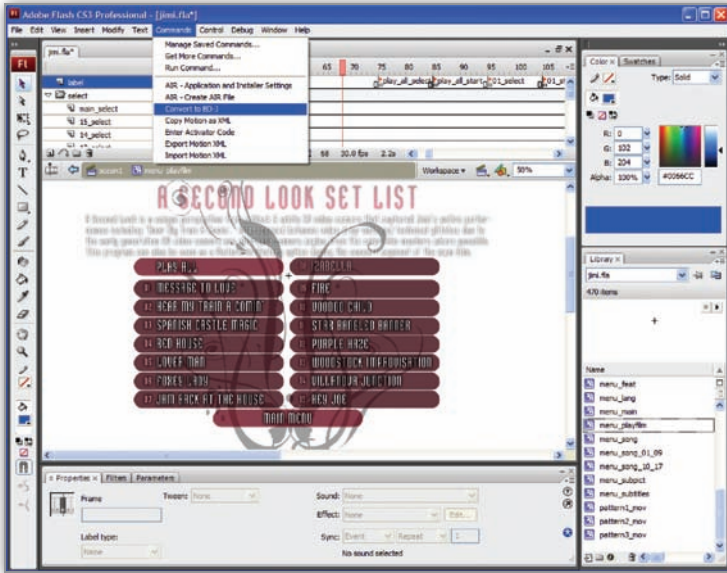


SONIC

BD-J CONVERTER

CREATE BD-J IN ADOBE FLASH



BD-J Converter is the world's first plug-in for Adobe® Flash® capable of converting Flash Animations to BD-J code for the creation of world-class BD-J Blu-ray Disc titles. Exclusively available from the Sonic Extended Developer Group (EDGe), BD-J Converter – designed by ASV Corp - is a massive time and cost saver for all professional BD production facilities involved in BD-J title development.

INTRODUCING BD-J CONVERTER

BD-J Converter is a plug-in for Adobe® Flash® that automatically converts Flash Animations into BD-J code for use on highly interactive BD-J powered Blu-ray Disc titles.

Following the successful introduction of the Blu-ray Disc format, production facilities are now exploring the power and possibilities that lie within Blu-ray Disc's BD-J specification. One of the format's advanced BD-J enabled interactive capabilities is stunning HD menu animations, delivering an experience unlike any other interactive HD media. In order to maximize the interactive capabilities of the Blu-ray Disc format, it's vital for professional production facilities to adopt a workflow that is both creative and efficient. BD-J Converter meets both needs perfectly, ensuring your BD-J development workflow is free from errors and as fast and efficient as possible.

Using BD-J Converter, animators can create complex BD-J animation code within Adobe Flash with a single click, freeing BD-J developers from the task of tedious menu animation. BD-J Converter puts the task of BD-J menu animation where it belongs: in the hands of the creative designer, leaving costly BD-J development resources to focus on the important task of programming title functionality.

BD-J Converter enables a highly efficient BD-J development workflow. With Java programmers no longer having to animate menus using pure Java code, BD-J development times can be reduced dramatically by an incredible 70%!

Streamline your BD-J development workflow today with BD-J Converter, available exclusively from Sonic's Extended Developer Group: Blu-ray Disc creation with an EDGe.

Designed by ASV Corp, available exclusively through the Sonic

EDGe extended developer group

LEARN MORE, BOOK A DEMONSTRATION, AND FIND YOUR NEAREST RESELLER:

WWW.SONIC.COM/GO/BDJCONVERTER

KEY FEATURES

Dramatically Accelerate BD-J Development by up to 70%

BD-J Converter makes the creation and development of animations for BD-J faster and easier. Animators can use the familiar environment of Adobe Flash - one of the worlds leading animation tools - rather than having to learn a new Java-oriented tool. Java programmers can focus on implementing functionality, rather than performing the tedious task of hand coding animation sequences.

Export BD-J Code from Adobe® Flash®

BD-J Converter integrates perfectly with Flash and enables animators and BD-J developers to quickly and easily create BD-J code by simply selecting "Convert to BD-J" from Flash's Command menu – it's that easy!

Easy BD-J Creation for Designers and Animators

BD-J Converter enables professional designers and animators to take direct control of their BD-J designs. Working in a familiar environment – Adobe Flash – they're able to create BD-ready BD-J code without writing a single line of Java code.

Efficient and Logical Deployment of Resources

Java programmers are an expensive resource. Without BD-J Converter, part of their time is used hand coding animations handed over from designers and animators. Not only is this a waste of their valuable time, it leaves room for human error as programmers attempt to reproduce animators' designs using Java. BD-J Converter enables the animation part of BD-J production to exist where it belongs: with the animators, ensuring animations are exactly as intended and BD-J programmers are free to program important functionality, not menu animations.

Seamless Integration with Sonic® Scenarist®

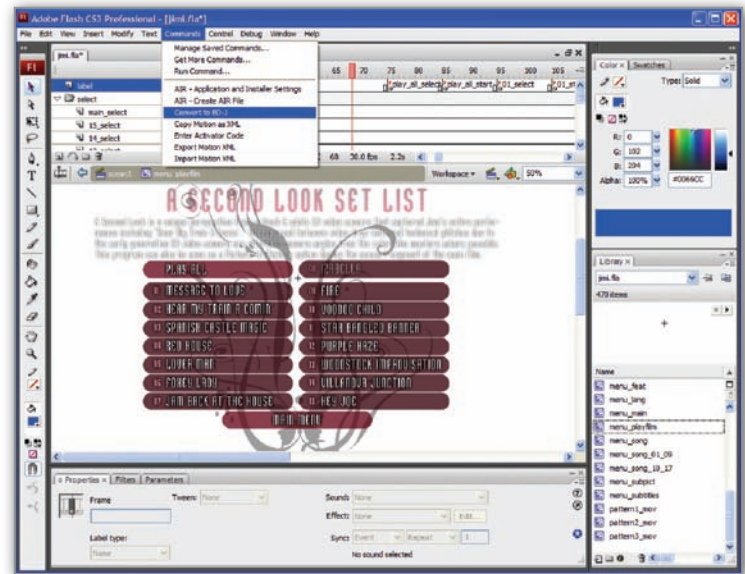
The output from BD-J Converter can be imported directly into Scenarist BD-J for further development and finalizing.

Compatible and Efficient BD-J Code Generation and Java Runtime Generation

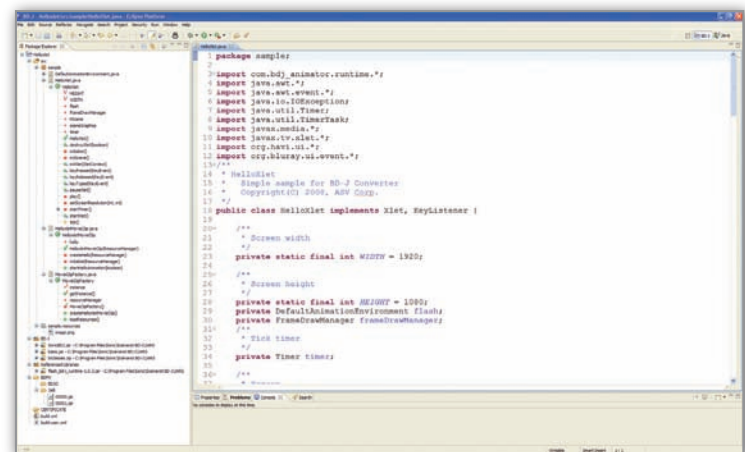
BD-J Converter creates compatible and optimized code for BD-J titles, including a Java runtime library, for the best possible player performance.

Automated Image Mosaic Creation

BD-J Converter automatically creates an Image Mosaic file containing all source graphics to ensure optimized loading times and player performance.

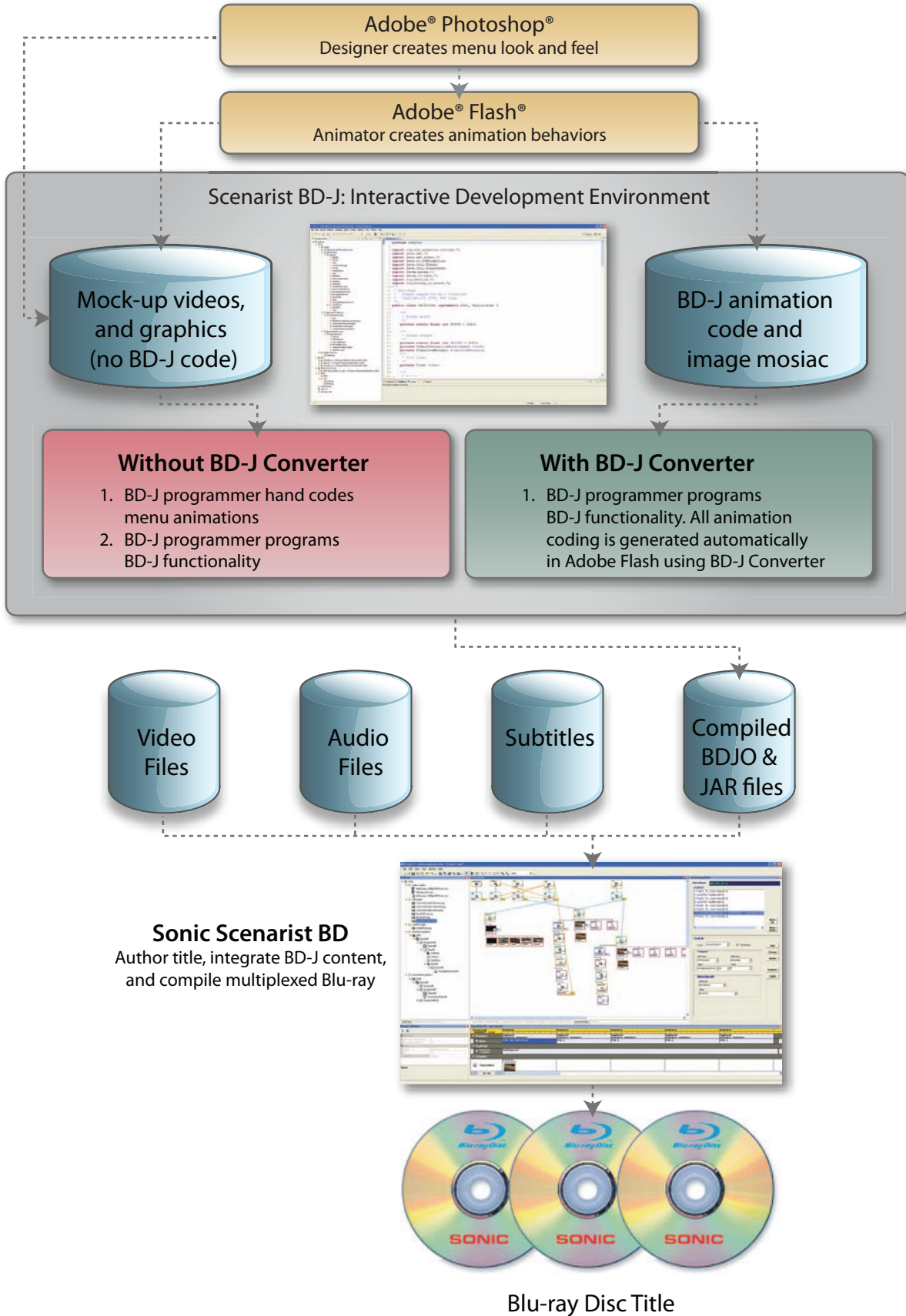


BD-J Converter – Converting your interactive menu animations into fully functional BD-J Code is as simple as selecting "Convert to BD-J" from Flash's Command menu: incredibly simple, unbelievably powerful.



Ultimate Control - The output from BD-J Converter can be used in any Java Interactive Development Environment – like Scenarist BD-J – for further development and finalizing before integration into your final Blu-ray Disc project.

THE POWER OF BD-J CONVERTER



SYSTEM REQUIREMENTS

A CPU meeting the following minimum requirements is recommended for use with BD-J Converter:

- Windows® XP Professional, Service Pack 2, 32-bit or Windows Vista, Home Premium to Ultimate (x32 only)
- Intel® Pentium® 4 processor
- 1.5 GB of RAM
- Adobe® Flash® CS3 and Adobe Extension Manager
- Java Development Kit 1.6 Update 6 (JDK 1.6.0_06) or later
- MSXML4 Service Pack 2
- Scenarist BD-J 4.5 (or Eclipse IDE for Java Developers 3.3) for editing and building exported code
- 2.5 GB of hard drive space on system drive for application and related files
- Monitor with 1024 x 768 screen resolution and 24-bit color (1920x1080 recommended)
- CD or DVD-ROM drive
- 1 available USB port (for security dongle)

Windows Emulators: Lemony can also run within Windows emulators hosted in Mac OS X or Linux. Please note that USB support must be available within the emulator environment (for example, Virtual PC does not support USB devices so cannot run Lemony).

SPECIFICATIONS

Operating System Support

- Windows® XP Professional, Service Pack 2
- Windows Vista, Home Premium to Ultimate (x32 only)

Adobe Flash Support

- Adobe® Flash® CS3

BD-J Support

- Flash Button to BD-J Button conversion
- Java Class generation for each Movie Clip
- Motion Tween Support
- Cell Animation Support
- Path Animation Support
- Layer Mask Support
- Image Mosaic Generation (PNG)

BD-J Workflow Integration

- Fully compatible with Scenarist BD
- Generates editable BD-J code compatible with all text editors and Java IDEs
- Build and edit code using Scenarist BD-J
- Optimized run-time animation engine in easy-to-integrate JAR

Player Compatibility

- BD-J Converter has been tested with major BD Players Profile 1.0, 1.1 and 2.0 (BD-Live) However, as every Flash animation is different, you should test your final product against your target players to ensure maximum compatibility and acceptable player performance.

EDGextended developer group

Sonic's Extended Developer Group - EDGe - is a comprehensive program enabling and supporting the development of utilities and applications for use in the creation of advanced high definition Blu-ray Disc titles. Designed to harness the technical and creative energies of developers from across the spectrum of interactive design, the EDGe program provides everything needed to define, create, qualify, market, and support professional production applications that enable the advanced interactive features of the Blu-ray Disc format.

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