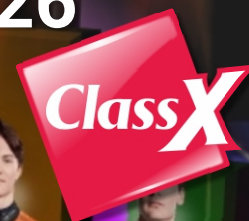


# ClassX Broadcast Applications

CG and SOLUTIONS for YOUR productions

# 8.8

## ClassX Product Catalogue 2026



| NEXT MATCHES                                                                                                      |                                                                                                                     |                                                                                                                     |                                                                                                                     |                                                                                                                    |
|-------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|
| 23 <sup>rd</sup> Round                                                                                            |                                                                                                                     |                                                                                                                     |                                                                                                                     |                                                                                                                    |
| <br>FRIDAY 30 JANUARY<br>8:45 PM | <br>SATURDAY 31 JANUARY<br>3:00 PM | <br>SATURDAY 31 JANUARY<br>6:00 PM | <br>SATURDAY 31 JANUARY<br>8:45 PM | <br>SUNDAY 1 FEBRUARY<br>12:30 PM |
| <br>SUNDAY 1 FEBRUARY<br>3:00 PM | <br>SUNDAY 1 FEBRUARY<br>6:00 PM   | <br>SUNDAY 1 FEBRUARY<br>8:45 PM   | <br>MONDAY 2 FEBRUARY<br>8:45 PM   | <br>TUESDAY 3 FEBRUARY<br>8:45 PM |

|                                                                                                                                                                         |                  |                                                                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                                                                        | 0   3            |                                                                                        |
| 0                                                                                                                                                                       | GOAL             | 3                                                                                                                                                                       |
| 12                                                                                                                                                                      | ATTEMPTS         | 18                                                                                                                                                                      |
| (0)                                                                                                                                                                     | (ON TARGET)      | (0)                                                                                                                                                                     |
| 0                                                                                                                                                                       | SHOTS OFF TARGET | 0                                                                                                                                                                       |
| 7                                                                                                                                                                       | SAVES            | 5                                                                                                                                                                       |
| 5                                                                                                                                                                       | CORNERS          | 9                                                                                                                                                                       |
| 14                                                                                                                                                                      | FOULS COMMITTED  | 10                                                                                                                                                                      |
| 0                                                                                                                                                                       | PASSES           | 0                                                                                                                                                                       |
| 0                                                                                                                                                                       | COMPLETED        | 0                                                                                                                                                                       |
| 10%                                                                                                                                                                     | BALL POSSESSION  | 90%                                                                                                                                                                     |
| 1                                                                                                                                                                       | OFFSIDES         | 1                                                                                                                                                                       |
| 0   2 | CARDS            | 0   2 |

THE MOST COMPLETE AND POWERFUL MULTICHANNEL CG SYSTEM WITH REAL-TIME DATA-DRIVEN GRAPHICS

ClassX srl, c/o Villa Montecchio  
Via del Tiglio, 91  
56012 Calcinaia (PI) - Italy - Time Zone CET  
Phone: +39 0587 48 81 28  
Email: sales@classx.it

[elitium-xr.com](http://elitium-xr.com)  
[classxcg.com](http://classxcg.com)



Since **1991**, ClassX offers real-time, LIVE broadcast graphics solutions under the brand name «**LiveBoard**».

«**Easy-to-use**» and «**stable**» are the keywords for each member of the LiveBoard family.



**Animated graphic templates** can be created with the ClassX Template Editors. The three editors all have different features, 2D or 3D, vector or bitmap graphic engines.

You can assign an external **DATA SOURCE** to any single object with the in-built **DataSource Manager**.

Texts, images, clips, video inputs and shapes will change accordingly to dynamic data.

**Quick to learn**, modular docking GUI, drag-n-drop logic, endless layers, scripting, picture-in-picture and full remote **TCP/IP control** will make you fall in love with **LiveBoard**. ClassX offers a set of Broadcast Applications for various needs and setups; specific solutions for tracked **AR** and **VR** productions, software for connecting to **switchers**, newsroom integration with **MOS protocol**, **SportsGraphics**, **StillStore**, **turnkey** solutions and **CUSTOMIZED** solutions. We're a software house!

# Graphics Playout product features

All members of the LiveBoard family are able to play out real-time live broadcast quality graphics and media contents with audio, fill & key for perfectly blendable transparency, interlacing included.

## Up to 4K p60

|                                  | LiveBoard Mini | LiveBoard LE | LiveBoard | LiveBoard XR | LiveBoard SCG | StealthCG |
|----------------------------------|----------------|--------------|-----------|--------------|---------------|-----------|
| User Interface (GUI)             | -              | ✓            | ✓         | ✓            | ✓             | -         |
| Only Basic Plugins (15)          | ✓              | -            | -         | -            | -             | -         |
| Full set of Plugins (20)         | -              | ✓            | ✓         | ✓            | ✓             | ✓         |
| Endless playout of Plugins       | ✓              | ✓            | ✓         | ✓            | ✓             | ✓         |
| ClassX Templates support         | -              | ✓            | ✓         | ✓            | ✓             | ✓         |
| Endless playout of Templates     | -              | -            | ✓         | ✓            | ✓             | ✓         |
| Advanced Scripting content       | -              | -            | ✓         | ✓            | ✓             | ✓         |
| Only basic FrameMarker actions   | ✓              | ✓            | -         | -            | -             | -         |
| Only basic remote TCP/IP control | ✓              | ✓            | ✓         | ✓            | -             | -         |
| Advanced Stealth TCP/IP control  | -              | -            | -         | -            | ✓             | ✓         |
| Camera Tracking: FreeD support   | -              | -            | -         | ✓            | -             | -         |



# Elitium<sup>®</sup>

elitium-xr.com

**Elitium is the turnkey solution by ClassX for broadcast-quality multi-channel and multi-camera easy-to-use AR and VR live production in HD and up to 4Kp60.**

- ▶ Augmented reality & virtual set in one solution
- ▶ In-built high-quality chroma keyer
- ▶ 10 video inputs (SDI, NDI<sup>®</sup>, Stream, web...)
- ▶ 10 tracking inputs (cameras, talent, column, crane...)
- ▶ Internal or external camera switching
- ▶ Virtual Production with LED-walls (off-axis projection)
- ▶ Pitch branding for sports events
- ▶ IBL Lighting (HDR support) and Skybox
- ▶ Advanced support for glTF<sup>™</sup>, PBR Materials
- ▶ Adobe<sup>®</sup> Substance<sup>®</sup> material support
- ▶ Mesh animation & control from GUI
- ▶ Real-time reflections and dynamic shadows
- ▶ Transmission: glass and ice effect
- ▶ Bloom effect: neon lights, fire, screens...
- ▶ Depth Of Field (DOF) and Screen Space Ambient Occlusion (SSAO)







# Elitium®

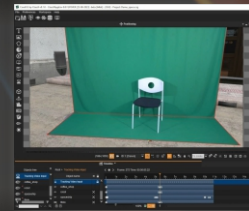
## LiveBoard XR

Multichannel, intuitive control and fast camera switching. Real-time 3D object positioning and resizing. Instant project loading and virtual background switching. Data-driven virtual objects and scenery. Simple, seamless live XR production.



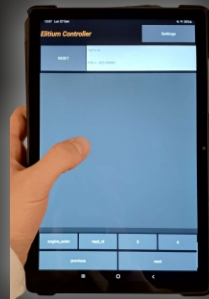
## Coral XR

Proprietary real-time 3D vector PBR/HDR render engine with IBL lighting. Tracking Video Input enables on-site editing using the active camera as background. Extended gITF™ 3D model support for photorealistic objects and virtual sets, including mesh animations. Create and manage your XR world.



## Elitium Controller

An app that lets presenters navigate, trigger and switch cameras or 3D objects from a tablet.



## RenderLink

A powerful LiveBoard XR feature that links multiple Elitium workstations, enabling seamless real-time collaboration.



# A powerful multichannel CG solution

4K  
ULTRAHD

LiveBoard



- ▶ Text Scrolling plugins
- ▶ Plugins for any broadcast needs
- ▶ Customizable workspace
- ▶ LTR and RTL languages
- ▶ DataSource auto-update
- ▶ Up to 4 output F+K channels
- ▶ Multiple templates play out
- ▶ 24/7 operations support
- ▶ Advanced scripting tool
- ▶ Remote TCP/IP control
- ▶ Remote OSC control
- ▶ NDI® i/o support
- ▶ VIS software switcher support
- ▶ Up to 10 Video Inputs

LiveBoard is the **graphics and media playout solution**. Designed for LIVE, realtime broadcast graphics creation and handling and evolved as the cornerstone of any live and automated production. It is a **powerful yet stunningly easy to manage multichannel solution**. Scalable, flexible, plugin-based, all media playout, template-based 2D/3D data-driven graphics, video-inputs, audio mixing, endless layers, hw-accelerated compositing, **scriptable** and **remotable**.

Exceptionally powerful. This is LiveBoard.



News Channels  
Game Shows  
TV Productions  
Weather Forecast  
Channel Branding  
Live Sports  
Elections



The **Video Input Switcher** plugin plus the Multiview panel in the LiveBoard GUI will make the switching among the **10 available video** input sources a graphically inspiring experience: cut, fade or custom VideoA to VideoB transitions, entirely made in CastaliaCG or CoralCG.

**Extended media support:** any codec, any format, flawlessly trim, play media simultaneously even with different resolutions. **Alpha channel supported.**

The **Template Controller** allows the operator to create projects with **template logic**, ready to be driven by the real-time needs of a live show. **Jump to pause Keyframes or interpolate back and forth.**

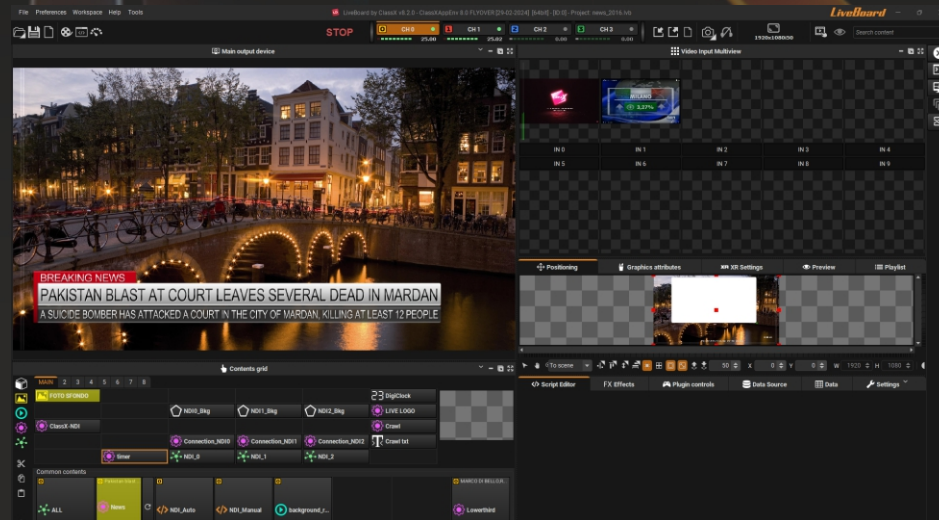




Music Channels  
Coming next  
Sport Channels  
Logo generation  
Branding  
Commercials

LiveBoard LE (Light Edition) is the most **cost effective** broadcast graphics playout. **Brilliant features for live titling squeezed into a small price.** It shares the same user interface with the «Full» edition, same output devices and supported resolutions. LiveBoard LE **can play out one ClassX Graphic Template at a time** but can play out endless layers of LiveBoard Plugins simultaneously. LiveBoard LE **can be driven remotely** with the same TCP/IP protocol.

- ▶ Full set LB Plugins
- ▶ Remote TCP/IP control
- ▶ Remote OSC control
- ▶ Video Input Switcher support
- ▶ Data driven Graphic templates play our one at a time
- ▶ Content Playout support
- ▶ LTR and RTL languages
- ▶ Template controller
- ▶ Up to 4 output F+K channels
- ▶ 10 possible Video Inputs



Tickers  
Clocks  
Timers  
Logos  
Karaoke  
Clip payout  
Media Text

4K  
ULTRAHD

*LiveBoard Mini*

The smallest member of the LiveBoard family, Mini is an easy-to-learn and powerful titling software thought for **SDI or NDI®-based workflow**. Logos, videos and the most useful LiveBoard plugins squeezed into a mini price. Run as many **tickers**, **slideshows** and **media texts** as you like. Plays out **any media**, any animation!

- ▶ Customizable contents grid
- ▶ Customizable workspace
- ▶ Basic LB Plugins
- ▶ Remote TCP/IP control
- ▶ Remote OSC control
- ▶ Up to 4K 60p resolution
- ▶ LTR and RTL languages
- ▶ Up to 10 NDI® video inputs
- ▶ SDI or NDI® output
- ▶ Media contents payout
- ▶ Fill+Key output
- ▶ FrameMarkers and actions
- ▶ Horizontal and Vertical scrolling texts



**LIVE**  
**N. MCCLINTON ACCUSES BGG OF TURNING OFF HIS MIC DURING DEBATE**  
12:44:11 **Clage, Breaks Pastor's Hand** A pastor of a local house church in the village of L.B. Patnam v



Game Shows  
TV Production  
Automation  
Playout  
Betting results  
Newsroom - MOS  
OEM integration  
LIVE Shows



*LiveBoard SCG*

The **flexibility of LiveBoard** together with the power of **StealthCG**. This solution integrates the versatility of **LiveBoard** to manage live events thanks to the excellent graphic user interface with the graphics produced by a video system automation through **StealthCG**. All ClassX OEM products guarantee the maximum ease of use and integration even into existing applications, thanks to the availability of a **clear set of protocols**, technologies, development and distribution tools specially designed to **minimize implementation and installation time**.

- ▶ User Interface for manual control
- ▶ Full set LB Plugins
- ▶ Multiple graphic templates playout
- ▶ VIS and Content Playout supported
- ▶ Advanced scripting tool
- ▶ Complete TCP/IP control
- ▶ Up to 4K 60p resolution
- ▶ SDI or NDI® output
- ▶ LTR and RTL languages
- ▶ Up to 4 output F+K channels

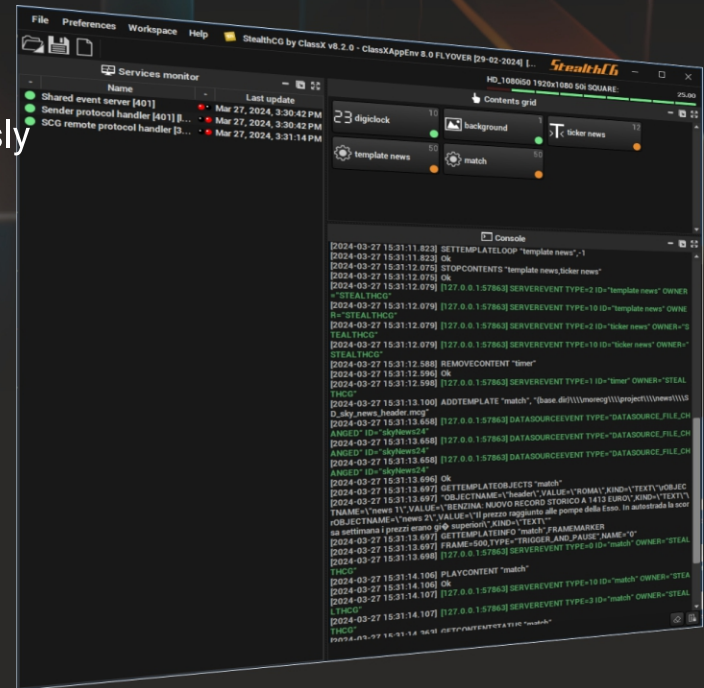




Automation  
Payout  
Custom Apps  
Newsroom - MOS  
Switchers control  
OEM integration

StealthCG is designed for the **easiest and closest integration level with any broadcast automation and payout** on market. It supports a wide range of broadcast audio and video output devices and is capable of producing fully hardware accelerated **top-class** graphics in SD, HD and **4K** resolutions. Cost-effective thus powerful.

- ▶ All LB Plugins set and run from protocol
- ▶ Graphic Templates play out simultaneously
- ▶ Automatic loading of Projects
- ▶ Templates and media assets
- ▶ Remote Data and Media setting
- ▶ Content Payout and VIS supported
- ▶ Complete TCP/IP control
- ▶ UP to 4K 60p resolution
- ▶ Perfect for Automation & Payout
- ▶ MOS graphics payout
- ▶ Up to 4 output F+K channels
- ▶ 24/7 operations



4K  
ULTRAHD

# Template Editors

Create animations of objects that are totally **independent of each other**. Create all the keyframes you need, change their properties and enjoy the interpolation that these three different Graphics Engines do for you. **Objects can be grouped and animated hierarchically.**

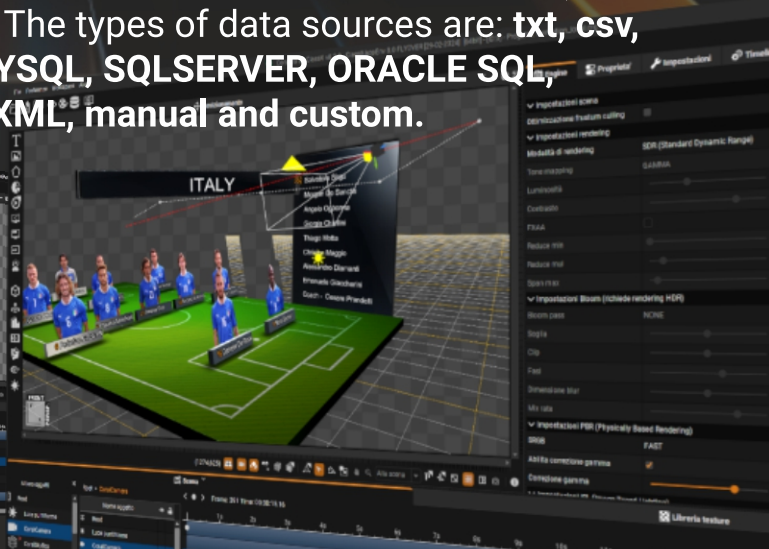
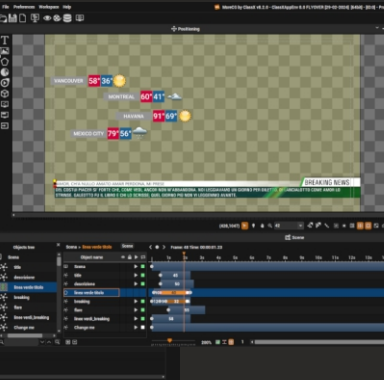
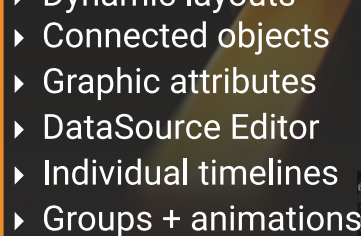
ClassX Template Editors all have an **integrated DataSource Editor**; You can associate any object in the graphic template (texts, numbers, pictures, shapes, clips, video inputs etc) to an external data source. The types of data sources are: **txt, csv, xls, rss, database (MYSQL, SQLSERVER, ORACLE SQL, MSACCESS), JSON, XML, manual and custom.**

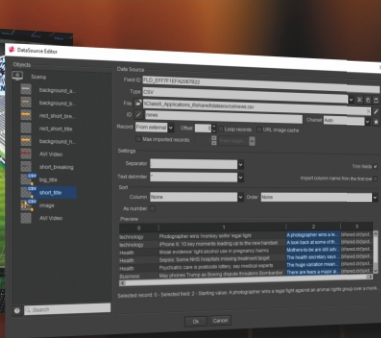
- ▶ Dynamic layouts
- ▶ Connected objects
- ▶ Graphic attributes
- ▶ DataSource Editor
- ▶ Individual timelines
- ▶ Groups + animations

Text with image  
Text with image

Type  
Advanced

Blur and  
Scaling from right  
Volumetric  
Lights





## MoreCG

MoreCG is a bitmap 2.5D graphic Template Editor allowing special animation effects on any picture, text or video objects

## CoralCG

CoralCG is a 3D vector graphic Template Editor that allows you to use all three spatial dimensions for animated 3D graphics and virtual sets

## CastaliaCG

CastaliaCG is a 2D vector graphic Template Editor with a wide set of cascade effects and lots of built-in preset effects for fast template creation



YouTube shooting: Female suspect 'angry over video postings'  
The attacker, Nafiz Aguhdar, may have been angry with YouTube for filtering some of her videos.

Effects on bitmaps  
Masks + Environment light  
Dynamic textures

Real 3D editing environment  
Textures & Materials  
Advanced pixel shaders

Transparency filters  
Cascade on text and groups  
Timeline & Objects library



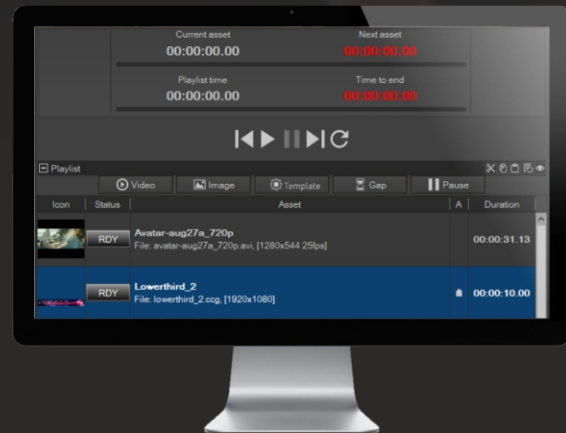


## Picture in Picture

The active management of incoming SDI streams allows LiveBoard to become an even more complete professional LIVE Production tool. The dynamic DVE effects of incoming LIVE video inputs plus the animated real-time live graphics give you an incredible outcome. AV sync with no frame latency. LiveBoard's Video Input Manager is the interface to set up all your video inputs, which then can be used as PIP in LiveBoard or as dynamic objects in the Template Editors.

## Content Payout

ContentPayout is a professional playlist payout tool. Add media, graphics templates, stills, gaps, pauses. Create your playlists and synchronize graphics and data together. Run the graphics templates automatically or manually. No limit to the number of playlists in one project; playlists can be exported and imported. Fabulous for News and Music channels. Automatic scheduling function included.





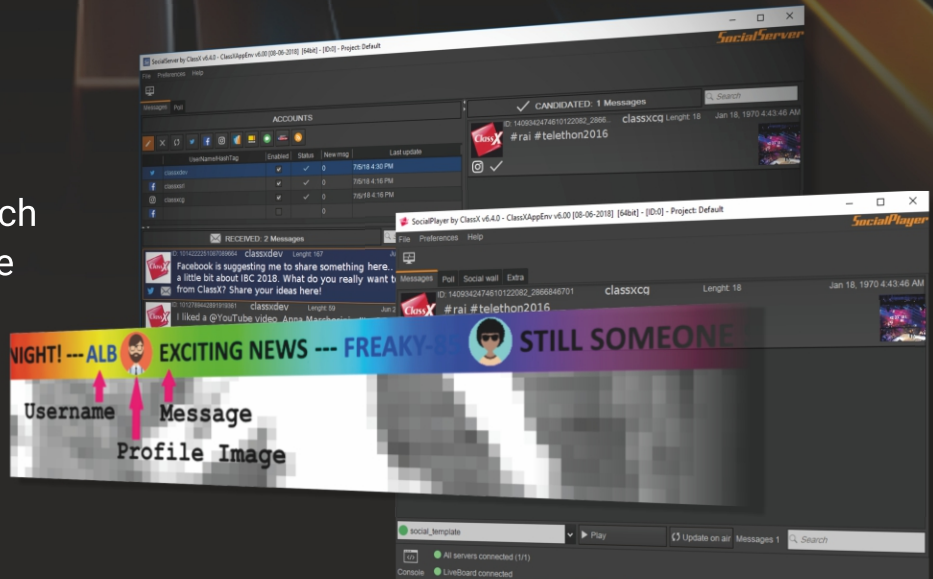
# SocialServer & SocialPlayer

Retrieve messages and pictures from social platforms. Let your social media manager select and candidate the desired messages from any number of accounts created inside SocialServer on the supported social platforms. Candedated messages are automatically pushed to SocialPlayer via TCP/IP and contents may be triggered on air dressed with the looks of a personalized ClassX Graphic Template. Badwords filter included.



## SocialServer features

- ▶ Any number of accounts
- ▶ Export to CSV/RSS/XML
- ▶ Import from CSV/RSS/XML
- ▶ Multilingual badwords filter
- ▶ Create message from scratch
- ▶ Manual or automatic update
- ▶ Multilevel text search
- ▶ Instant character count
- ▶ Emoji support
- ▶ Polls and statistics
- ▶ Social Wall



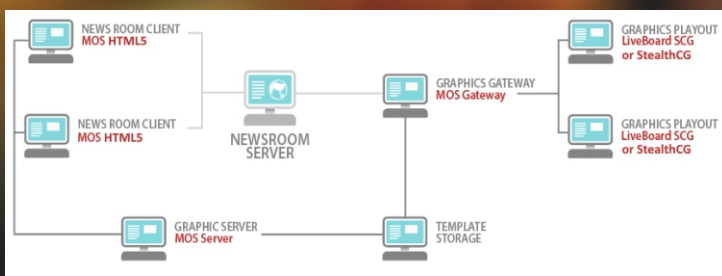


## SportsGraphics

ClassX offers the **easiest way to title a LIVE sports match**. Available either as a Stand-Alone or to be launched from your LiveBoard, it **already contains all templates and the different game logics that you will need to start right away**. Add the Players, pictures, stats and manage your match directly by triggering lower thirds, timers and statistics. You also may get your data from a **scoreboard or external data provider**.

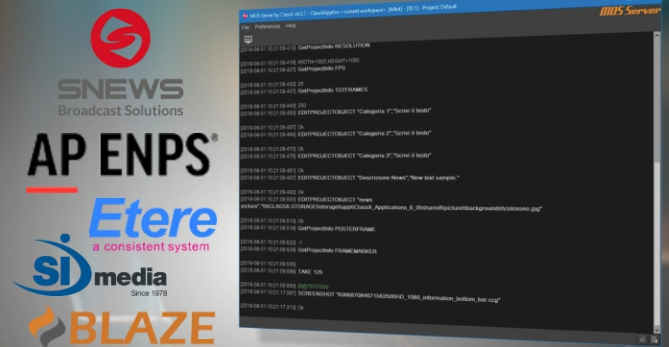
- ▶ Soccer
- ▶ Kick Boxing
- ▶ Boxing
- ▶ Futsal
- ▶ Volley
- ▶ Beach Soccer
- ▶ Hockey
- ▶ Beach Volley
- ▶ Biliard
- ▶ Ice Hockey
- ▶ Football
- ▶ Pool Biliard
- ▶ Basketball
- ▶ Moto Cross
- ▶ Ping Pong
- ▶ GoKart
- ▶ Tennis
- ▶ Rally
- ▶ Waterpolo
- ▶ Cricket
- ▶ Cycling
- ▶ Rugby
- ▶ Handball





## ClassX MOS Solution

Plug ClassX Graphics into your NRCS workflow with one of the most complete and flexible MOS graphics solutions on market. **MOS HTML 5 Plugin:** ClassX MOS solution provides full HTML 5 support enabling journalists to remotely browse templates, edit text and replaceable images and movie files, preview their graphics and insert them into stories. The dedicated MOS graphics server is capable of handling several contemporary users, always giving true real-time preview of graphics and user-operated data-changes.



OCTOPUS

NewsGlobe



BUSINESS SPORT US & CANADA HEALTH CAPITAL

US STOCKS SNAPSHOT-WALL ST OPENS FLAT AHEAD OF JACKSON

NYSE BONDS DISPLAYS EXECUTABLE ORDERS ENTERED BY MEMBERS OR SPONSORED PARTICIPANTS. ORDER

# Mix like a Pro **MixBOARD**®

**MixBoard**® is a professional software switcher for live broadcast and production, designed to combine powerful performance with an intuitive workflow. Built for modern audio-video environments, it supports **up to 24 video inputs** and **4 independent output channels** plus **3 multiview**, enabling flexible program, preview, and custom feed configurations. Best PTZ camera control you've ever seen! Its advanced input architecture allows users to mix SDI, NDI®, IP, media, live streams, web pages and innovative sources, while the special Mixcompositor and Compositor expand creative possibilities for playout, layouts, box-in-a-box and transitions.



The audio is managed by **SoundFLEX**®. Operators can also manage audio routing in real time, mapping up to 8 incoming audio channels and assigning tracks dynamically to output channels. **MixBoard**® delivers a versatile, high-performance solution for broadcasters and live production professionals seeking flexibility, speed, and creative control. Dante® support included.

## Turnkey Solutions

ClassX offers turnkey solutions for best ever performance on selected hardware. Whether it is a Rackmount or a Mobile Workstation, our engineers guarantee best setup and hardware combinations for the use with ClassX Broadcast Applications.

ClassX-branded rackmount LBStations are 4U and are produced directly in the ClassX facilities in Italy.

All turnkeys come with:

- ▶ 1 Year CMA (Software Updates and Support)
- ▶ 1 year hardware warranty
- ▶ Setup and testing all done
- ▶ Customization for specific needs
- ▶ Any supported output device

All product names, trademarks and registered trademarks are property of their respective owners.



## Custom Development

ClassX is a Software House; we develop graphics engines and all related solutions for the vast majority of broadcast graphics user cases.

Moreover, our **ClassX DEV** department constantly updates and integrates ClassX solutions with new, cutting-edge technologies.

Nevertheless, the need for **custom development** of **special solutions** may arise. The ClassX DEV team is ready to analyze, project and deliver the software solution for your specific need.

```
React.Fragment
<div className="py-5">
  <div className="container">
    <Title name="our" title="prod">
      <div className="row">
        <ProductConsumer>
          {(value) => {
            console.log(value)
          }}
        </ProductConsumer>
      </div>
    </div>
  </div>
```



FOR.A

# MixBOARD®

POWERED BY **ClassX**



For-A MixBoard® powered by ClassX  
[www.for-a.com/products/mixboard](http://www.for-a.com/products/mixboard)

[classxcg.com](http://classxcg.com)