

SONY®



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Vegas Pro 8 does Blu-ray direct



Sony Creative Software is promoting the launch of Vegas Pro 8 as its biggest and most feature rich upgrade ever released, with something for every level of editor in this new version.

The Vegas Pro collection combines Vegas Pro 8, DVD Architect Pro 4.5, and Dolby Digital AC-3 encoding software to offer an integrated environment for all phases of professional video, audio, DVD, and broadcast production.

Vegas Pro 8 now supports burning to Blu-ray direct from the timeline. These tools let you edit and process DV, AVCHD, HDV, SD/HD-SDI, and all XDCAM formats in real time, fine-tune audio with precision, and author surround sound, dual-layer DVDs.

Some of the highlight new features include:

- ProType Titler to create custom titles, animated texts, unique credit rolls and more;
- A new mixing console utilises a traditional mixing board set up to allow users to visually see all audio signals in a particular project;
- Multi-Cam Workflow enables productions with multiple cameras to be edited quickly and easily as you watch each shot during the editing process – up to 32 different video sources;
- Interactive Tutorials provide walk-through demos of common features and functions - all while you're working in your project.

There is also Digital Signage Support, Sony AVCHD import and export support as well as 32-Bit floating point video processing. Recompression for Long-GOP HDV and XDCAM is no longer required and there is Windows Vista Support.

Sony Vegas Pro 8 for Windows is \$A749 (\$A595 Academic) while upgrades are available from \$A229 until 31 October.

www.newmagic.com.au

Low cost Quadro graphics line



NVIDIA has launched new mid-range and entry-level 2D and 3D Quadro boards for professionals in the CAD/CAM, DCC, medical imaging, digital video and financial sectors.

The Quadro FX 5600 (pictured) and Quadro FX 4600 professional graphics boards released earlier this year added support for Shader Model 4.0, NVIDIA GPU computing, and other features.

The entry-level Quadro FX 370 256MB (\$US129) and mid-range Quadro FX 1700 512MB (\$US699) have been released to broaden access to the tools required to visualise the latest generation of complex 2D, video and 3D content.

The new NVIDIA unified architecture dynamically allocates geometry, shading, pixel processing and compute power, allowing 3D content developers to use the full power of the board's rendering capabilities regardless of the type of rendering they require.

Game developers who have performance-optimised polygonal models with lots of textures will devote more of the board's shaders to textures.

Automotive and aerospace engineers, whose models consist of high-density polygonal models and few or no textures, will use most of the board's power for vertex calculations. And a styling designer working with both polygon and vertex-based models will find that the board dynamically allocates the shader pipeline based on what part and how much detail of the model is visible.

In addition to sharing the same core unified architecture and drivers, all NVIDIA Quadro professional graphics solutions are now Shader Model 4.0 compliant and come with the increased frame buffer capacity needed to make them fully Microsoft Vista ready.

These latest boards also support the new NVIDIA CUDA GPU-computing software architecture. Computing with NVIDIA CUDA technology extends the functionality of the GPU to address a wide range of mathematically intensive problems. This breakthrough computing architecture in NVIDIA's latest generation of GPUs is complemented by the CUDA C language programming environment and tool suite.

sg.nvidia.com