



Ai Infinity EX4 & Infinity EX8 features (additional to S-Series)

Internal EDID Management for each output • Hot swappable rear DVI connections • Integrated front panel touch screen interface • Genloc Camera Sync (option on EX4, Standard on EX8) • LTC Timecode Input • 4 DMX outputs • Artnet and KiNet output protocols • Anti Shock & Floating Sub Frame construction.

3. Sapphire Media Wing

The Sapphire Media Wing allows two technicians to work simultaneously, setting up lighting palettes and video mapping. Then, come show time you're the master, launching lighting and video cues from one console.

Seamlessly integrated, the Sapphire Media Wing provides the operator with real time, system-wide preview or blind 3D visualisation. This huge step for the integration of lighting and video brings you total visual control.

The main operating screen and features of Ai brought to the lighting operator via the Sapphire lighting console and Media Wing allow native control of the media servers from your FOH lighting console where you need it.

4. MSC-I

The MSC-I Ai media server controller provides live control in a compact user friendly interface. Connecting directly to any Ai system, the MSC-I gives access to effects, layers and clips.

3 axis control using ultra smooth optical encoders • 10 assignable faders • 16 fader pages • 4 easy access Layer Select buttons • 8 Blend Mode select buttons • 7 Transport Control buttons • 8 assignable custom buttons • 16 interface function buttons • 8 FX buttons • 4 quick access Scene View buttons • numeric keypad • 4 DMX in/out ports • MIDI in port • USB interface.

5. Sapphire Media Control Console

A unique, industry first, brought to you by Avolites, the Sapphire Media offers video operators an intuitive live show control surface enabling seamless integration of all visual elements.

The Sapphire Media control surface connects to Ai media servers and highlights include 2 generous, widescreen touch surfaces for easy access to the User Interface and Salvation Engine control. Additionally, 4 switchable and assignable, touch preview monitors are available to the system operator. These preview monitors may be mapped to any inputs, outputs or video layers.

15 motorised faders for live control, mappable to content triggers, effects or parameters • Smooth T-Bar for traditional vision mixing • Direct access buttons, pre-assigned to popular features and functions • All controls may be user configured to produce fully customised functionality.



Colour banding is history

Our revolutionary AiM Codec offers virtually un-compressed quality with smooth playback of up to 8K resolution media. AiM is a cross platform Quicktime codec available exclusively to Ai users at no additional cost for use in any Quicktime capable application.

This un-paralleled playback performance has been made possible through the use of the latest GPU technology bred for the gaming industry but now re-developed with the support of AMD and Nvidia exclusively for Ai.