

DVI : Digital Visual Interface (Digital Display Signal for Computer)
 UPS : Uninterrupted Power Supply
 USB : Universal Serial Bus
 2D : 2 Dimension
 3D : 3 Dimension

Fig. 2-31 Block Diagram of Computer Graphics System

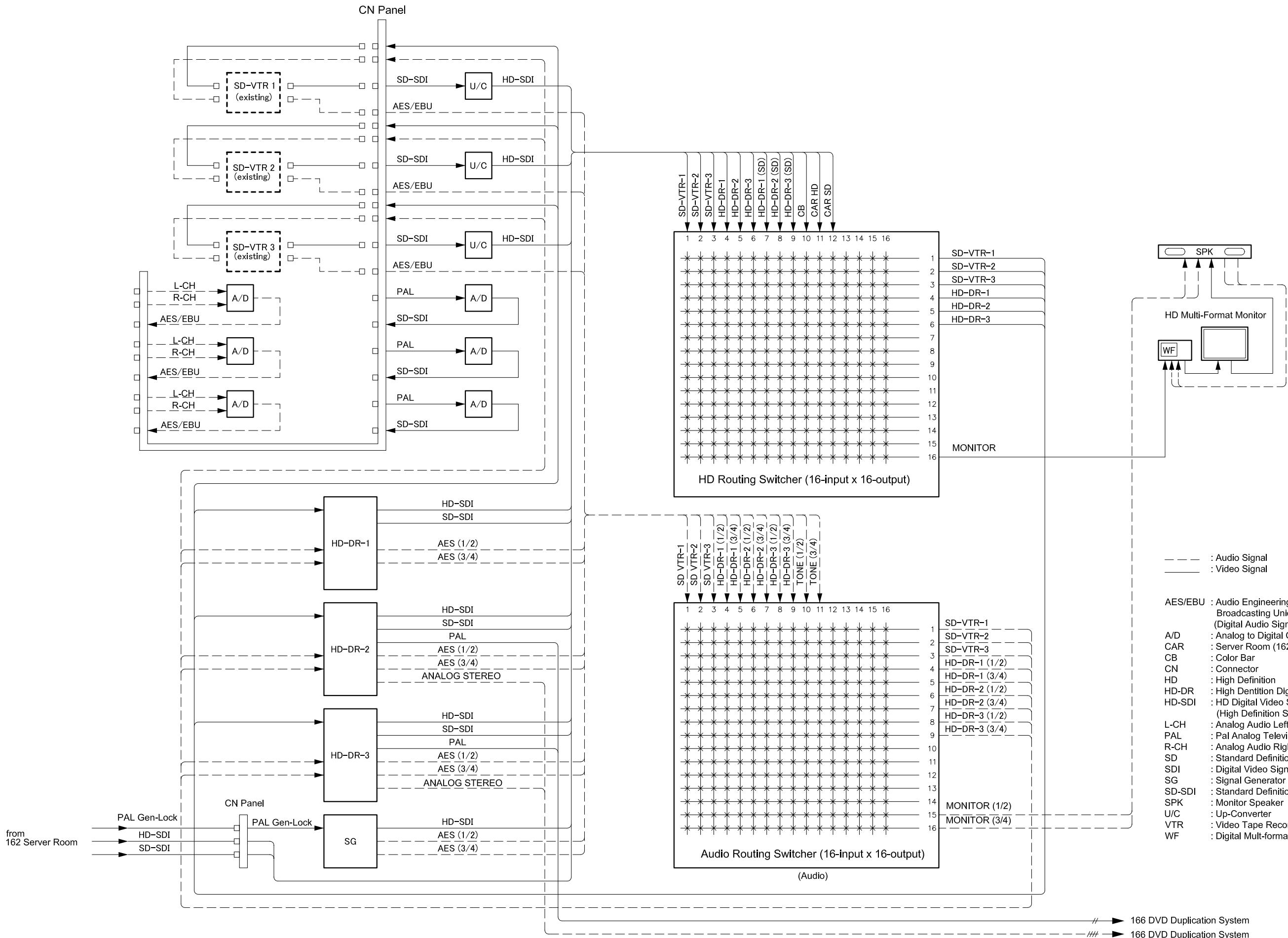


Fig. 2-32 Block Diagram of Analog / Digital Format Conversion System

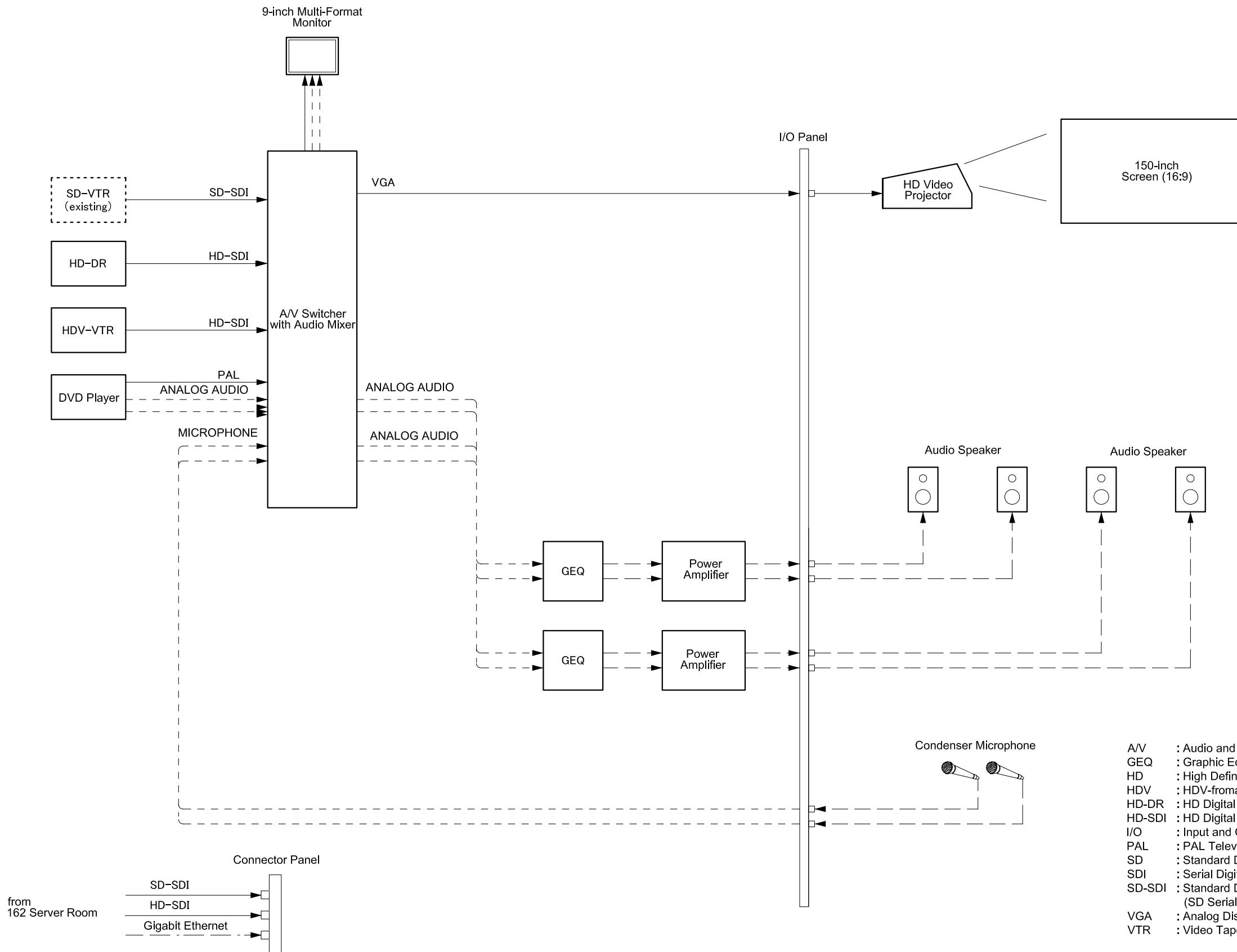


Fig. 2-33 Block Diagram of SD/HD Preview System

A/V	: Audio and Video
GEQ	: Graphic Equalizer
HD	: High Definition
HDV	: HDV-format
HD-DR	: HD Digital Disc Recorder
HD-SDI	: HD Digital Video Signal (HD Serial Digital Interface)
I/O	: Input and Output
PAL	: PAL Television Standard
SD	: Standard Definition
SDI	: Serial Digital Interface (Digital Video Signal Format)
SD-SDI	: Standard Definition digital Video Signal (SD Serial Digital Interface)
VGA	: Analog Display Signal for Computer
VTR	: Video Tape Recorder

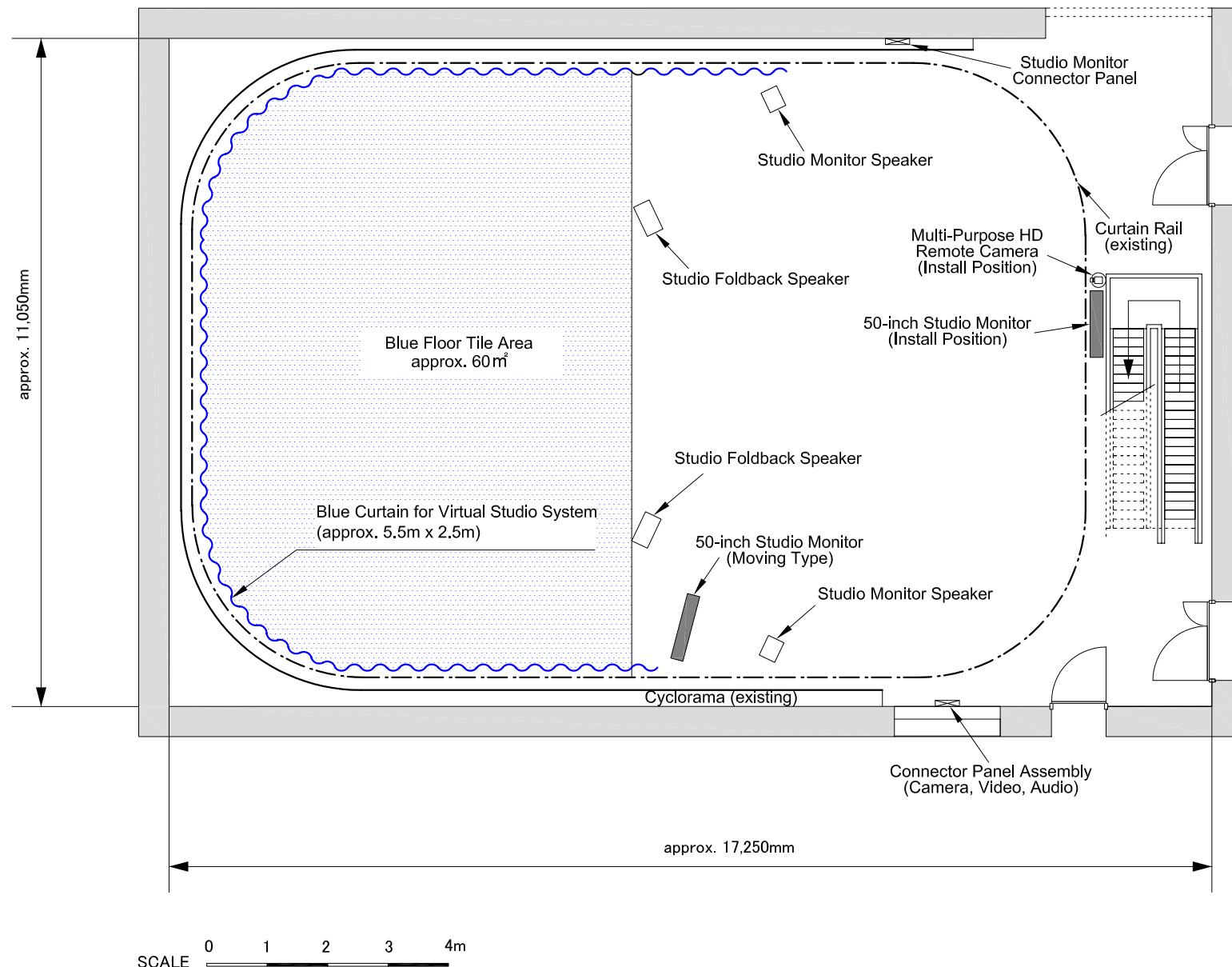


Fig. 2-34 Floor Layout of Video Program Production Studio-1

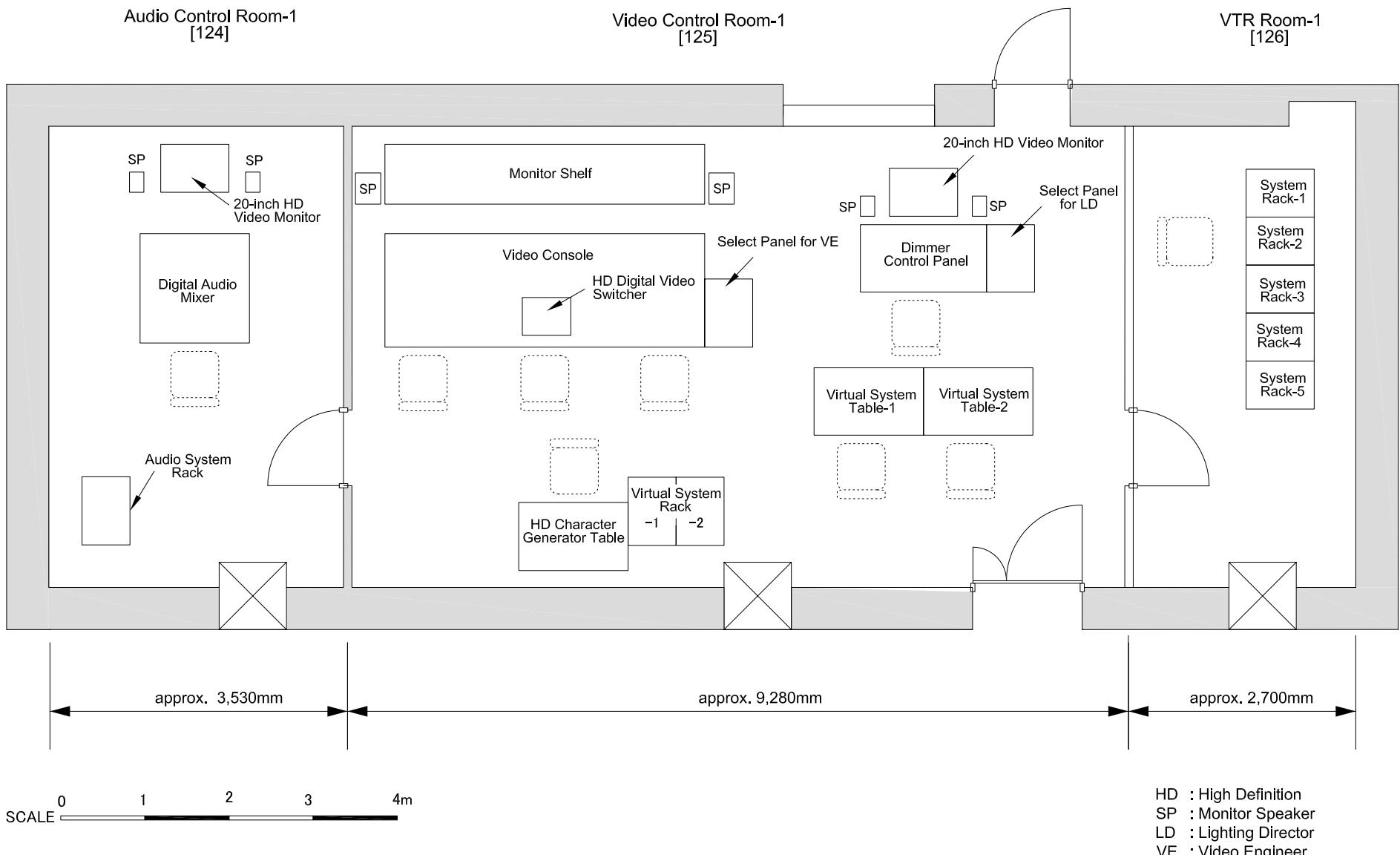
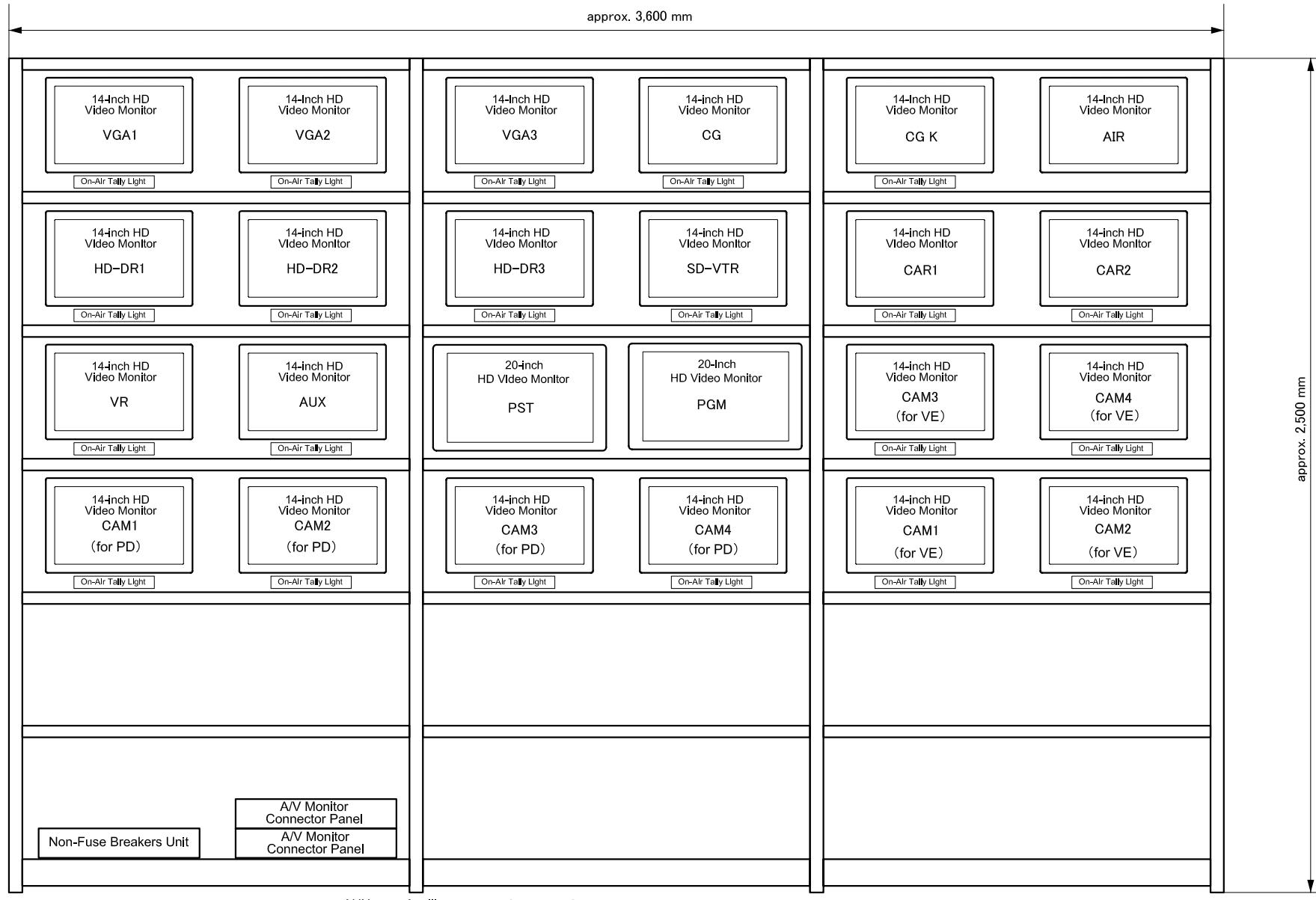


Fig. 2-35 Floor Layout of Video Program Production Studio-1 (Control Room)



AUX	: Auxiliary	CAR	: Server Room	K	: Key Signal (ex. CG K)	VGA	: Video Graphics Array (PC Display Signal)
AIR	: Air TV Signal	CG	: HD Character Generator	PGM	: Program	PD	: Program Director
A/V	: Audio/Video	VR	: Virtual Reality	PST	: Preset	VE	: Video Engineer
CAM	: Camera	HD-DR	: HD Digital Disc Recorder	SD-VTR	: Standard Definition VTR		

Fig. 2-36 External View of Program Production Monitor Shelf

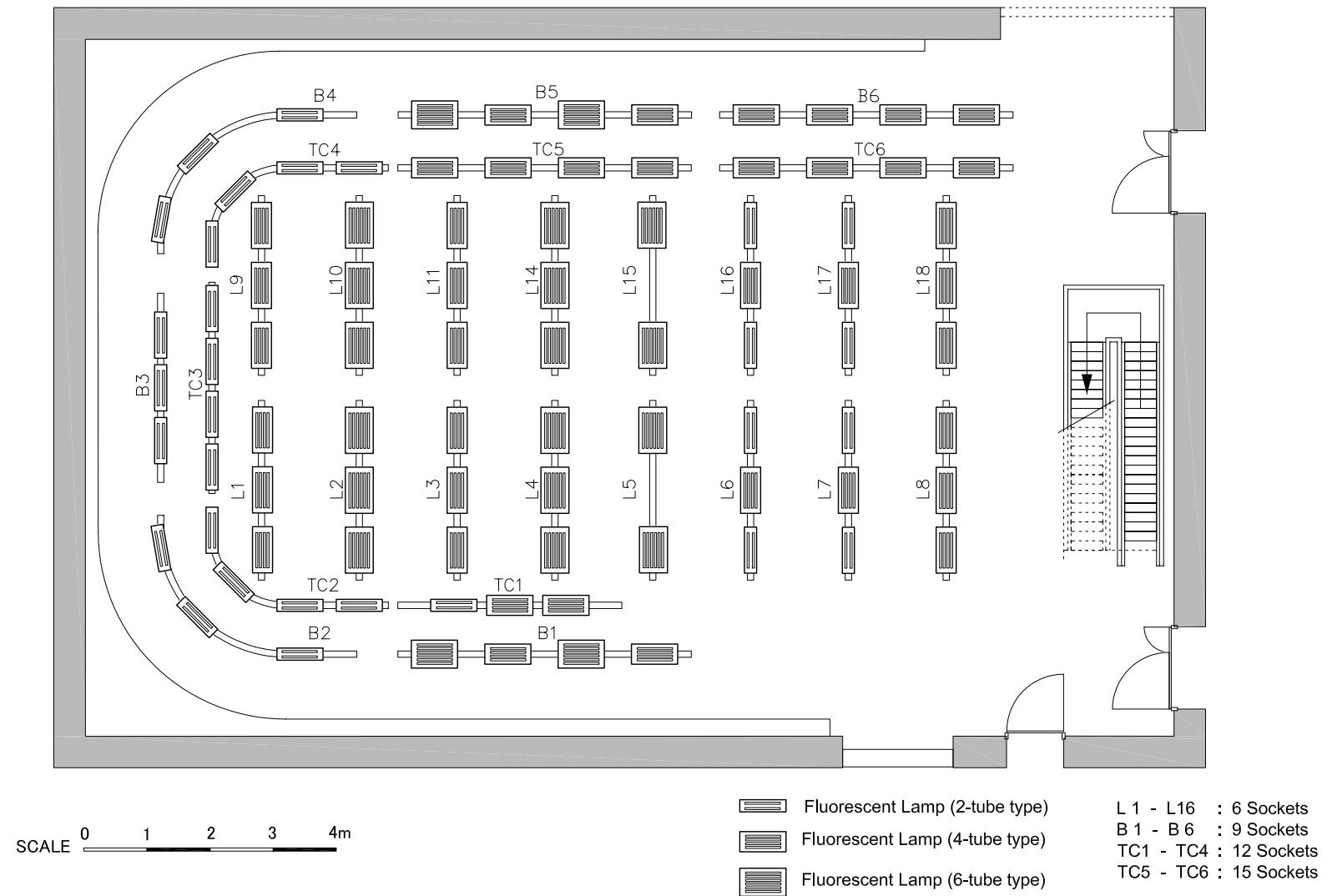


Fig. 2-37 Floor Layout of Video Program Production Studio-1 (Lighting Equipment)

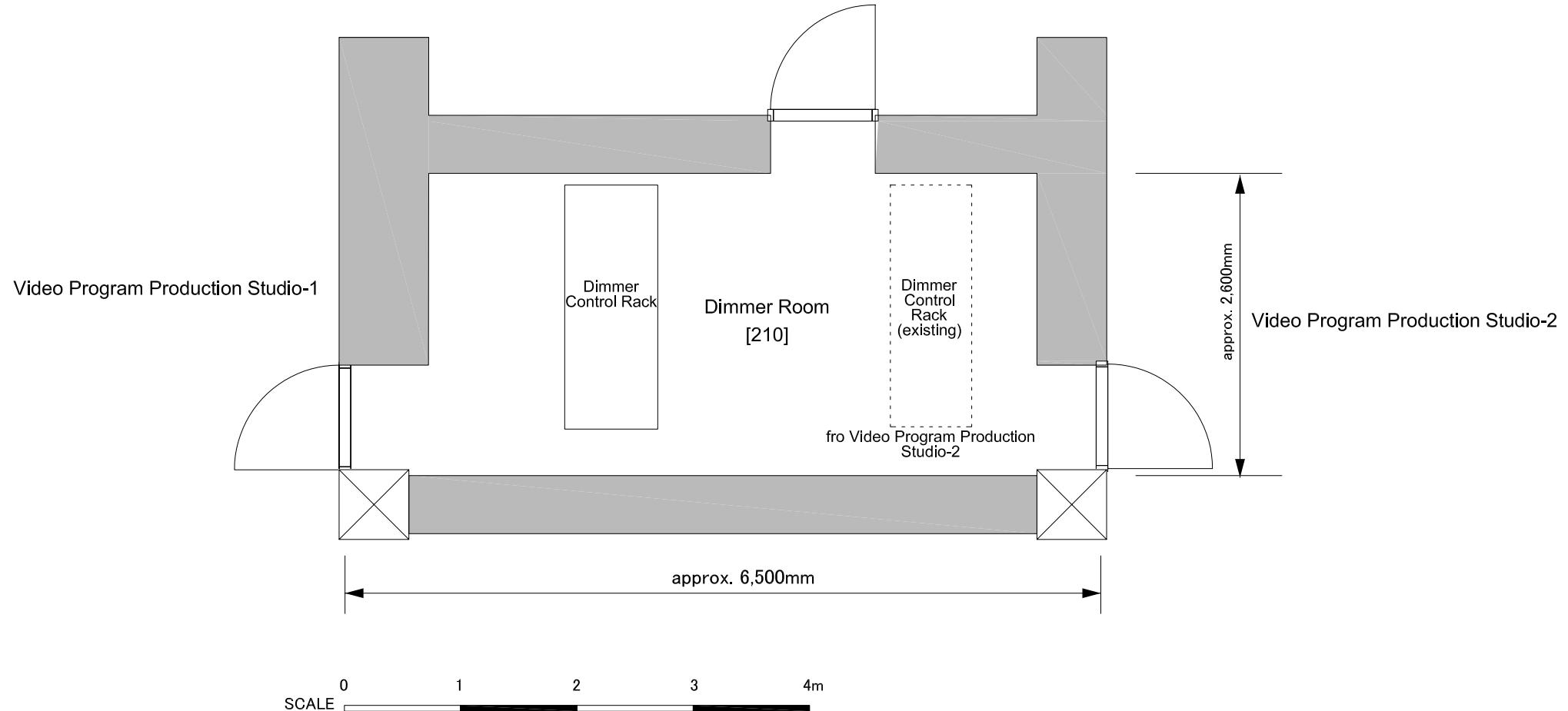


Fig.2-38 Floor Layout of Video Program Production Studio-1 (Dimmer Room)

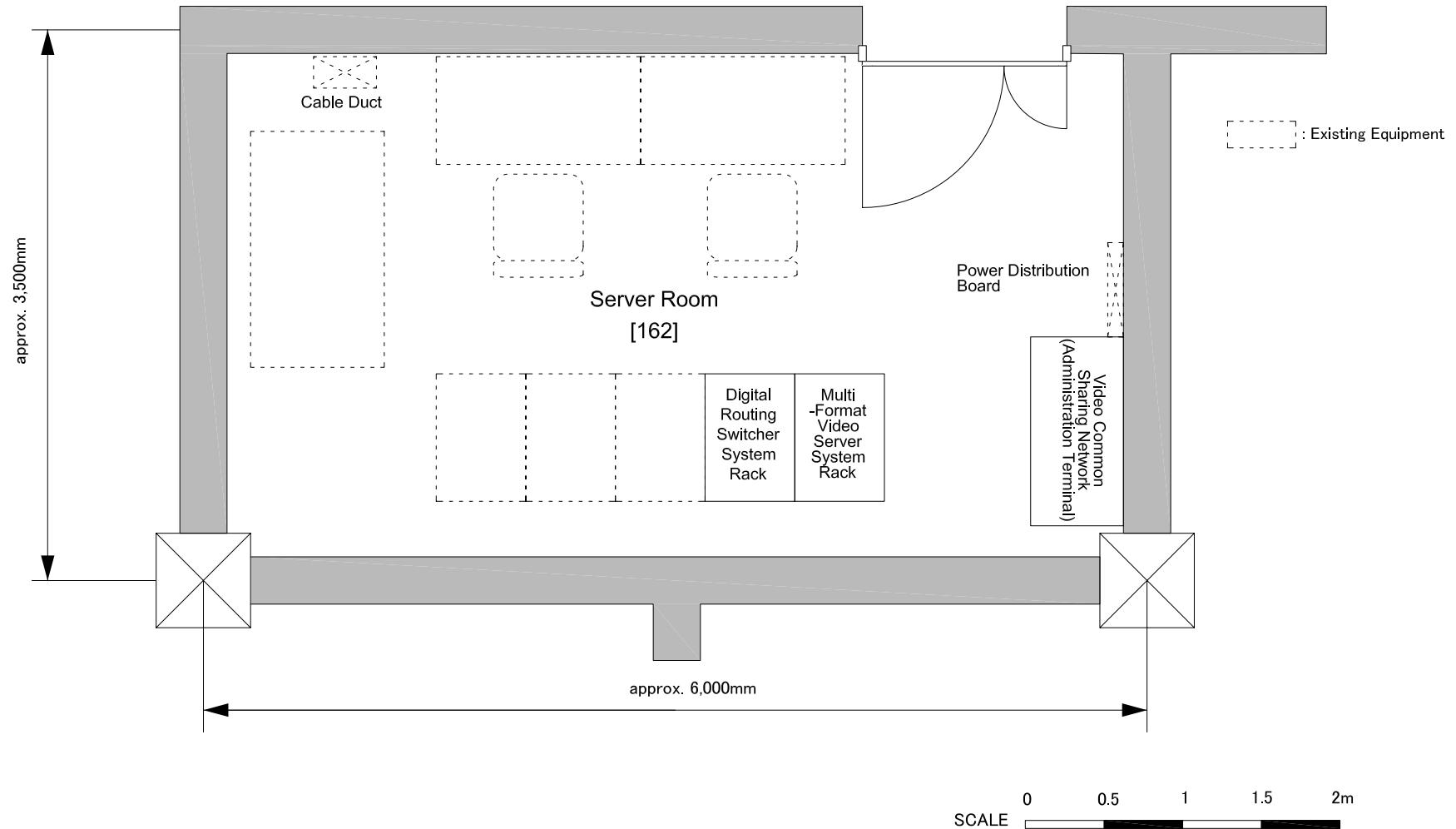


Fig. 2-39 Floor Layout of Routing Switcher System and Video Common Sharing Network (Video Server System)

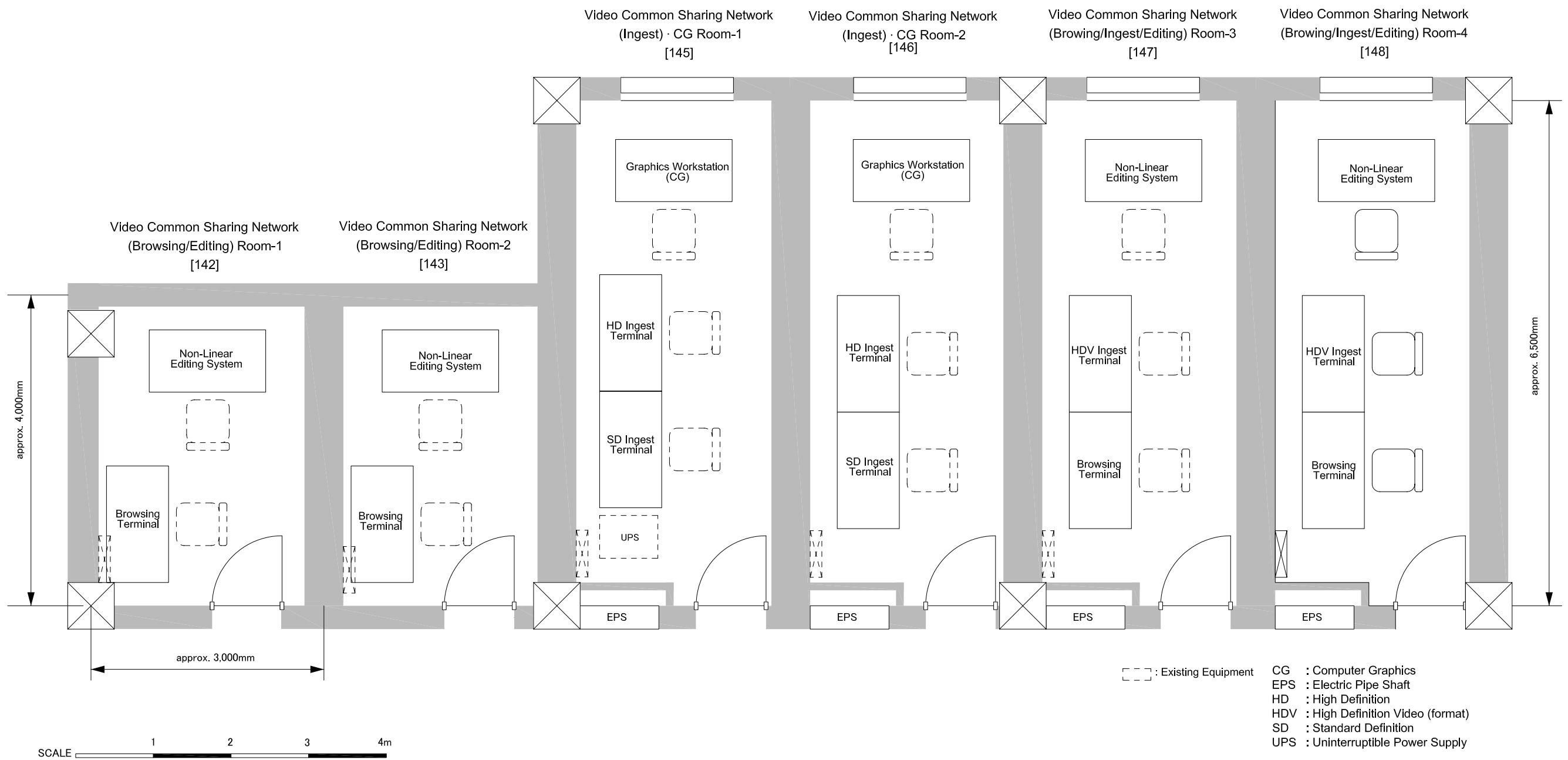


Fig. 2-40 Floor Layout of Video Common Sharing Network (Editing, Ingest and Browsing) and Computer Graphics System

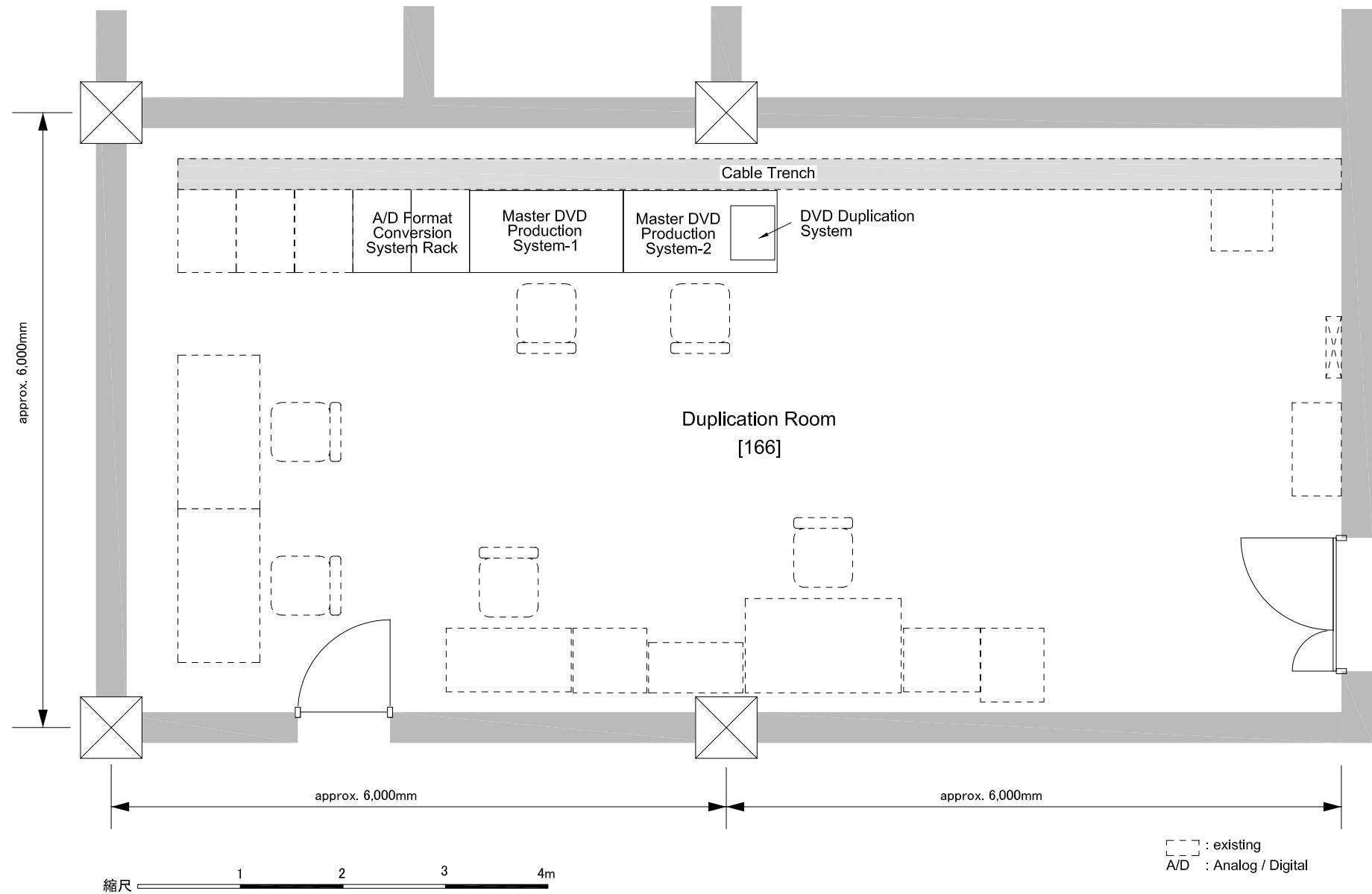


Fig. 2-41 Floor Layout of DVD Duplication and Analog / Digital Format Conversion System

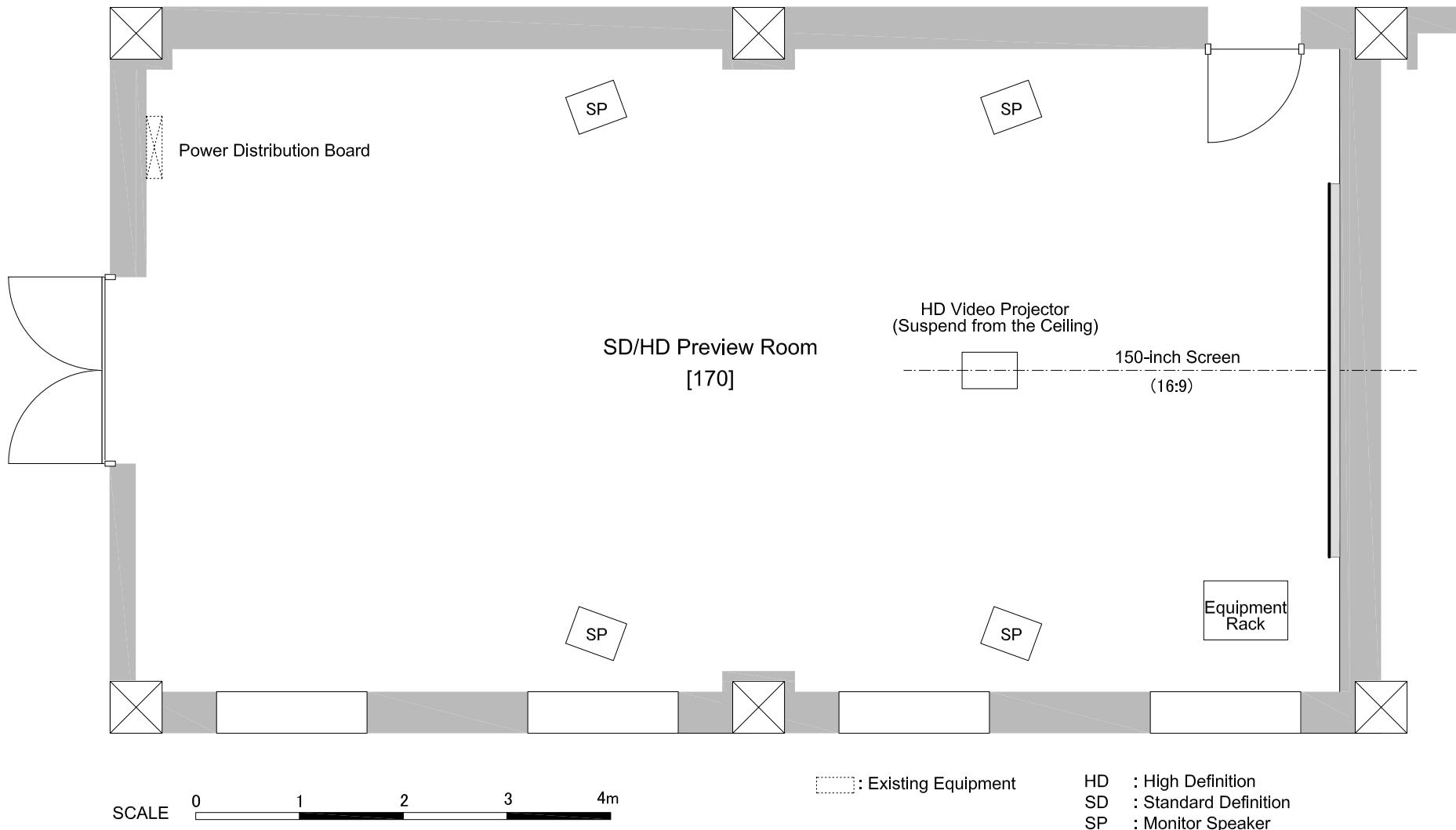


Fig. 2-42 Floor Layout of SD/HD Preview System