

# Grass Hopper



## The Hippotizer GrassHopper

If your project needs a single output of full HD fed from 8 media layers in a robust but compact rackmount form then meet the Hippotizer GrassHopper. This new addition to the Green Hippo range brings a wealth of possibilities to any show whilst ensuring you don't compromise quality when meeting the budget.

GrassHopper shares most software features of its close relative the Hippotizer HD. Its unrestricted output resolution allows you to drive a single HD display or lets you get the best from output extenders such as Matrox multi-head adapters, the EMS-iVU4 or Datapath x4.

Use it as a stand-alone player running VideoMapper or make it work hard as part of an UberPan rig to provide the flexibility, ease of use and the array of configuration options you've come to expect from any member of the Hippotizer family.

GrassHopper: Jump to it!

## Main features

- Full HD playback with unrestricted output resolution
- Compatible with most industry standard output extenders
- Wide range of input options including HD-SDI, DVI and VGA
- 4 layers of simultaneous HD playback without dropping frames
- Class leading video playback and real-time rendering
- 8 media layers (+8 mask layers)
- PixelMapper with unrestricted number of output universes
- 2U rackmount case
- Optional patch panel for professional connections \*
- 2 FX engines per layer - 100+ effects per FX engine
- Frame accurate synchronisation across multiple servers
- Media Manager with live media updating
- ScreenThief for Ethernet video capture
- Keystone and ScreenWarp for non-linear projection surfaces
- Soft-edge blending
- Timeline for stand-alone operation
- HippoNet
- External control via DMX/MIDI/TCP-IP/OSC/RS232
- High performance 3D show visualisation integration via CITP and HMap2
- Map to the most complex LED setups using the award winning VideoMapper
- Create stunning multi-screen shows with UberPan controller driving upto 8 render modes \*
- Use LiveMask to create complex masks in realtime to project onto complex scenery or buildings \*

\*Available with version 3.1

[www.hippotizer.com](http://www.hippotizer.com)

Unit 307, Parma House, Clarendon Road, London, N22 6UL, UK

TEL: +44 (0)203 301 4561

FAX: +44 (0)208 889 9826

Green Hippo is constantly improving its product range, so specifications are subject to change.



# Grass Hopper

Technical Data Sheet  
January 2011

## Physical

**Dimensions:** 437.8 x 404.5 x 88.9mm (17.24 x 15.93 x 3.5inches)

**Weight:** 8kg

**Case Type:** 2U 19" Rackmount

**Boxed For Shipping:** 590 x 550 x 210mm (23.23 x 21.65 x 8.27inches)  
(LxWxH)

### Environmental Tolerances:

Operating Temp. Range: 5° - 35°C (40° - 95°F)  
Humidity: 5% - 95% (non condensing)  
Altitude: 0 - 8850ft (0 - 2700m)

## Hardware

**Voltage:** 107 - 240v 50-60Hz Auto Switching

**Power Consumption:** 2.5 amps

**Media Drives:** 2

**Total Media Storage Space:** Over 25h HD / 75h SD content

**Pro-Connectors / Breakout Panels:** Optional \*

## Inputs and Outputs

**Outputs:** Single unrestricted video output using VGA / RGBHV, DVI  
Control outputs using RS232, Ethernet control, DMX over Ethernet and HippoNet

**Compatible Output Splitters:** Matrox DualHead2Go and TripleHead2Go, EMSiVU4, Datapath x4

**Max Output Resolution:** (using output extenders)  
1 output @ 1920 x 1080 +  
2 outputs @ 1920 x 1080  
3 outputs @ 1280 x 1024  
4 outputs @ 1024 x 768  
4 outputs @ 1280 x 720

**Video Inputs:** (single card can be fitted)  
1 x HD-SDI, 1 x DVI/VGA, 2 x DVI/VGA, ScreenThief Ethernet Capture

## Audio, Control & Patching

**Audio:** Audio playback on separate layers, Volume and balance control, Multi-channel audio playback and Master volume control \*\*

**Control:** RS232, Midi\*\*, DMX over Ethernet and TCP/IP, OSC and DMX512\*\*

**Patching:** Basic patching of DMX, Midi and RS232, Midi 'Learn' patch, Diagnostics

## Media

**Supported Media Formats:** Quicktime, MPEG1, MPEG2, AVI, DIVX, Windows Media, MPEG4, DV, PNG, JPEG, BMP, TIFF, TGA, Image sequences

**Maximum Media Size and Playback Resolution:** 1920 x 1080

**Maximum Number of Media Layers:** 8 ( + 8 x mask layers)

**Media Management:** Remote media upload, Automatic media conversion, Drag & drop media upload and mapping, Live media update, Media thumbnails, 256 media groups, 256 clips per group, Network sync, Show backup

**Media Playback:** Inter-frame blending for super slow motion, Inpoint and outpoint adjustments, Playmodes (loop forward, loop backwards, once forwards, once backwards, ping pong, random, pause, rewind on Level 0), Sync to Hippotizer, Sync to Timeline, Alpha channel support, Media generators (rain, snow, clouds, starfields etc), Text Engine and Audio mix playback mode

**Media Manipulation:** Geometry control, Colour control (basic & advanced), 16 mix modes, 18 digital effects engines, Up to 9 effects parameters per layer, Transitions, Effects / Transitions editor

**Show Programming:** Unlimited Groups, Presets, Tracks and Timelines, Timeline copy and paste, Fadecurve editing, Timeline Logic, Cue Controller, Control non Hippotizer devices from Timeline, SMPTE and MTC synchronisation, Fast drag & drop playlist per layer

**Show Pre-visualisation:** HMap2 and CITP for streaming real-time output via local network.  
Compatible visualisers: Light Converse, WYSIWYG, ESP Vision (coming 2011), Capture

## Components

**PixelMapper:** No software limitations on number of output universes, Fixture designer, Personalities for fixtures included, Drag & drop mapping interface, Flexible source mapping, Full Kinet Tier 2 and Artnet auto discovery\*

**VideoMapper:** Tile Wizard, Intuitive drag & drop interface, Independent scale and rotation for each tile, support for output extenders, colour correction per tile, up to 255 VideoMaps with instant switching

**TextManager:** Import full text files, Quick text, Any font and size, Unicode support (non standard character set i.e. Chinese or Swedish), Animation and Image support

### Other Components:

Scheduler  
Automation tracking  
Chat  
HMap2 & CITP  
PinBridge  
PhotController  
TelNet Control  
ToolBox  
OSC  
Colour correction  
BeatBridge  
Synchro Component  
HippoSnapper

- Trigger timelines or events from a clock
- Follow scenic stage elements
- Communicate with other crew members
- Lighting console and visualiser integration
- Re-map and group control pins
- Control external devices via RS232 or TCP/IP
- TCP/IP interface to HippoNet
- Remote wakeup and shutdown of units
- Open Sound Control interface
- Full Gamma curve control of the outputs
- Audio analysis
- Synchronise media players
- Grab layers or output and save as image

\*Available with version 3.1

\*\*Yes - requires optional interface

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