





MDC-X Media Server

The MDC-X Media Server is a state of the art combination of hardware and software developed by Dynamic Projection Institute to perfectly control and play media content, the Mirror Head and other output devices. In a few simple steps, you can create commercial or corporate communication campaigns by importing media content and design mind blowing projection shows.

The MDC Software offers functions such as: media manipulation, geometric corrections, seamless transformations, image alignment with soft-edge, dynamic panorama features, show presets and DMX / Art-NetTM DMX512 control. All these functions can be used at the same time and in real time for a wide range of creative development and production applications.

In addition to the MDC Software, the MDC-X Media Server offers built-in functionality like media server launcher, time scheduled shows, show automatization, remote control, the MDC-Touch, as well as interfaces for OSC, DMX / Art-NetTM DMX512, RS232 in - out and other standard signal compatibilities.

















Key Features of the MDC-X Media Server

Through our latest system upgrade, you can expect a smoother and more powerful tool for your dynamic projection show programming. Based on operating feedback from the users, we added plenty new features to make sure that we always offer state-of-the-art products and now you will be able to control up to three outputs.

On demand, the tasks of your commercial campaigns or corporate communication can be individually assembled. No matter where the input comes from, the content can easily be transferred to the Mirror Head for projection. Images and videos can freely be arranged on the screen using projection maps.

The MDC-X is a stage and exhibition approved media server with a rock stable Linux system and a Launcher to start any task. It supports head-, headless operation, remote desktop and remote control over OSC and / or Art-NetTM - DMX512 / RS232.

The MDC-X offers a timeline and key frame based DMX engine for easy control and integration of any DMX fixture. There is a new MQTT control proxy and broker, can be operated as Master / Slave and is now additionally equipped with the RS232 in-out and can be turned on by WoL (Wake-on-LAN).

Together with the Mirror Head you can create awesome effects for your audience within minutes.











Biela Noc Festival 2018 - Bratislava





Gallery Invasion by Skullmapping

- Out of the box, ready to use system
- Optimized for all Mirror Heads
- -The smallest media server on the market
- Industry approved highly optimized Linux Operating System
- Smooth playback of multiple mapped layers of HD footage
- Soft-edge blending of Maps.
- Dynamic Panorama up to three outputs
- -Timeline and Preset controlled show engine
- Automatic Output Config. & Reconfiguration if loss of display occurs
- Remote control over Web-Based (Touch) interface
- Remotely controlled to switch between presets using OSC or $\mathsf{Art} ext{-Net}^\mathsf{TM}$ DMX512 commands
- Automatic & Manual control mode for max. flexibility
- Scheduler-System
- OSC Interface for remote control
- Headless operation through remote desktop software
- Media Pool with easy network-drive connection (FTP, Samba, Windows Share)
- Control up to three Mirror Heads and outputs with one MDC-X

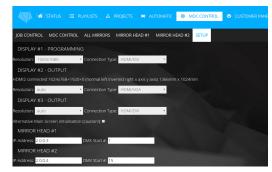


Software Specifications

- Multi-Core CPU optimized software engine
- Industry approved highly optimized Linux Operating System
- DMX-512 over Art-Net™ Support for multiple universes
- X/Y PAN-TILT DMX Mode for easy integration of the Mirror Head device
- Key frame based Media Mesh and Texture projection mapping
- Low Frequency Oscillators (LFO) can be applied to Maps to add dynamics to your stage / projection design
- DMX Fixture Panel for full control: Each Layer controls one DMX Universe with up to 512 Channels. Channel values can be set individually, grouped into Presets, or timeline controlled using Key frame Animation
- Multiple media types such as videos, audio, images, custom text, camera input, capture cards, 3D models can be loaded and played back simultaneously on multiple projection surfaces through different outputs
- Compatible with all major video, image and audio codecs
- Adjustable tessellation depth for projection maps and UV-mappings
- Variable playback speed to give the show the final touch
- Save current state of Maps, Textures, LFO, DMX, and many more into Presets
- Load Presets anytime later to get back to the former state
- Free Map Transformations to almost any geometric aspect of your mapping
- Pre-defined mapping transformations: Arc, Box, Circle, Half Circle, Ring, Sphere, Triangle and many more
- Key frame animations for Maps, Texture, Media, Audio and DMX
- Multiple Overlay & Mask mix modes
- Export of projects / timeline to video or still image sequence
- High quality, adjustable real time media rescaling up to Bicubic2 interpolation
- Playlist Mode for grouping Projects for automatic playback with custom fade times
- Re-Encode Media feature for quick and easy Media re-encoding without the need of an external system
- OSC connectivity with learning function
- Automatic MDC Template creation by auto detecting the physical outputs of the system



MDC-X Launcher



MDC Touch: Setup page















King Sprong by Skullmapping – Lightfestival Gent 2018



King Sprong II by Skullmapping - Leuven 2019



The MDC Touch

MDC-Touch allows the user to remotely control the MDC-X Media Server playback engine using any device that has a browser (e.g. smartphones, tablets or desktop computers). Importantly, turning a projector and the related show on and off can also be done using the touch screen of your device.

- Web-based interface for web browsers and touch devices
- Easy Job-, Mirror Head- and Projector Control
- Preview of all Media with thumbnails
- Web-based remote control of MDC projects
- Starting and stopping projects and playlists with just one click
- Easy switch between automatic and manual shows
- Multiuser and multitasking system
- Special "Customer Panel" to group common tasks
- Updated screen detection system
- Responsive Design fits any screen or any device











Spooky Halloween in York - by Polestar Productions



World-Expo – Astana by Reverie Trading Group LTD.



Pioneers – Vienna – by Media Apparat



Samsung's 30th Anniversary in Budapest - by Visual Power Kft.



MDC-X Hardware Specifications

The MDC-X/DA320 Media Server hardware offers higher processing performance. Powered by AMD Ryzen™ 5 PRO CPU, you also will have DDR4 RAM, M.2 SSD storage, USB3.2, WIFI, Bluetooth and much more. Furthermore, its slim chassis makes it fit perfectly in limited space, featuring a rugged design allows for 24/7 operation even in rough environments. With the MDC-X/DA320 available, you can meet the challenge of deploying dynamic projections for a wide range of application fields.



- Slim powerful 1-liter 4K PC for three displays
- Dimensions (W/D/H): 165 x 190 x 43 mm, Weight: 1,4 kg
- External 120 W power adapter (fanless), Input: 100~240 V AC, 50/60 Hz
- Ambient temperature range: 0 ~ 50°C
- Relative humidity, non-condensing: 10 $\sim 90\,\%$
- Including VESA mount 75/100 (MHZ-BW, wall mount for VESA optionally)
- Active dual-fan heat pipe cooling system ensures whisper-quiet operation and system stability
- MDC-X2/DA320 CPU: AMD Ryzen[™] 5 PRO 3350G, RAM: 16GB DDR4, Storage: M.2 SSD 240GB
- RTL8821 Wifi & Blutooth
- 4K support (features depend on processor and output configuration)
- 2x RJ45 Gigabit LAN (WOL)
- 1x HDMI 2.0 output to support 1080p/60 and 2160p/60
- 2x Display Port 1.2 connectors to support 1080p/60 and 2160p/60
- 6x USB3.2/1, 2xUSB2
- 2x RS232 serial COM port, 9-pin D-Sub
- 1x Audio Line out (Mini-Jack), 1x Microphone in (Mini-Jack)
- 1x SD Card Reader







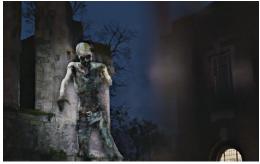


LINK TO SUPPORT PAGE http://www.dynamicprojection.com/mdc-support

LINK TO TRAININGS CHANNEL http://www.dynamicprojection.com/training



Wadden Sea Center by No Parking



Spooky Halloween in York - by Polestar Productions



Electric Church by 4youreye - ProjectionArt



Boutique edition-k / Vienna