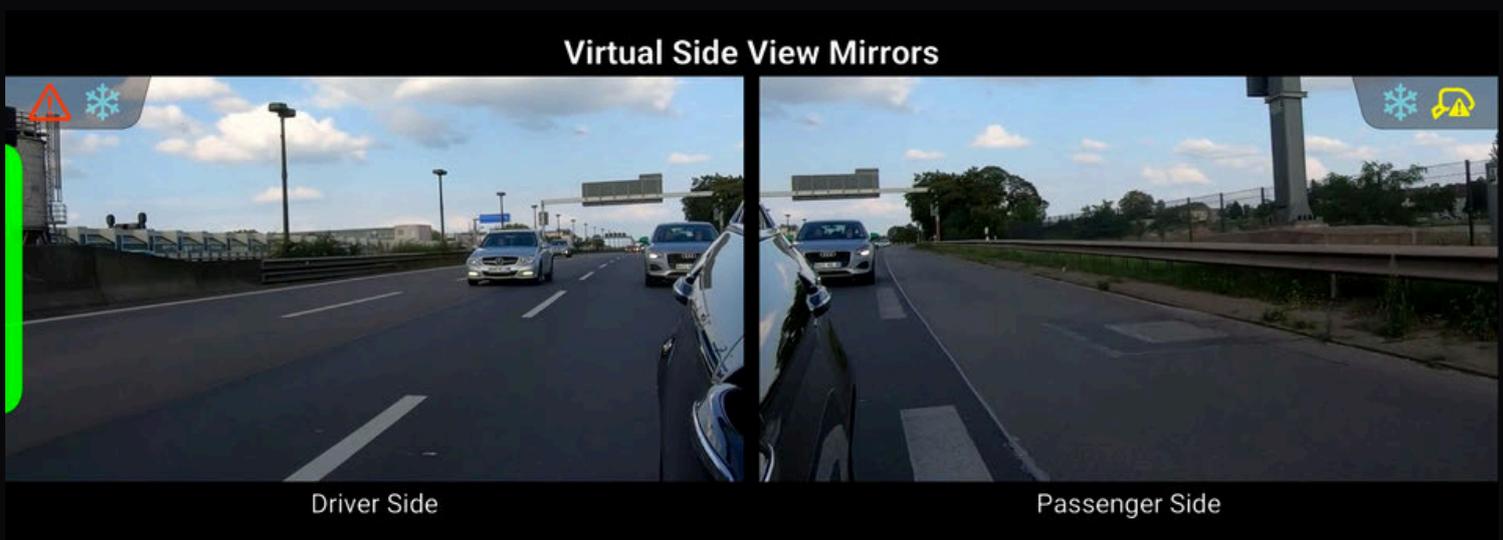


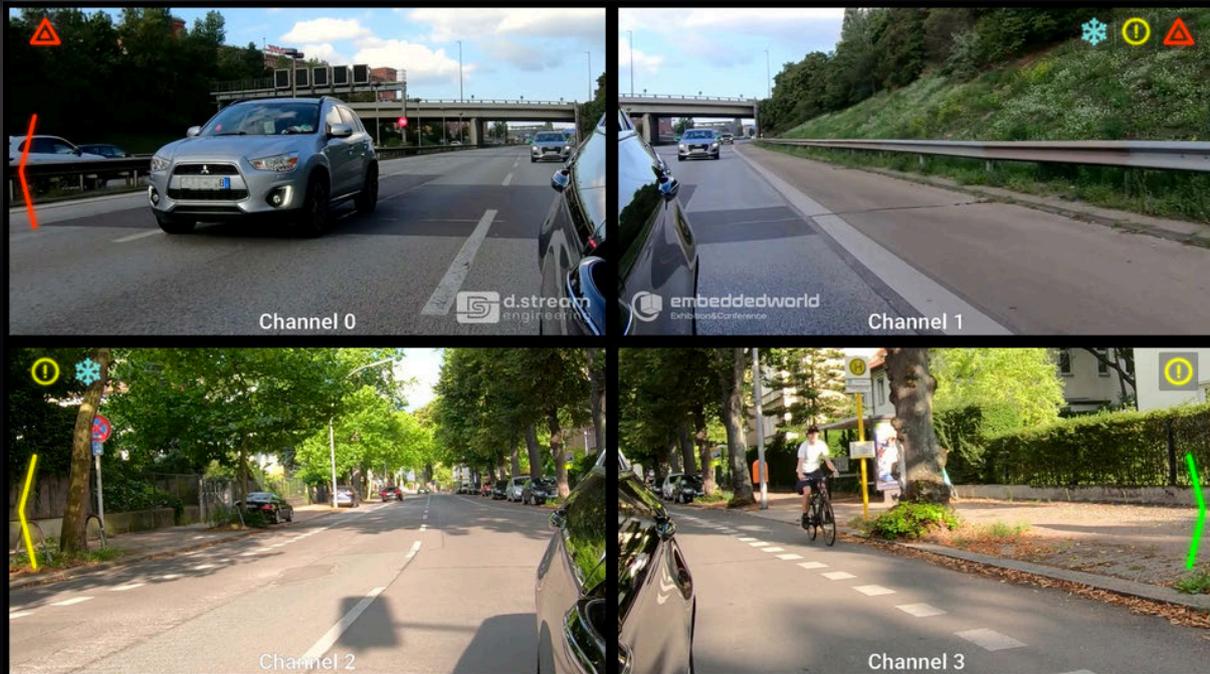
What is it?

- **Vision framework:** reusable multi-channel video pipeline architecture for camera/video-based embedded systems
- **Multi-channel inputs:** supports up to 8 synchronized camera channels enabling scalable product variants
- **Dynamic GPU rendering:** 2D and 3D graphical overlays using the on-chip GPU
- **Runtime configuration:** activate/deactivate video channels and switch overlay sets without rebuilding the pipeline



What's inside?

- **TDA4 SoC by Texas Instruments:** architecture aligned with TI SDK and on-chip acceleration units
- **OpenVX:** widely used and accepted industry standard
- **Portability:** adaptable to alternative hardware platforms
- **Extensibility:** integration of custom computer vision and AI algorithms



Independently configurable multi-channel setup with GPU-rendered overlays

What does this mean for your project?

- **Shorter time to market:** start from a validated video pipeline
- **Ready-to-use overlays:** configurable 2D and 3D symbol sets
- **Optimized for TI TDA4:** efficient use of GPU and on-chip processing units for real-time performance
- **Versatile framework:** quickly adjust your use case look without wasting time digging through the source code
- **High scalability:** extend with OpenVX nodes or custom algorithms. Engineering support available if required



Customize overlays in real time



Render 3D objects directly via GPU