

Real-time motion graphics reinvented

Introducing Lino – a new real-time motion graphics platform based on Unreal Motion Design. Supporting both On Air Graphics and Video Wall Graphics, Lino is a giant leap forward for creativity, efficiency and integration.

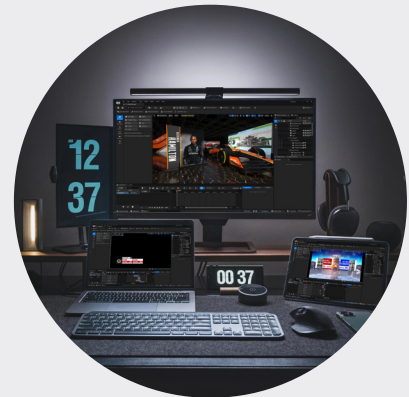


Built on Unreal Motion Design

Lino is a 2D and 3D motion graphic editor built on Unreal Motion Design. Its intuitive interface gives motion graphics designers familiar animation timelines and tools, so it's easy to switch from existing applications. Tailor-made for broadcast productions, Lino can bring both 2D and 3D graphics from design to on-air playout using a single toolkit.

The new global motion graphics standard

All production assets can be created in Unreal to be used in video wall content, on-air graphics or pre-production motion graphics and virtual production graphics. This innovative approach not only enhances rendering and compositing quality but also significantly cuts down production costs and redundancy.





Reality Hub: Single control interface

The Reality Hub system controls all the graphics solutions, and provides operators with a sense of confidence and flexibility. It also saves time and reduces errors by integrating with newsroom systems, studio automation, and other data providers to streamline data handling processes.

Lino's key features

- ▶ **Enhanced Quality and Efficiency:** By harnessing the power of Unreal Motion Design, Lino delivers superior rendering and compositing capabilities when paired with EVO II render engine, streamlining asset creation and integration.
- ▶ **Reduced Costs and Complexity:** Lino's unified production environment reduces the need for multiple software solutions, cutting asset creation costs and simplifying operations.
- ▶ **Cross-Platform Asset Sharing:** 'Create once, use anywhere'. Lino allows for the seamless use of assets across both virtual production and real-time motion graphics projects, fostering a smarter, faster, and more cost-effective production process.
- ▶ **Unified Content Creation:** Whether for real-time motion graphics, LED video wall content, or virtual production graphics, Lino enables the creation of diverse content types through a single process by the same graphics talent.
- ▶ **Integrated Control from Reality Hub:** All content created with Lino can be effortlessly operated from Reality Hub, allowing for seamless execution from one control interface, with or without NRCS (Newsroom Computer System) or automation integration.

Zero Density Academy

Want to master real-time broadcast graphics and virtual sets? Our online Reality learning hub, Zero Density Academy provides in-depth video courses and structured certification paths.

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