grass valley
A **BELDEN** BRAND
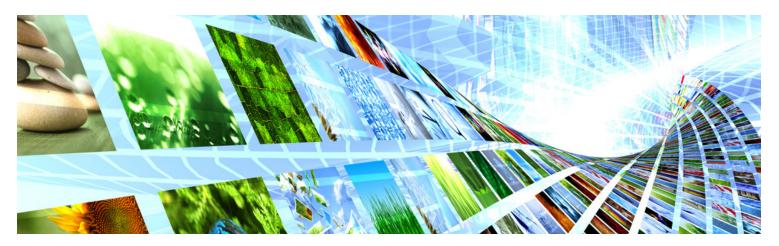
Quasar File
Delivering Faultless Format Conversion in Software

Quasar File is a truly universal file-based solution, enabling seamless format conversion between SD, HD, 1080p and 4K (DCI/UHD).

Quasar File from Grass Valley, a Belden Brand, combines world-class intelligent adaptive de-interlacing technology and carefully optimized scaling apertures to ensure each and every frame of video delivers the maximum possible resolution.

KEY FEATURES

- Seamless format conversion between SD, HD, 1080p and 4K (DCI/UHD)
- Quasar File eliminates any artefacts by using intelligent adaptive motion processing
- Delivering breathtaking picture quality
- Deploy it on commodity IT infrastructure from a single node to the cloud
- Simple integration via watch folders or standardized FIMS SOAP interface

Quasar File Delivering Faultless Format Conversion in Software

SPECIFICATIONS

V4.0.0.20

File Wrappers

MXF OP1a (AVC-I, DNxHD, DNxHR, JPEG 2000, XDCAM. DV, D10 IMX, & XAVC)

MOV (ProRes, DNxHD, JPEG 2000, DNxHR, AVC-I (decode only), XDCAM, DV)

MTS (AVCHD only)

MJ2 (JPEG 2000 only)

MP4 (H.264 Long GOP only)

MBG/TS (MPEG-2)

Video Formats

SD, HD and 3G broadcast standards

2K, 4K, and custom resolutions up to 8K

Custom frame rate (12-300 Hz)

Uncompressed formats:

DPX*

Uncompressed MOV

Video Codecs

DNxHD

DNxHR

DV25/DVCPRO25/50/100

XDCAM HD

D10 (IMX 30/40/50)

AVC-Intra 50/100

AVC-Intra RP2027 50/100/200

Apple ProRes

JPEG 2000 (Lossy/Lossless/DCI)

AVC-HD (MTS only)

XAVC (I-Frame/Long GOP)

MPEG-2

H.264 (Long GOP)

Audio

PCM input – support for 44.1, 48, 96 kHz

PCM output – 48 kHz only

AAC input only – support for 32, 44.1, 48 kHz
Output will always be PCM 48 kHz

Audio Stream Routing

Audio Channel Shuffling

Conversion Modes

Intelligent adaptive de-interlacing and image scaling

Up-, down-, crossconversion

Video Utilities

Color space conversion (REC601/BT709/SMPTE ST 2020)

RGB Legalization (700/721/735)

Luma Clipper

Luma/Chroma/Black Level

HDR Processing

HDR (PQ/S-Log3/HLG) to SDR (BT709) using Grass Valley's Advanced Tone Mapping

HDR (PQ/S-Log3/HLG) to HDR (PQ/S-Log3/HLG)

SDR to HDR (PQ/S-Log3/HLG)

Control

GV File Client

Watch Folder

FIMS Media SOA Framework V1.0.7

Operating System

Windows Sever 2016

Windows (64-bit) Server 2012/2008R2

Windows 10

Windows 7, 8 and 8.1 (Apple ProRes not supported)

Linux (RedHat, CentOS)

Mac OSX 10.9 and 10.10 (Client only)

Minimum Configuration

1x 4 core 2.5 GHz processors

1 or more GPUs

(Multiple cards should be matched)

Memory:

    SD/HD 1 GPU: 8 Gb

    SD/HD 2 GPU: 16 Gb

    4K 1 GPU: 16 Gb

    4K 2 GPU: 32 Gb

NVIDIA DRIVER (See NVIDIA website)

AMD DRIVER (See AMD website)

AMD DRIVER FirePro (See AMD website)

Metadata

Closed Caption 608/708 SMPTE ST 436 support in MXF (not including XAVC)

Closed Caption Line 21 IMX only

GPU Support (min 2 Gb for SD/HD, min 4 Gb for 4K)

Nvidia:

    GeForce GTX

    Quadro

    Tesla

AMD:

    AMD FirePro

    AMD HD 6000 Series**

    AMD HD 7000 Series**

    AMD R7 Series**

    AMD R9 Series

    AMD RX Series

    AMD Pro WX-Series

Conversion times will vary depending on hardware specification.

* Trial feature

** These cards have not been verified by Grass Valley Engineering.

ORDERING

Please contact your authorized Grass Valley representative.