Product Information



MINDSET II

PRODUCT DESCRIPTION/OVERVIEW:

The MINDSET II ADVANCED PROFESSIONAL VIDEOGRAPHICS SYSTEM (Model #M1000II) is designed for video professionals who want to add high quality titles, graphics, and animation to their videos at a modest cost. The Mindset II System can be enhanced with a variety of Mindset hardware and software options to enable the user to add high quality characters and titles to video productions, create drawings, logos, maps and charts, and animate images or logos in real-time on the screen.

APPLICATIONS:

The Mindset II Advanced Professional Videographics System can be used to enhance any video production, including productions for training, education, sales, and corporate communications. The system works with a variety of hardware and software options to enable the user to key or mix characters, graphics, animation, and special effects with video. The Mindset Video Production Module (M1011) is highly recommended for use with the system in all video environments. Specific applications include:

• Character Generation:

High quality titles and characters can be added to video productions using Video Titler II (M4203). Up to 40 "pages" of titles can be created, edited, and sequenced in any order. With a resolution of 640 X 400, characters have a smooth, professional look. Adjustable shadows and 3-D effects, proportional spacing, and kerning all add to the appearance of the characters. Up to four colors may be displayed on the screen at any time, and all colors are selectable from a palette of 512 colors. The user selects from a number of pre-programmed transitions such as cuts, fades, crawls, and rolls. Titling sequences that are created can be easily saved for future use or editing by using the system's dual disk drives.

Videographics:

The Lumena Library Software (M4030) offers the video producer flexibility to create logos, charts, graphs, images, and drawings. The user can select from hundreds of colors and use a wide variety of "electronic" pens and brushes. Colors, shapes, and images, may be changed at will and portions of the image can be moved, duplicated, or rotated with ease. Characters can be easily integrated with pictures, and the resulting image animated. The user can draw or animate directly over the video image. Special effects such as cell and color cycle animation, and multiple transitions such as wipes and blinds are included. Either the Mindset Graphics Tablet (M3003A) or Mouse (M3001) are recommended for use with this program.

Animation:

With the Video Animator software (M4202), intricate, real-time animation sequences can be easily added to video productions. Video Animator works in conjunction with Lumena Library and significantly extends and optimizes its animation performance. Long animation sequences can be created, may be run simultaneously, and are smooth and flicker-free using Video Animator. For instance, individual characters can spin in from different corners of the screen at the same time to form a corporate logo.

• Other:

Use the optional Chalk Board II program (M4201) for high resolution tele-illustration and video annotation. The MS-DOS compatible feature enables the system to use a variety of general purpose software for scripting, budgeting, word processing, and financial applications.

WHAT'S INCLUDED:

- Mindset II Base Unit with 512K RAM. The Mindset II Base (or "system") Unit is similar in appearance to the standard Mindset. However, it is actually quite different. It has higher resolution, more memory, and significantly enhanced animation capability than it's lower priced counterpart.
 - --Increased Resolution: The Mindset II Base Unit offers a 640 x 400, 4-color resolution mode which is interlaced. Characters and graphics created in this mode are extremely sharp and clear and achieve a broadcast quality appearance.
 - --Larger System Memory: The Mindset II comes equipped with 512k bytes of system memory, enough for any video or non-video application.
 - --Enhanced Animation Capability: The video display buffer in the Mindset II has been increased four-fold. This permits both double and quadruple buffering. The result is smooth, flicker-free, real-time animation of multiple objects.

The Mindset II Base Unit has two cartridge slots on the front, an expansion slot at the rear, and video, sync, and analog RGB connections. A memory module is also housed in the rear of the machine.

• Expansion Unit. The Expansion Unit attaches to the top of the Mindset II Base Unit and connects directly without cables. It contains two 360K floppy disk drive units which provide users with enhanced flexibility for loading different applications (e.g. titling, graphics, or animation) and for storing and retrieving previous work. The Expansion Unit also provides three additional expansion slots. Combined with the Mindset II Base Unit, these components provide the basis for a powerful videographics workstation.

 Keyboard. The Mindset Keyboard is similar to a standard typewriter keyboard with some additional keys for some specific functions. These "function" keys, as well as the entire keyboard layout, make the system much easier to use.

SAMPLE CONFIGURATIONS

v 5 /

• System #1 - TITLING: The following Mindset components are suggested to create a high quality character generator:

M1000II Advanced Professional Videographics System
M1011 Video Production Module
M4203 Video Titler II Diskette

 System #2 - TITLING, GRAPHICS, & ANIMATION: The following Mindset components are suggested to create a flexible videographics workstation for titling, graphics, and animation applications:

M1000II Advanced Professional Videographics System
M1011 Video Production Module
M3003A Graphics Tablet
M2002 RS232-C Module
M4030 Lumena Library
M4202 Video Animator
M4203 Video Titler II

SYSTEM SPECIFICATIONS:

CPU Intel 80186, 16-bit microprocessor System RAM 512K bytes system RAM Video Display Memory 128K video display memory System ROM 40K bytes Disk Drives 5 1/4" half-height, 360K bytes each Voltage 110 VAC (240 optional) Power 50 watts 640×400 , 4-colors (double Primary Resolution Mode buffered; interlaced)