



videofurnace

Converging Video to the IP Network

Utilizing Your IP Network to Extend Content to A New Set of Screens!

Video Furnace System 4 offers an end-to-end software solution built upon the MPEG standard that utilizes your private high speed IP network to deliver TV-quality full-motion live and preencoded content to the desktops and set top box connected televisions at your campus.

Imagine your students viewing curriculum materials from the privacy of their dorm room or a teacher on campus lecturing to another campus in a different part of the world. Imagine the ability to easily digitize your own content, create your own channels and schedule your showings with just a few clicks of a mouse button.

Extend Your Video to the Desktop

- Live events
- Premium content
- Remote Seating
- Localized content
- Campus events
- Student content

The Benefits are Clear

- Live and on demand content
- Requires no desktop client software
- Delivers your content/curriculum to all connected authorized users
- Maximizes your network
- Provides reliability and security
- Bi-directional reporting mechanisms
- Scaleable and Upgradeable
- It Just Works!!!



Increase Distribution

With System 4, you now have the ability to extend your program offerings to campus wide connected PCs and IP based set top boxes.

Extends the Reach of Content

System 4 enables you to deliver television quality video beyond the COAX and directly to desktops. This enables the campus to provide video to desktops and the television simultaneously on one network.

Never manually upgrade player software again!

Video Furnace's unique InStream viewer is delivered with each viewing and only resides in memory so there is never a need to install or upgrade the player application. It supports Windows, Mac OS/X, Linux, Solaris 10 and Set Top Box.

Reliable and Secure

System 4 provides a reliable and secure avenue for delivery of programming to high speed connected desktops. Department of Defense "trusted" operating system and encryption system.

