



The 8K Monitor

Issue 26 - 2021-10-12

SUBMIT 8K NEWS

GET 8K ASSOCIATION
OVERVIEW

SUBSCRIBE TO 8K NEWS

We Wrote These...

Synamedia's New Solutions Can Encode Live 8K



Synamedia announced it had achieved 8K real-time encoding and streaming with 'zero compromise' with their VIVID Compression platform powered by AMD's [3rd](#) Generation EPYC 7763 processors. Synamedia's solution does not require dedicated GPU memory or other hardware acceleration eliminating many issues with memory and throughput. [Read Chris Chinnock's article.](#)

Benefits of 8K Remote Capture and Personalization Demonstrated

One of the demonstrated benefits of using an 8K camera in sports is the ability to do extreme zooms and create HD or 4K cut-out for direct-to-air broadcast. Now, a new case study of this technique for a philharmonic concert has been documented. The event also allowed customers to choose which HD camera angle they wished to see. All this production was done remotely during the Covid pandemic. [Learn More](#)



Our Comments on These...

ASTRO released SMPTE ST 2110 compliant 8K IP Gateway IG-5114



The use of IP in broadcast productions for on-site work, in-studio work and transmission from site to site is increasing with the adoption of the SMPTE ST 2110

suite of standards. Sometimes converting from SDI interfaces to an IP interface and back again can be tricky. Astrodesign's new converter gateway helps solve this challenge and

offer 8K/60p 422 10-bit uncompressed transport and up to 8K/120p 422 10 bit with two devices. More details on Astro's website can be found [here](#).

Industry Insights: Pressing forward with production switchers

This article provides the views of several participants on the need to support 8K in broadcast switching devices. As might be expected, responses ranged from positive to negative depending on the company's customer base. Read NewsCast Sutions article [here](#).



The Touryst is the first natively rendered 8K 60fps game for the PS5



This is the first natively rendered 8K game for the PS5, but the output is still constrained to a downsampled 4K. The timing for an update to the PS5 to support 8K/60p output is unclear. There is also a native 4K output mode so you can compare this to the downsampled mode. According to this article, "You get much improved edge-smoothing and the intensity of the depth of field effect changes with resolution, so this effect

looks quite different between the 4K and 8K modes". Eurogamer's article is [here](#).

SMPTE Canada gives the floor to the 8K Association

Last week, SMPTE Canada ran an online session on UHD. Pierre-Hugues Routhier from Radio Canada painted the complete picture of where UHD technology stands today. If you understand french, you can find the presentation [here](#). Routhier leans on standards and guidelines from SMPTE, ITU, the Ultra HD Forum, Netflix, DVB, ATSC, the UHD Alliance, Yoeri Geustkens, NABA, EBU, and the 8K Association. Our Executive Director, Chris Chinnock, then gave the case for 8K. He presented the 8K use cases, discussed 8K broadcast standards, the status of the 8K ecosystem, adoption and the 8K Association. You can find the pdf of his presentation [here](#) and listen in English from minute 44:30 in the previous link.



We Also Read These...

[OWC Announces Thunderbolt Dual DisplayPort Adapter](#)

[Kensington Thunderbolt 4 Laptop Docking Station Maximizes Intel® Evo™ Experience](#)

[Best 8K TVs for Gaming in 2021](#)

[The best 8K TV Black Friday deals 2021](#) (regularly updated seasonal guide)

