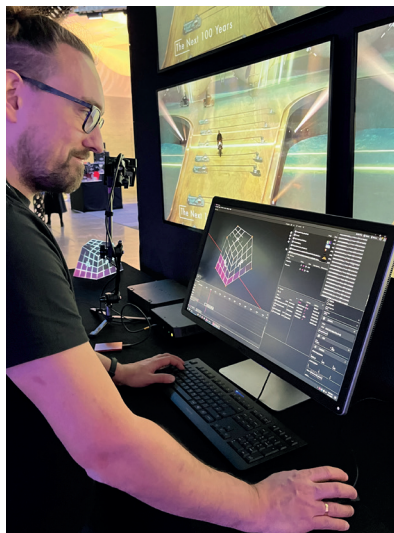




WATCHOUT SHOW COMPOSER

Create a show with multiple display areas working together as one giant canvas or fill whole rooms with content. WATCHOUT orchestrates video, stills, live streams, animations, graphics and sound into a single impressive show.



Make an impact

Use WATCHOUT to compose dynamic backdrops for unforgettable live events, in theater or broadcast, large-scale projection mapping, exhibitions and experiences.

WATCHOUT has been the go-to for AV professionals for almost 25 years. Now in version 7 with even smarter workflows and more cost-effective than ever.

The smoothest way to get your show up and running is with Dataton WATCHPAX servers.

Get WATCHOUT

Download **WATCHOUT 7** software for free at www.dataton.com

A WATCHOUT setup consists of a production computer running the WATCHOUT *Producer* connected to an unlimited number of media servers and display devices on a network. A physical WATCHOUT license key is required for each media server – see below for *Producer* license key info. Dataton WATCHPAX media servers have a built-in WATCHOUT license key.

Overview

- Fully scalable – use multiple displays
- Mix LED panels, projectors, screens
- Supports up to 8 × DCI 4K (70 778 880 pixels) per media server, depending on hardware capabilities
- Free *Producer* with basic codec suite
- Licensed *Producer* for high-end codecs and audio
- WATCHPAX media servers available with built-in WATCHOUT license
- Can run on non-proprietary hardware (license required)

Look

- Intuitive user interface built around three main windows: Stage, Timeline, Assets
- Context-dependent Properties window
- Windows platform

Media

- Reads industry-standard file formats
- Supports popular formats, such as Apple ProRes, HAP video
- Supports NotchLC and H.265
- Supports bi-directional NDI
- Supports 3D model formats
- Dante-ready and supports ASIO/WASAPI audio

Features

- Supports up to 16-bit color depth
- Supports HDR
- Asset Manager facilitates collaboration
- Seamless optimization as content is added
- Realtime composition of assets
- Realtime show rendering
- Supports standard control protocols
- Live edit
- Soft-edge blend for widescreen shows
- Built-in geometry correction for curved surfaces
- Import of auto-alignment display data
- Frame-rate control
- Plays uncompressed video and image sequences at full frame-rate
- DMX cues for lighting through Art-Net and support for GDTF light fixture files
- Routed, multi-channel audio playback
- Realtime effects, including motion paths, opacity, rotation, blur, volume, scaling
- Tweens to control dynamic effects
- Timeline management
- Built-in blend modes, chromakey
- Supports variables (controlled internally or externally)
- Supports inputs: OSC, MIDI, Art-Net, TCP/UDP

Mapping

- Smooth projection-mapping workflow
- Virtual displays
- First person, 2D, 3D stage views
- Marker-based calibration