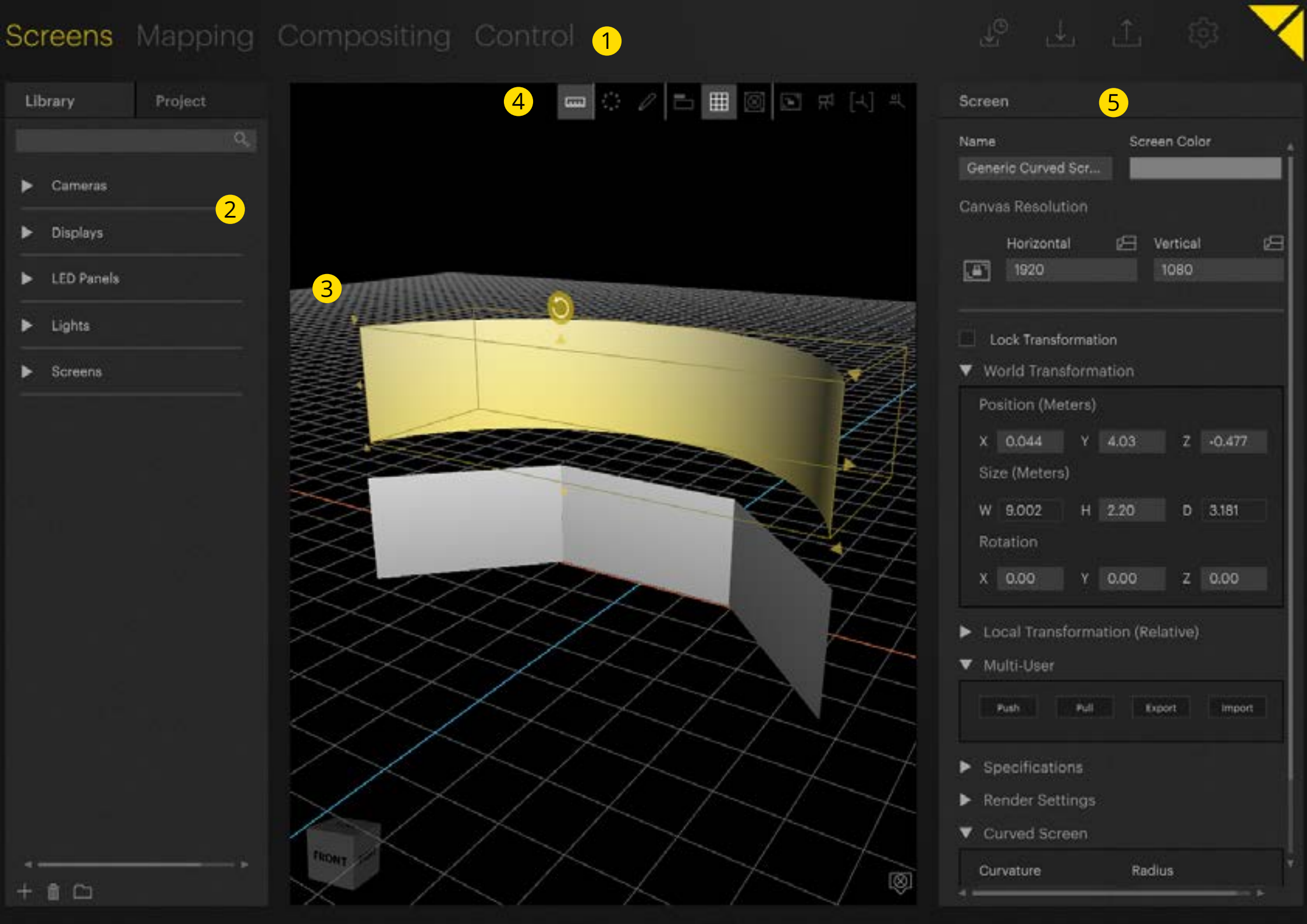
NEWSLETTER

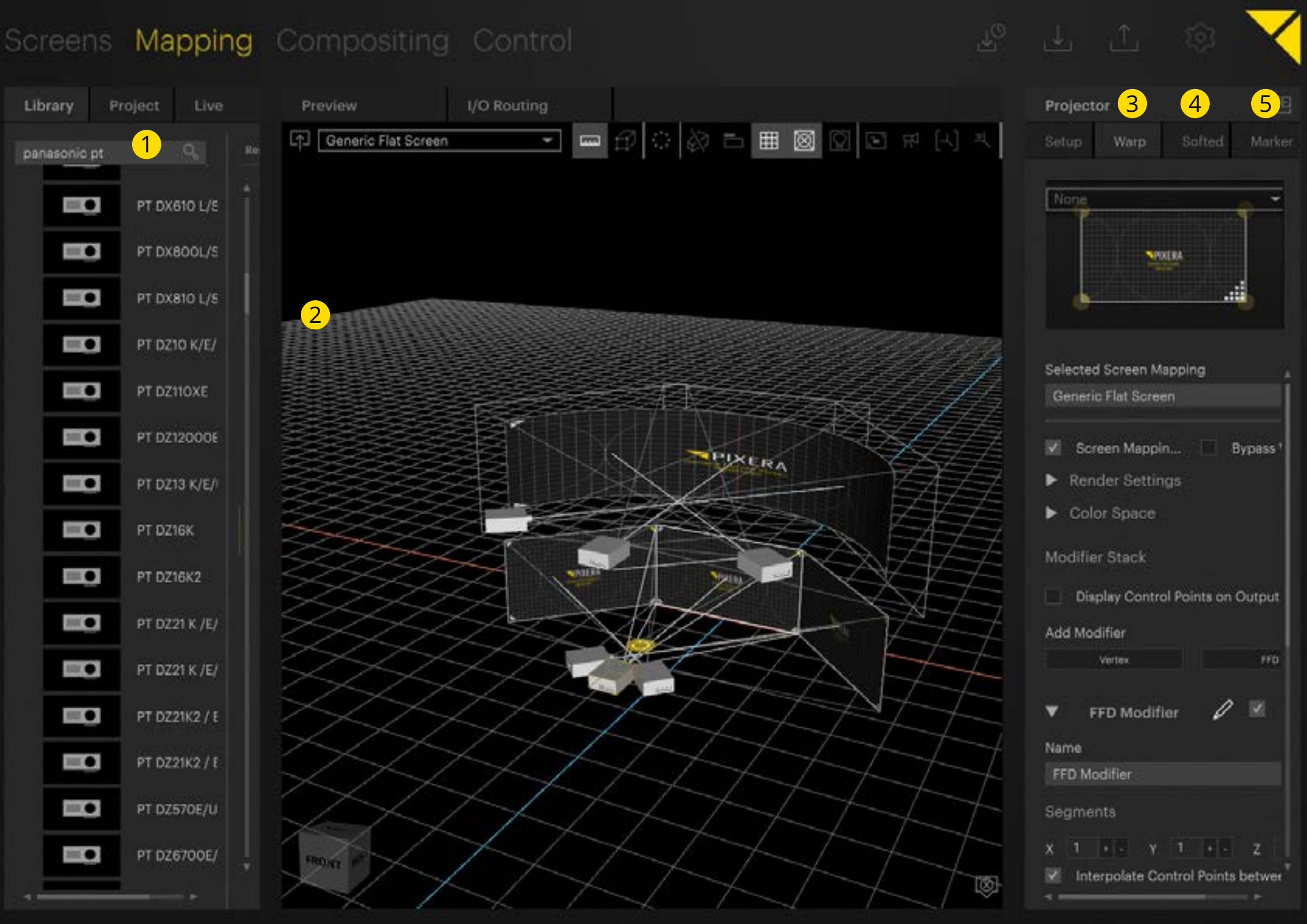
PIXERA

MAIN INTERFACE TAB - SCREENS

PIXERA's three main interface tabs are called SCREENS, MAPPING and COMPOSITING.
Every single tab allows for a different point of view and point of access to the overall creative setup.
SCREENS offers you an overview of your project space where you can arrange your screens, LED walls, objects etc.

1. The sections and preference pane consists of PIXERA's main programming tabs: Screens, Mapping, Compositing and Control.
2. Screens database, LED database and Scenery.
   Scenery shows all objects placed within the 3D space.
3. Geometrically correct 2D+3D Workspace including the navigation cube tool.
4. Workspace controls. From left to right: Auto Transform, Edit Mesh, Grid activation, Show all objects, reset camera.
5. Inspector: Screens, LED, and display properties as well as additional information can be found here.


Screens
Mapping
Compositing
Control
1
Library
Project
Cameras
2
Displays
LED Panels
Lights
Screens
4
3
FRONT
Screen
5
Name
Generic Curved Scr...
Screen Color
Canvas Resolution
Horizontal
Vertical
1920
1080
Lock Transformation
World Transformation
Position (Meters)
X 0.044
Y 4.03
Z -0.477
Size (Meters)
W 9.002
H 2.20
D 3.181
Rotation
X 0.00
Y 0.00
Z 0.00
Local Transformation (Relative)
Multi-User
Push
Pull
Export
Import
Specifications
Render Settings
Curved Screen
Curvature
Radius


Screens
Mapping
Compositing
Control
Library
Project
Live
Preview
I/O Routing
Projector
3
4
5
Setup
Warp
Softed
Marker
1
panasonic pt
PT DX610 L/E
PT DX800L/S
PT DX810 L/S
PT DZ10 K/E/
PT DZ110XE
PT DZ12000E
PT DZ13 K/E/
PT DZ16K
PT DZ16K2
PT DZ21 K /E/
PT DZ21 K /E/
PT DZ21K2 / E
PT DZ21K2 / E
PT DZ570E/U
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Generic Flat Screen
2
None
PIXERA
Selected Screen Mapping
Generic Flat Screen
Screen Mappin...
Bypass
Render Settings
Color Space
Modifier Stack
Display Control Points on Output
Add Modifier
Vertex
FFD
FFD Modifier
Name
FFD Modifier
Segments
X 1
Y 1
Z
Interpolate Control Points betwee
FRONT

PIXERA

MAIN INTERFACE TAB - **MAPPING**

MAPPING is where warping, softedge adjustment and output routing happens.

1. Projector database & Live Systems. All PIXERA systems are visible here. Their outputs can be allocated to the projectors in the workspace.
2. The Mapping workspace refers to the exact same workspace as the one already shown as part of the Screens tab. Viewed from the Mapping tab perspective, this is where the pixel mapping, warping and projector set up happens as part of the same unified workflow.
3. Warping → Warping & Projector properties: e.g. position, lens, throw ratio and lens shift.
4. Softedge and masking for multiple projector setups.
5. Marker: The marker calibration can be used for calibrating projector positions within the 3D space.

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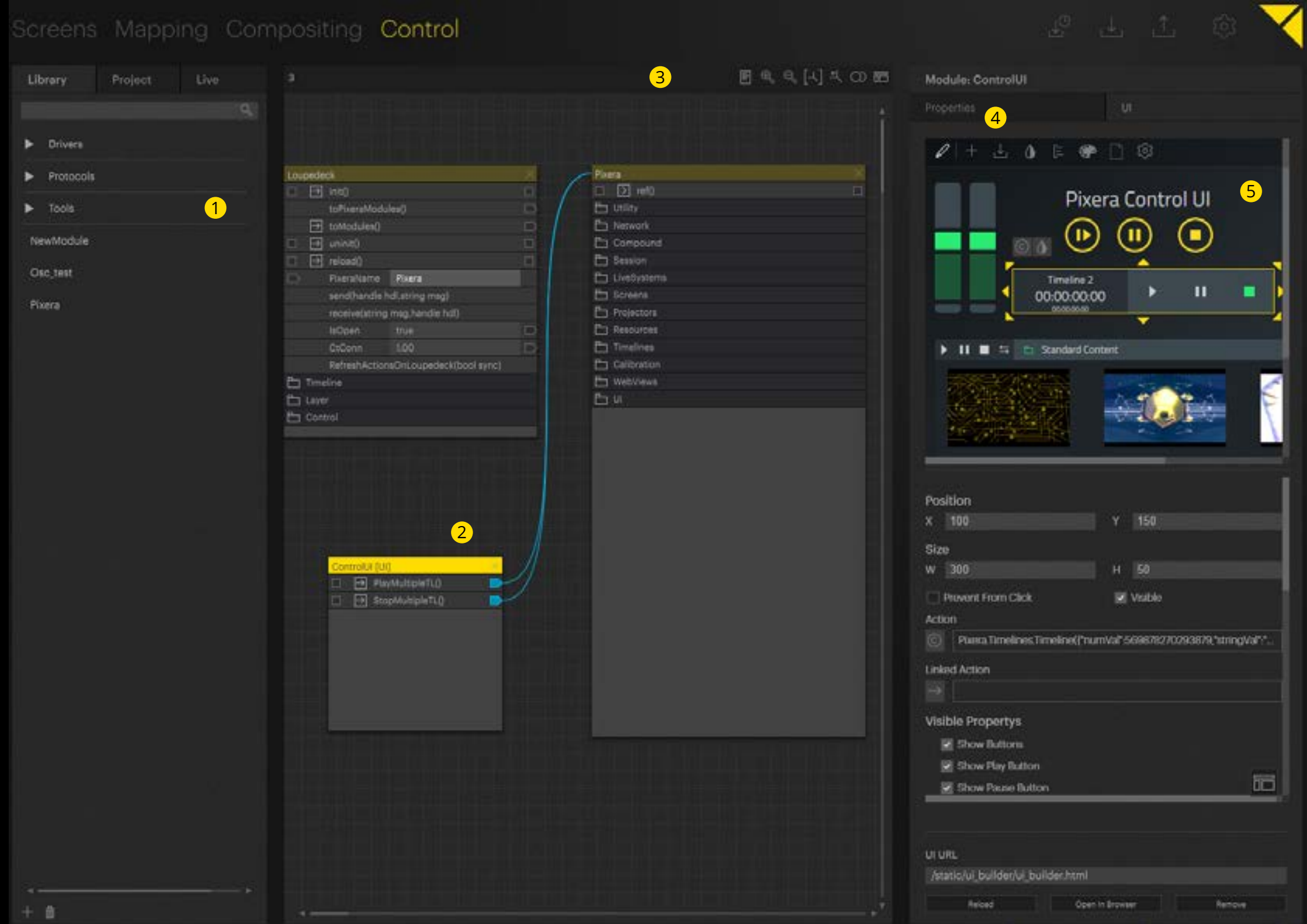
MAIN INTERFACE TAB - **COMPOSITING**

Within the COMPOSITING tab you can be creative and use content to create and program your shows.

1. Resources: Users can manage and import resources –> content, effects, live inputs, 3D models, Notch Blocks etc.
2. Timelines: Here you can create multiple timelines and modify their settings for multi-timeline setups.
3. Workspace with the Compositing workspace controls
4. The Inspector shows information, settings and controls of the selected sub-structure, e.g. content settings, timeline settings or keyframe settings.
5. Timeline: A layer based timeline


Screens
Mapping
Compositing
Control
1
2
Resource
Timeline
Screen G
Preview
Media
Content Transcoding
Models
Effects
Generic Flat Screen
Screen Group 1
3
FRONT
Layer 1 | Media Layer
4
Clip
Fx
Setup
Duration: 00:00:23:21 @ 60 fps
Resolution: 1280 x 720
Name: sucher_HD_h264.mp4
Time
Duration
Play Mode
00:00:00:00
00:00:23:21
Lock to Tim
Position
5
Timeline 1
00:00:02:50
00:00:04:41
CUE 1
CUE 2
Layer 4
0.99
orange_HD_h264.mp4
pink_HD_h264.mp4
Volume
1.00
Transport
Position
X
0
Y
14


Screens
Mapping
Compositing
Control
Library
Project
Live
Drivers
Protocols
Tools
NewModule
Osc_test
Pixera
1
3
Loupedeck
init()
toPixeraModules()
toModules()
uninit()
reload()
PixeraName
Pixera
send(handle hdl,string msg)
receive(string msg,handle hdl)
isOpen
true
CoConn
100
RefreshActionsOnLoupedeck(bool sync)
Timeline
Layer
Control
Pixera
ref()
Utility
Network
Compound
Session
LiveSystems
Screens
Projectors
Resources
Timelines
Calibration
WebViews
UI
2
ControlUI (UI)
PlayMultipleTL()
StopMultipleTL()
Module: ControlUI
Properties
4
UI
Pixera Control UI
5
Timeline 2
00:00:00:00
Standard Content
Position
X
100
Y
150
Size
W
300
H
50
Prevent From Click
Visible
Action
Linked Action
Visible Propertys
Show Buttons
Show Play Button
Show Pause Button
UI URL
/static/ui_builder/ui_builder.html
Reload
Open in Browser
Remove

PIXERA

MAIN INTERFACE TAB - **CONTROL**

Take advantage of PIXERA Control's powerful features to create demanding show control and tracking solutions on the fly.

1. The library contains available device drivers, protocol modules as well as tools. User created modules can be imported as well as exported. The project tab provides an overview of the modules that have been used.
2. The workspace is home to the modules that are being used and to the PIXERA API browser. Simply add modules via drag and drop and connect available modules to transfer data.
3. Workspace navigation tools help with the general workspace overview. Reset the camera, show only in and/or out connections.
4. The inspector to the right contains information about the selected modules. Utilize the new property builder to customize the modules available to you.
5. Every module can be set up with its own User Interface. Utilize Control´s powerful UI builder to create responsive interfaces. The interfaces can be accessed over the network from any computer on the network.

PIXERA CONTROL

PIXERA users will notice a new tab in the main PIXERA interface. This „control“ tab is your gateway to a user friendly and versatile platform that allows you to **interact more directly with the incredibly powerful PIXERA API**.

One could also call it a **distributed integration and control framework** that empowers users to seamlessly **host new functionalities** within PIXERA and to **control all aspects of an extended project environment**. Anything you create and integrate can be distributed across your connected systems and shares itself.

www.PIXERA.one/PIXERAcontrol

PIXERA

PIXERA CONTROL LICENSE OPTIONS

PIXERA CONTROL GATE

- included in every PIXERA Version
- Import of custom modules
- Restricted to 10 Modules used in a project
- Restricted to 1 master (local)
- Basic timeline remoting from PIXERA CORE/ENTERPRISE

PIXERA CONTROL CORE

All the GATE functionality plus:

- Unlimited amounts of modules in a project
- Export and share custom created modules
- Unlimited PIXERA module remoting on multiple masters
- Standalone: Timeline for Data Layers

PIXERA CONTROL ENTERPRISE

All the CORE functionality plus:

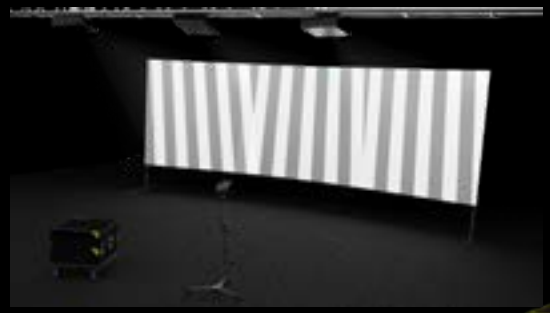
- Advanced remoting access
- Support Camera Tracking modules:
  - Optitrack
  - Stype
  - Mo-Sys
  - Trackman
  - Anti Latency
- Portal/User Access Management
- Unlimited remoting of all individual modules on multiple masters

NOTE: A PIXERA Control license has to run in Master mode and cannot run on a PIXERA client!

VIOSO

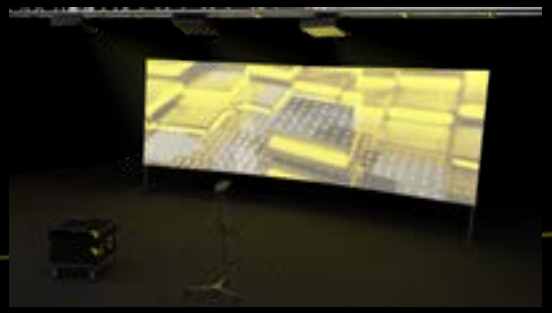
AUTOMATIC CAMERA BASED CALIBRATION

Have you ever aligned multiple projectors with softedge blending and geometry correction? Have you thought about how cool it would be if media servers could automatically warp and blend the projectors using a camera? This has become reality already.



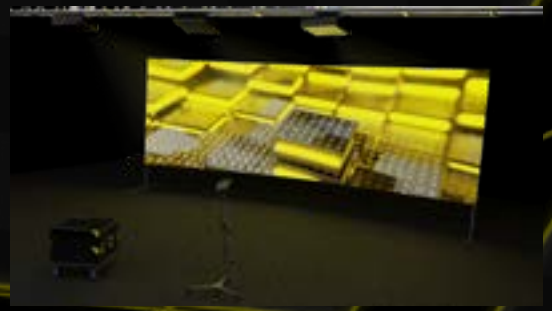
INITIAL SETUP

All projectors are set up and mechanically roughly aligned. Better mechanical alignment leads to more resolution being available for the final content. The cameras are positioned so that they can “see” the entire projection surface.



AUTOMATIC CALIBRATION

The software will now project different calibration patterns which are analyzed by the system. Based on that information the software calculates the geometry correction and the softedge blending of the overlapping areas. There are different calibration modes available depending on the intended projection surface: Flat or curved screens, 3D models and irregular surfaces such as building facades or rocks.



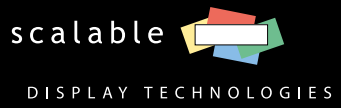
FINAL RESULT

Once the calibration is finished the resulting total output is mapped onto the projection surface. The calibration is stored and can be recalled anytime.

PIXERA integrates the powerful auto-calibration technology from VIOSO.

PIXERA

PIXERA CONTROL INTEGRATION



VIRTUAL PRODUCTION

PIXERA is used in high-end **LED volumes** around the world as a powerful single solution; handling video playback, **real-time content**, and the combination of both.

Users can seamlessly switch between PIXERA and the natively integrated **Unreal Engine** without changing any network or graphics settings. The ability to **import custom 3D objects**, **LUTs**, **OCIO** files, **GLSL shaders**, etc. allows for extensive custom tailoring from project to project.

Crucially, for many studios and production companies who might already own heavy duty processing hardware, PIXERA is also available as a software only solution that can be installed on existing equipment.

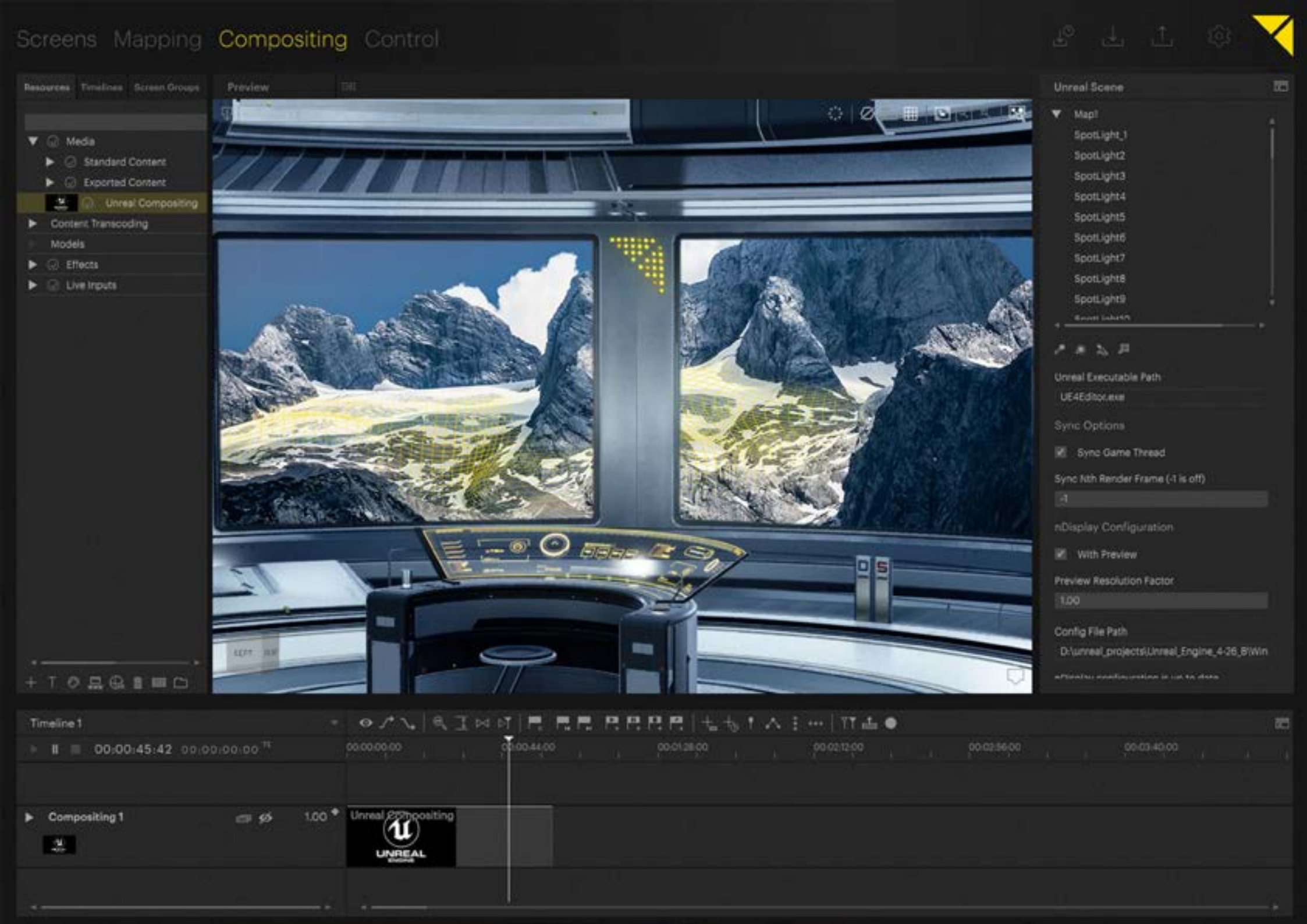
With PIXERA Control users are empowered to create **simplified and mobile UIs**, that give clients and creatives the ability to intuitively interact with content in real-time, **live on set**.

PIXERA's highly flexible approach to **colour correction and management** is another key reason for its growing popularity in the virtual production community. Users can easily apply predetermined colour settings to achieve striking, realistic results that maintain consistency.

VIRTUAL PRODUCTION SETUP (UNREAL)

- One PIXERA four director is needed as a master for your preview.
- Each one of the LED walls needs its own PIXERA four for the background and back projected camera frustum.
- UNREAL (plug-in) renders on PIXERA four as a “resource-as-compositing” integration.
- For mixing the camera live signal and foreground, a dedicated PIXERA four server with a live capture card is necessary.
- The mixed output can then be fed to your video switcher.
- Stage Precision is used to feed tracking data (Mo-Sys, Stype, Optitrack,...) via direct API to PIXERA.
- Genlock has to be connected to your camera, tracking system, LED processors and one of the PIXERA clients.
- Framelock has to be used to sync the client servers.

www.PIXERA.one/virtualproduction


Screens Mapping Compositing Control
Resources Timelines Screen Groups
Media
Standard Content
Exported Content
Unreal Compositing
Content Transcoding
Models
Effects
Live Inputs
Preview
Unreal Scene
Map1
SpotLight_1
SpotLight2
SpotLight3
SpotLight4
SpotLight5
SpotLight6
SpotLight7
SpotLight8
SpotLight9
Unreal Executable Path
UE4Editor.exe
Sync Options
Sync Game Thread
Sync Nth Render Frame (-1 is off)
-1
nDisplay Configuration
With Preview
Preview Resolution Factor
1.00
Config File Path
D:\unreal_projects\Unreal_Engine_4-26_B\Win
Timeline 1
00:00:45:42
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00:00:00:00
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00:01:28:00
00:02:12:00
00:02:56:00
00:03:40:00
Compositing 1
1.00
Unreal Compositing
UNREAL

PIXERA

RESOURCE AS COMPOSITING

„Resource as Compositing" is a workflow feature that empowers PIXERA users to employ and **interact with 3D worlds originating with other software environments (e.g. Unreal, Notch)** in a simple and extremely effective way. PIXERA users have had the opportunity to „dive into" virtual screens since version 1.0, where they would find a full 3D compositing space, that does not only allow for the implementation of video content, but of textured 3D objects as well.

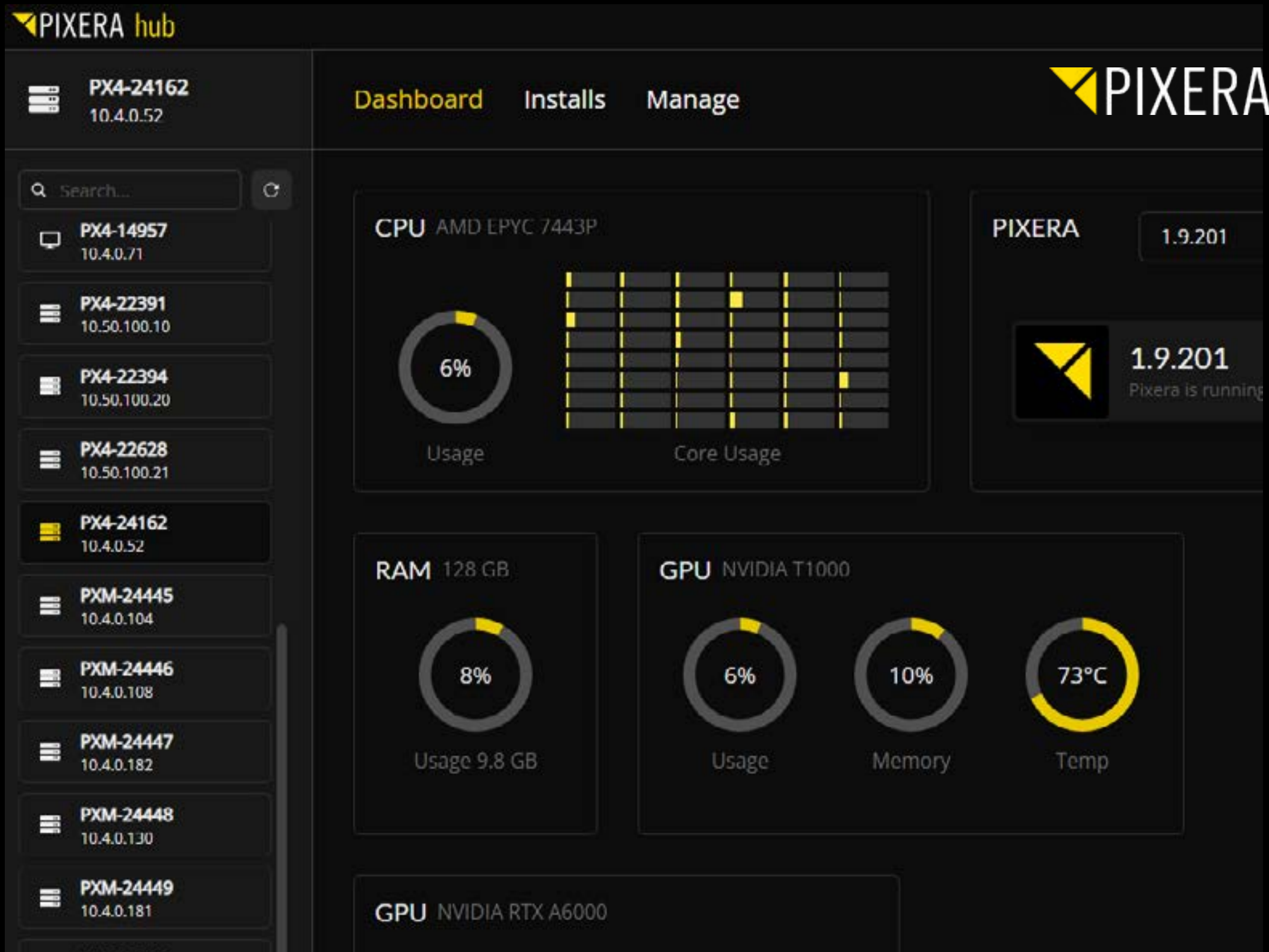
With version 1.8, **resources that contain their own 3D worlds have been integrated in a way so that their compositing is seamlessly combined with PIXERA**. Navigating inside the preview, editing perspectives inside the virtual world and a host of other functionalities all happen by using familiar PIXERA tools. It's even possible to **place 3D objects and videos from PIXERA inside a compositing** originating with one of the aforementioned resources. The ability to **handle 3D scenes from different engines** as compositing lays the foundation for using these resources as part of PIXERA based productions in a **user-friendly and truly effective** way.

UNREAL CONTENT PLUG-IN

UNREAL ENGINE

By using the „Resource as Compositing" feature, **Unreal scenes can be displayed within PIXERA**.
In addition to this, AV Stumpfl developed a **dedicated plug-in for the Unreal Engine** that makes it possible to **edit scene properties directly from PIXERA**. The plug-in can be used to e.g. move Unreal objects or adjust lighting settings.

The **scene properties appear in PIXERA as part of a layer** onto which the resource has been placed. This way, PIXERA users can use timeline tools to manipulate the virtual worlds before them. One could summarise the possibilites within PIXERA in this regard as creating **a powerful and integrated editing environment**, that allows for concentrating on the ultimate project/show experience to be created.


PIXERA hub
PX4-24162
10.4.0.52
Dashboard
Installs
Manage
PIXERA
Search...
PX4-14957
10.4.0.71
PX4-22391
10.50.100.10
PX4-22394
10.50.100.20
PX4-22628
10.50.100.21
PX4-24162
10.4.0.52
PXM-24445
10.4.0.104
PXM-24446
10.4.0.108
PXM-24447
10.4.0.182
PXM-24448
10.4.0.130
PXM-24449
10.4.0.181
CPU AMD EPYC 7443P
6%
Usage
Core Usage
PIXERA
1.9.201
1.9.201
Pixera is running
RAM 128 GB
8%
Usage 9.8 GB
GPU NVIDIA T1000
6%
Usage
10%
Memory
73°C
Temp
GPU NVIDIA RTX A6000

PIXERA HUB

The PIXERA hub is a powerful collection of utilities for PIXERA users, so that they can improve and streamline their workflows for greater productivity.

PIXERA users now have much more flexibility to remote control and manage setups involving multiple servers, since the Hub offers you the following:

- discover servers in your network
- remote server monitoring
- remote PIXERA version management
- license management
- VNC
- auto updates
- autostart/service management
- fan control

Of course, this is just a first step and the hub will continue to evolve!

PIXERA campus

Take advantage of the experience of our trainers and let them show you what our real-time platform has got to offer.

Learn the necessary skills for your future projects and ideas.
Find out how simple it is to meet you and your clients' demands for professional media integration

Individual trainings are available on request.

Key topics

- Software basics
- Projector & LED setups
- Timeline programming
- 3D workflows
- Multi Client setup
- Advanced PIXERA software features
- Show control

OPERATOR TRAINING
Certificate of attendance
→ 3 day face to face training

CERTIFICATION EXAM
→ in person or online
theoretical + practical part

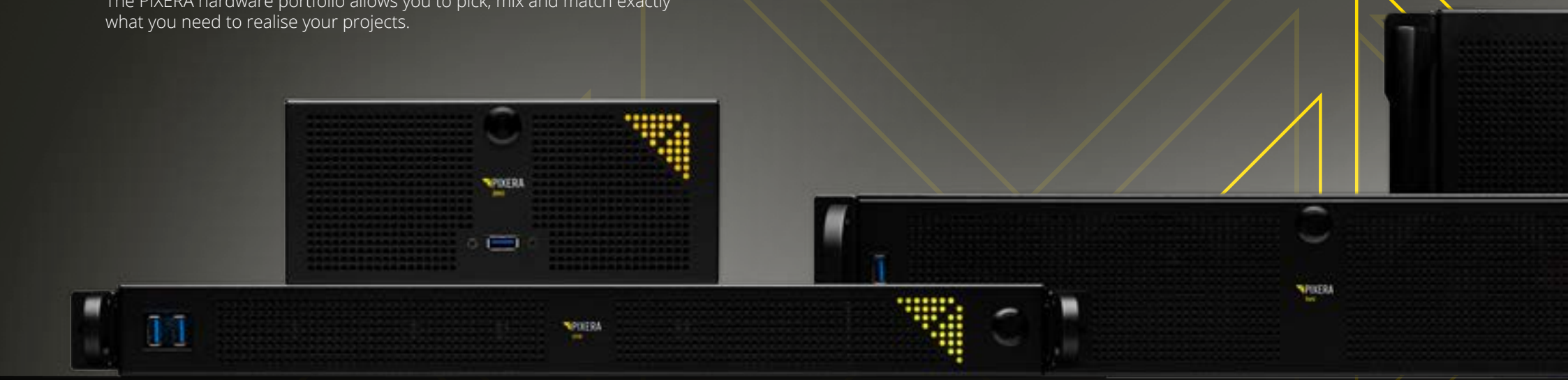
PIXERA CERTIFIED OPERATOR
Official certification + listed on homepage

CHECK OUT OUR
ONLINE CLASSES!

PIXERA HARDWARE

VERSATILE. MODULAR. POWERFUL.

The PIXERA hardware portfolio allows you to pick, mix and match exactly what you need to realise your projects.




PIXERA
four
PIXERA
four RS

PIXERA zero

compact and powerful

PIXERA zero is a compact media server perfect for digital signage and multi-display applications.
The PIXERA zero is a **2 U and 1/2 19" product.** Two PIXERA zero servers **can be installed in a 2U 19" rack.**

This new media server model will be available with 2 or 4 outputs.

HIGHLIGHTS

- Versatile playback mediaserver
- Upgrade to 4x4K Output available
- Full PIXERA Server License included
- Intel Xeon Performance CPU 32GB RAM
- Nvidia Quadro GPU
- Up to 5GB/s Data Read Rate
- Full PIXERA Server License included
- Scalability and flexibility

Eanorum

© PROJEKTIL

Luciano “Seductive Tour“ / REC Tec

PIXERA **one**

Compact, Flexible and User-Friendly

PIXERA one is a compact 1U server model, that can play back **uncompressed 4K at 60fps**.
With a depth of only 45cm, the PIXERA one is perfect for installation environments.

PIXERA one is available with 2 or 4 outputs.

HIGHLIGHTS

- super compact with a depth of only 45cm, perfect for installations.
- can be upgraded for Uncompressed 4K (4:4:4) 60fps content playback.
- many à la carte options for specifying hardware components
- available with 2 or 4 outputs
- 12G-SDI I/O support
- XEON CPU and 64GB RAM (up to 128GB RAM available)
- 5GB/s data read default rate

PIXERA **two**

Reliable and versatile

PIXERA two is a compact 2U media server system, that can play back **uncompressed 4K at 60fps**.
It offers even more customization options than PIXERA one and comes with a redundant power supply.

This new media server model is available with 2, 4 or 8 outputs.

HIGHLIGHTS

- super compact with a depth of only 46cm, perfect for installations.
- can be upgraded for Uncompressed 4K (4:4:4) 60fps content playback.
- many à la carte options for specifying hardware components
- available with 2, 4 or 8 outputs
- redundant power supply
- 12G-SDI I/O support
- XEON CPU and 128GB RAM
- 5GB/s data read default rate
- up to 30TB storage with 10GB/s available

Oper im Steinbruch AIDA

© Die Lichtermacher

PIXERA four

4K and 8K's new best friend

PIXERA four is an incredibly powerful media server hardware system,
perfect for **highly demanding real-time graphics** applications and **XR/AR broadcast setups**.

This new media server can be used as a Director server or as a 2 or 4 licensed output server.

HIGHLIGHTS

- powerful, flexible and reliable 4K and 8K media server
- 12G-SDI I/O support
- 10GB/s data read default rate
- five PCI 4.0 slots offer great configuration flexibility
- compact with a depth of only 46cm, perfect for installations
- uncompressed 8K (4:4:4) 60fps content playback
- AMD Performance CPU and 128GB RAM
- great ROI for XR, rental/staging and installations
- available with 2 or 4 outputs
- redundant power supply
- up to 61TB storage with 20GB/s available
- dual 25Gbit/s network available

PIXERA **four RS**

A new standard

In order to be able to offer our customers a special **pre-configured** version of our powerful PIXERA four, **perfect for cross rental scenarios**, we created the PIXERA four RS.

The **RS** stands for **rental & staging** in this context.

HIGHLIGHTS

- PIXERA four QUAD
- PIXERA control CORE License
- 16TB NVMe-SSD Storage
- 1GbE Quad Network Card
- 25GbE Dual Network Card
- 12G-SDI Input/Output or 4x 3G-SDI
- 1x HDMI 2.0 Input
- Framelock and Genlock
- Dante Virtual Sound Card
- 4x mDP1.4 GUI Output

Metallica Soundstorm

© Brett-Murray,PRG


PIXERA
PRODUCTS
SHOWCASE
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TRAINING
NEWS
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JOBS
CONFIGURATOR
MEDIA SERVERS
OVERVIEW
PIXERA ONE
PIXERA FOUR
PIXERA FOUR XL
PIXERA four QUAD (PX4-4)
19" Rail Kit (PXZ-PX4/RAIL-KIT)
Configuration codes: PX4-4@DL_Q; PXZ-PX4/RAIL-KIT;
PIXERA FOUR
PIXERA four is an incredibly powerful media server system, perfect for highly demanding real-time graphics applications and XR/AR broadcast setups.
AMD EPYC Y68 (24/48 cores, 2,85/4,0GHz)
128GB RAM (ECC, 3200MHz, 8 channels)
500GB NVMe for OS
NVMe-SSD Storage 3,84TB (speed 10GB/s)
Physical Video Outputs 4 x DP1.4
EDID Management
1x Balanced Stereo Output (2x quarter-inch TRS jack)
2x 10Gbps LAN
1x IPMI LAN

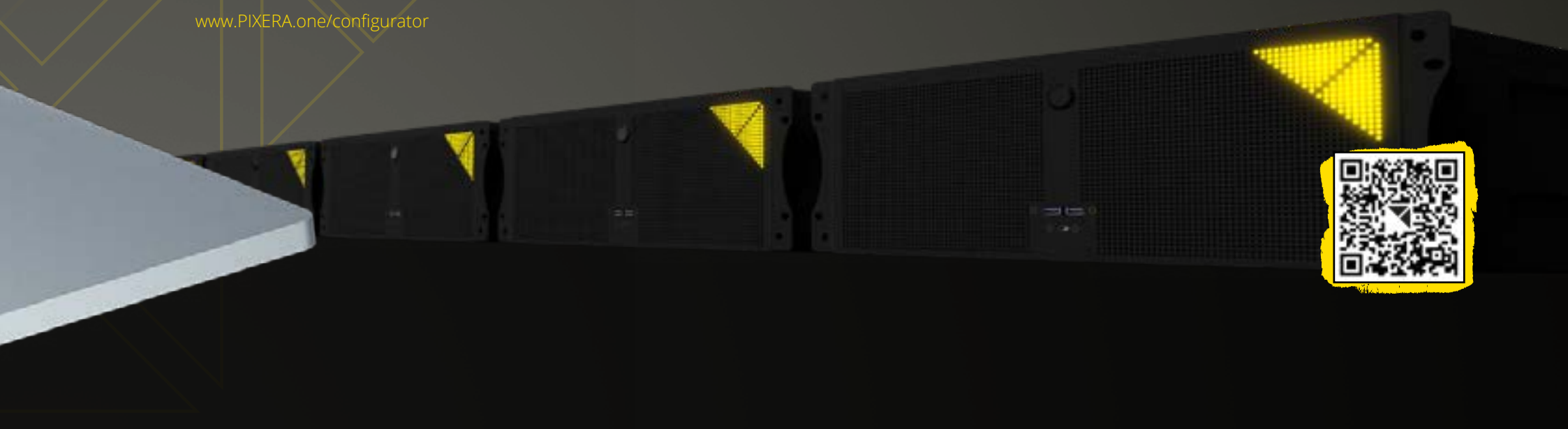
PIXERA

HARDWARE CONFIGURATOR

FIND THE PERFECT SERVER FOR YOUR PROJECTS

PIXERA server hardware offers you a lot of choices when it comes to the specific configuration of the server models that fit your project requirements. In order to make finding the perfect configuration easy and fun, we created a versatile hardware configurator tool, which you can access on our website.

www.PIXERA.one/configurator



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