



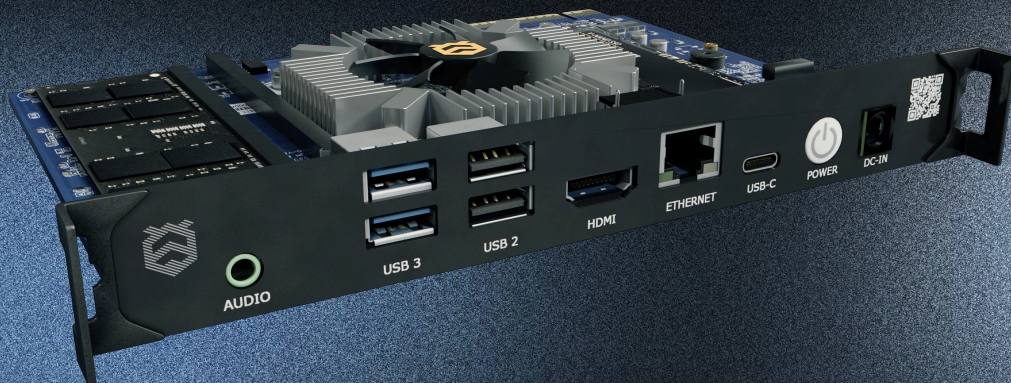
HIVE

HIVE DATASHEET – BEEBLADE OSMIA

BEEBLADE

OSMIA

4K PLAYBACK / 4K OUTPUT



**HIVE SDM
COMPATIBLE
MEDIA ENGINE**
INGENIOUS BY
NATURE

The OSMIA variant is a versatile and robust solution for 4K playback, taking its name from the Osmia bee, an everyday bee known for its adaptability and reliability.

With storage options of 1TB or 2TB, it is built to handle demanding workflows with ease. Supporting a maximum media resolution of 4096 x 2400 at 60Hz and offering output via HDMI 2.0, the Osmia delivers stunning 4K visuals with smooth performance at up to 120 frames per second for HD content.

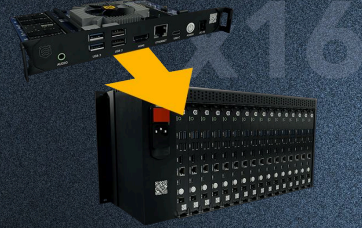
Equipped to manage HEVC bitrates up to 400 Mbps and supporting up to two 4K playback layers, the Osmia is an ideal choice for professionals seeking a balance of power and efficiency in their media operations.



Beeblade OSMIA
inside a **BEEBOX** (x1)



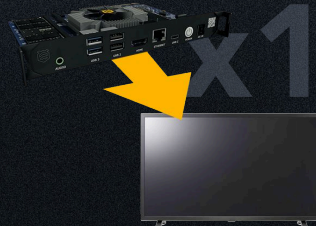
Beeblade OSMIA
inside a **NUCLEUS** (x1, x2)



Beeblade OSMIA
inside a **BEEHIVE** (4,8,12,16)



Beeblade OSMIA
fits inside an SDM
Compatible Projector (x1)



Beeblade OSMIA
fits inside an SDM
Compatible Professional Display (x1)

PRODUCT SPECIFICATIONS

GPU	Intel® IRIS® Xe
Memory	16Gb DDR4
Storage Option 1	1Tb
Storage Option 2	2Tb
Max media resolution	4096 x 2160 @ 60
Output	HDMI 2.0
Max output resolution	4096 x 2160 @ 60
Max frame rate	120 FPS (HD)
Max HEVC bit rate	400 Mbit
Layers	2 x 4k + Media Regions
Ethernet 1	1 Gigabit
Video Input	NDI, USB
Connections	SDM, USB 2.0, USB 3.0, USB C, RJ45, HDMI 2.0
Inputs	NDI, USB capture
Voltage	12V dc or SDM
Power	30W average 60W max
Dimensions	W 175mm x D 100mm x H 24.5mm
Weight	250g
Operating temperature	0°C to 25°C
Cooling	Internal fan (~45dB)
Codec support	H265 / HEVC, H264, Notch LC, AIM
Control	Artnet, UDP, OSC, HTTP, Websockets, StreamDeck, Companion
Synchronisation	Beesync HDMI genlock equivalent, SMPTE MTC, Artnet timecode
Software	Hive Render Engine, Hive Web Server, OS: Ubuntu 22.04
Optional Accessories	PSU, optional enclosures for non SDM displays

PRODUCT DIMENSIONS

