BRAINSTORM

NFL 2022
PLAYER STATS

	RTG	86
66	COMP	404
11	YDS	4886
5	ATT/G	35.4

As aston

Unleash the **creativity** of your **design team**

Aston has been created from the ground up to be extremely user-friendly, so designers can concentrate on creation rather than on pure operation, featuring a next-generation GUI that enhances the user experience and facilitates the design process, even in complex collaborative workflows. With Aston, designers can use their creative talents to maximum effect and rapidly produce stunning results for any kind of 2D/3D motion graphics.

Aston is a 2D/3D motion graphics creation, CG and playout solution developed with the designers in mind, built from the ground up to be extremely user friendly so the operators can concentrate on creation rather than pure operation. It is resolution independent and works with any HDTV flavour, 4K or even higher resolutions for larger screens. In addition, Aston is MOS compatible and also supports a wide range of 3D formats.

The knowledge gained from working closely with its wide user base has enabled Brainstorm to build a next-generation GUI that enhances the user experience and

facilitates the design process, even in complex collaborative workflows. Designers can use their creative talent to maximum effect and rapidly produce stunning results for any kind of 2D/3D motion graphics.

SmartTemplates and StormLogic allow for modular graphics creation and intuitive, advanced animation. SmartTemplates can build graphics with unlimited animations, while StormLogic defines the logic and hierarchy between

templates, allowing for building complex animations and interactions with no need of scripting or complicated animation matrixes.
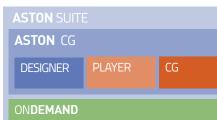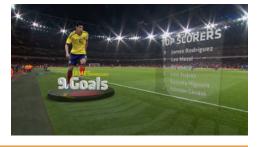

Aston supports data-driven graphics with or without scripting. A single production can have unlimited input sources (XML, RSS, etc.) and scripting allows for cross-references between data. This can lead to highly complex animations, especially useful in Sports or Election Nights, where enormous amount of data must be presented in a comprehensive and graphically compelling way.

THE ASTON FAMILY

Aston is a family of modules (Designer, Player, CG and Snap Render), covering from creation to playout. These modules can be combined in different bundles and with different feature sets to match the specific requirements.

ASTON SUITE
ASTON CG
DESIGNER PLAYER CG
ON**DEMAND**

FLEXIBLE AND SCALABLE

Aston allows designers to create, manipulate, animate and even perform last-minute changes to any kind of graphic. It enables designers to change any attribute on the template in real-time, making the process easier and faster.

2D/3D? CHOOSE YOUR FLAVOUR!

Trends and looks change continuously in broadcast, and designers compete to better impact audiences by creating more attractive pieces. When sophisticated tools for 3D graphics are required, Aston provides them all; but for applications which do not require such advanced 3D environments, or for designers used to 2D environments, Aston2D is the tool of

MODULAR GRAPHIC CREATION

Aston graphics are not isolated elements but often are created as a part of a larger project. All Aston graphics consist on a template (the empty container prior to be filled with data or texts) and the data which fill in the information on such template. Each graphic can interact with any other by using a logic structure called StormLogic. The project contains the graphics and the StormLogic that drives the interactions between them.

PROJECT
STORMLOGIC
GRAPHICS
TEMPLATES DATA PAGES

STORMLOGIC

StormLogic is Brainstorm's approach to intuitive template interaction. It is a tree structure of folders, that defines the logic between templates. It is built by placing templates in the folder structure, where each folder defines its objects' behaviour. The efficient StormLogic structure saves the metadata for each project, while the assets common to all versions are stored separately.

Aston's graphics are based on SmartTemplates that vastly outperform the traditional page-based creation. Graphics can be animated, allowing their internal elements to interact, or use a particular behaviour to display the data.

choice. Aston 2D provides all the power and capabilities of the Aston but in a two-dimensional world, and in a more affordable format. Designers have access to all the power of Aston's creation and animation toolset, advanced object

creation, template management and StormLogic intuitive animation, but excluding specific 3D tools. Designers do not have to worry about lights or environments, which simplifies and speeds up 2D graphics creation.
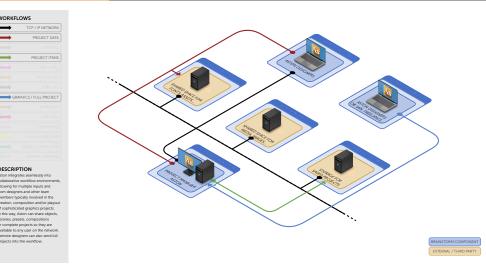
COLLABORATIVE WORKFLOWS

Aston can seamlessly integrate into collaborative workflow environments, allowing for multiple inputs and from designers and other team members typically involved in the creation, composition and/or playout of sophisticated graphics projects.

In this way, Aston allows for sharing objects, libraries, presets, compositions or complete projects so they are available to any user on the network, even with remote teams or freelancers.

Leading designers or art directors create pieces and concepts that the rest of the team then use to create all the versions needed, while real-time graphic solutions assure the on-time delivery of any piece. These solutions should facilitate the creative process by allowing designers to

share elements and explore different alternatives or styles simultaneously. Intensive usage of network solutions, common libraries and shared media also enhances the collaborative process. These different objects will be finally compiled on the render system as a template, placing them inside the StormLogic structure.

DATA DRIVEN GRAPHICS

For applications like Elections, Sports or Entertainment, data driven graphics are essential to display large amount of data in a visually attractive manner. Displaying complex data is extremely easy with Aston. Data can be easily linked to template forms, and can be input manually or automatically from external sources such as databases, spreadsheets, RSS feeds, etc., and allowing for unlimited input sources per production and data cross-references.

BEYOND BROADCAST

Aston is resolution independent and works with any HDTV flavour, 4K or even higher resolutions for larger screens. Aston is MOS compatible and also supports seamless integration with a wide range of 3D formats such as .fbx, .dae, .obj and .3ds, to name a few.

VERSATILE CG

Aston texts work in the 3D space. When creating texts, designers can select from a variety of choices, from static to animated texts like tickers, straps, etc. Multiple behaviour modes such as autogrow, autofill, pivot or crop can be used. Font and text properties are always available and work simultaneously while in animation, allowing for distinct and advanced creative effects.

INTERACTIVITY

Aston can connect with external systems and devices using several industry-standard connections or via network, allowing for enhanced interconnectivity to trigger actions as required. Because of this, Aston can expand its reach beyond pure graphics, becoming a perfectly suited system for entertainment applications, capable of controlling external actions in live or live-to-tape operation. Such ability to control actions is also not only applicable to Aston features, but can also lead to control external devices by using industry-standard protocols and connections such as GPI or DMX.
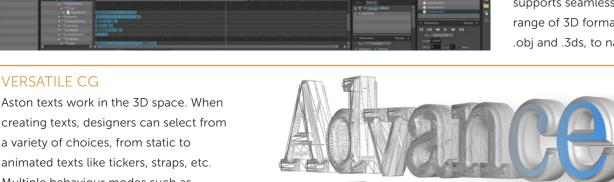
ASTON MULTICHANNEL

Aston can play out multiple channels from a single workstation or from different workstations, which can also be combined with the Simultaneous Multiple Projects, providing extended workflow possibilities, and including InfinitySet into the equation, this extends the capabilities of both solutions. Also, InfinitySet has a new Crosspoint that uses Aston projects, so it can render a layer with an Aston project. Users can use a single workstation to render different graphics projects, different output resolutions or larger images to a videowall, which can

ONDEMAND

OnDemand is brainstorm's control software, a multi-layer, multi-render Graphics control system. By using brainstorm's own GAP (Graphics Automation Protocol), OnDemand can control multiple layers (renders) within the same engine, and also multiple render engines at the same time, making it extremely flexible in highly demanding environments where different content have to be controlled simultaneously, such as videowalls, news, etc. OnDemand addresses one of the biggest

have any resolution or aspect ratio, comprising different graphics, projects or layers that can be rendered and stack in a single output with the desired aspect ratio to fill in the videowall as required. The

problems when driving multiple layers and engines at a time, which is, for the operator, not being sure of what is going to happen right after sending a graphic to on-air, as some graphics may collide with others because of their nature or position. For any graphic taken on-air from OnDemand or any third-party control device, StormLogic decides how this graphic interacts with existing graphics on program or even remove any/all graphics if required. Operators just need to worry about about the graphics they want to display.

advantage of this configuration is the ability to move, interact and configure the layout at any time, and send the resulting composition as a whole image or in different pieces for the videowall's tiles.