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The MCC-HD, cutting-edge conversion for broadcast grade motion in HD streams

InSync and FOR-A announces the MCC-HD: The Ultimate Single Channel Motion Compensated Frame Rate Converter at IBC Show 2023

IBC Show, September 15-18, Amsterdam, Booth C2.30—InSync Technology, the renowned developer of high-quality video processing technology, is thrilled to announce the upcoming reveal of its groundbreaking motion compensated frame rate converter, the MCC-HD, at the IBC Show in September. This cutting-edge hardware represents a significant milestone in affordable, flexible and scalable onsite video conversion technology, delivering seamless real-time conversion and uncompromised image quality.

Building on the successful partnership between InSync Technology and FOR-A, the MCC-HD takes video processing to new heights by providing unmatched motion compensated frame rate conversion for single channel HD streams. Only a 1RU solution, the MCC-HD ensures flawless conversion of streams, offering InSync's gold-standard image clarity and detail whilst being scalable and compact for broadcasters in squeezed IBCs or on the road.

The MCC-HD goes beyond video conversion, boasting additional features such as support for 16 channels of embedded audio and timecode pass-through. Moreover, an audio delay option is available to maintain lip sync, simplifying integration into existing HD workflows. To achieve seamless output without compromising latency, InSync's expert engineering design team implemented dedicated hardware. Utilising the powerful algorithms in the MCC-8K, the MCC-HD delivers the same level of performance for everyday streams. As a 1RU solution that only requires 70w of power at most, it is the most efficient option on the market.



James Shepherd, CTO of InSync Technology, expressed his pride in this remarkable achievement, stating, "Our latest algorithms empower broadcasters to deliver content seamlessly across the globe. With our expertise in high-resolution products and motion compensation technology, we have set new industry standards with our single-channel frame rate converter."

Hiro Tanoue, Director of the Overseas Business Division at FOR-A, emphasized the strength of their ongoing collaboration with InSync Technology, stating, "At FOR-A, collaboration and partnerships are integral to our company philosophy. Our continued alliance with InSync Technology consistently drives world-class innovations, fulfilling the real needs of major broadcasters and events. We eagerly anticipate further shared projects in the future."

Attendees of the SVG Sport Production Summit & IBC Show in September will have the exclusive opportunity to witness the groundbreaking capabilities of the MCC-HD. Visit booth C2.30 at the IBC Show or find one of our representatives at the SVG Sport Production Summit to explore the advanced features and unparalleled performance of this state-of-the-art motion compensated frame rate converter.

For more information about InSync Technology and its comprehensive range of video processing solutions, visit their official website at insync.tv.

About InSync

InSync is a world-leading specialist in broadcast standards conversion, dedicated to developing highly efficient signal processing hardware and software products. With a focus on motion compensated frame rate and format conversion (standards converters), InSync offers flexible solutions for CPU-only deployment. Their innovative FrameFormer software standards converter, available for various operating systems, provides unmatched performance and flexibility, integrating seamlessly into third-party solutions and turnkey software applications.

About FOR-A

FOR-A is a renowned global manufacturer specializing in cutting-edge broadcast and production products. With a commitment to advanced technologies such as HD, 4k, and IP, FOR-A offers a wide range of future-ready, cost-effective solutions. Their comprehensive product lineup includes video switchers, routing switchers, multiviewers, high-speed cameras, IP encoders/decoders, signal processors, test signal generators, color correctors, frame synchronizers, character generators, video servers, and more.