

SwiftCapture 1.1: Update to macOS Video Capture and Animation Software

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UK based Ben Software today announced SwiftCapture 1.1, a major update to the high-performance video capture application for macOS. SwiftCapture's powerful features and intuitive user interface allow users to create high-quality video recordings, timelapse captures and stop-motion movies from a variety of video input devices. Along with improved performance and reliability of video capture, version 1.1 is now a 64-bit application, sports new transformation options, adds an audio delay and more.

London, United Kingdom - Ben Software today announced the release of SwiftCapture 1.1, a major update to the high-performance video capture application for the Mac. SwiftCapture's powerful features and intuitive user interface allow users to create high-quality video recordings, timelapse captures and stop-motion movies from a variety of video input devices.

SwiftCapture supports any video input device that works on a Mac, including built-in FaceTime and iSight cameras, USB webcams and the popular Blackmagic range of devices for analog, HDMI and SDI input.

The main features of SwiftCapture are as follows:

- * Supports any Mac-compatible video input, including Blackmagic devices
- * Supports any Mac-compatible audio input
- * Records standard MOV and MP4 movie files, which have wide compatibility
- * Timelapse and stop-motion capture features
- * Hardware-accelerated video encoding
- * Easy image capture, including copy-and-paste and drag-and-drop
- * Image adjustments: brightness, contrast, saturation and sharpness
- * Ability to add a text overly, for example date and time
- * Applescript control for automation

New features in this version are as follows:

- * 64-bit application for full compatibility with current and future macOS versions
- * New transformation options to flip or rotate the video image
- * New horizontal flip option for live video (mirror mode)
- * New option to add an audio delay to fix sync issues
- * New option to set video buffer size for latency vs. dropped frames tradeoff
- * Expanded AppleScript dictionary, including settings
- * New Apple ProRes video encoding options
- * Improved performance and reliability of video capture

Pricing and Availability:

SwiftCapture 1.1 costs GBP 29 (approx. USD \$42) for a single-user license and GBP 399 (approx. USD \$570) for a site license. A 30-day fully-functional trial version of SwiftCapture is available for download.

Ben Software:

<http://www.bensoftware.com/>

SwiftCapture 1.1:

<http://www.bensoftware.com/swiftcapture/>

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