

## SwiftCapture 1.2 - Update to macOS Video Capture and Animation Software

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Ben Software today announced SwiftCapture 1.2,, 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 and audio input devices. Version 1.2 is compatible with macOS Mojave, improved audio/video synchronisation, AppleScript enhancements, enhanced support for Blackmagic devices, bug fixes and more.

London, United Kingdom - Ben Software today announced the release of SwiftCapture 1.2, 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 and audio 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:

- \* Compatible with macOS 10.14 "Mojave"
- \* More reliable audio capture from Blackmagic devices
- \* Improved video frame timings from Blackmagic devices
- \* Automatic video format detection for Blackmagic devices
- \* Improved audio/video synchronisation
- \* Efficiency improvements resulting in lower CPU usage
- \* AppleScript enhancements
- \* Bug fixes

Pricing and Availability:

SwiftCapture costs GBP 29 (approx. USD \$38) for a single-user license and GBP 399 (approx. USD \$530) for a site license. A 30-day fully-functional trial version of SwiftCapture is available for download.

Ben Software:

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

SwiftCapture 1.2:

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