

DESTINY 2 FORSAKEN

EA SPORTS **UFC 3**

JUDGMENT

VALKYRIA
CHRONICLES **4**

SHADOW
OF THE
COLOSSUS

TABLE OF CONTENTS

Shadow of the Colossus

Destiny 2: Forsaken

Valkyria Chronicles 4

EA Sports UFC 3

Judgment

Oppo Reno Z

Oppo Reno 5G

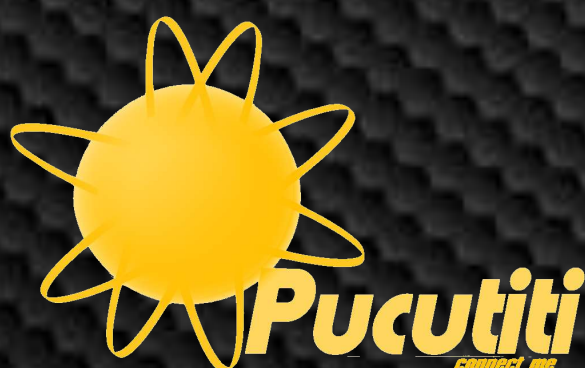
DJI Inspire 2

BMW X6

2019 RAV4

Movies

The crested ibis



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GAMES

Shadow of the Colossus

Shadow of the Colossus is an action-adventure game developed by Bluepoint Games and published by Sony Interactive Entertainment for the PlayStation 4. It is a remake of the original game for the PlayStation 2 using ultra-high definition art assets. The remake was led by Bluepoint, who developed the earlier PlayStation 3 remaster, with assistance from SIE Japan Studio. The developers remade all the game's assets from the ground up, but the game retains the same gameplay from the original title aside from the introduction of a new control scheme.

The game received acclaim from critics, who praised it for preserving the feel of the original while vastly improving graphics, performance, and updating the control scheme. However, minor criticism was given to the gameplay and camera, which some felt should have been improved.

Gameplay

The gameplay is nearly identical to the original version of the game, aside from reworked controls. Progression through Shadow of the Colossus occurs in cycles. Beginning at a central point in a landscape, the player seeks out and defeats a colossus, and is then returned to the central point to repeat the process. Most colossi are located in remote areas, such as atop cliffs or within ancient structures.

Players are able to choose from several options when playing the game. On a standard PlayStation 4, the game runs at 30 frames per second at a 1080p resolution. On a PlayStation 4 Pro, the game can run either at a 1440p resolution (upscaled to 4K) at 30 frames per second, or at 60 frames per second at 1080p.

Development

Sony announced a remake of Shadow of the Colossus for the PlayStation 4 during their Electronic Entertainment Expo 2017 press conference. The remake is led by Bluepoint, who developed the earlier PlayStation 3 remaster. The idea for a remake came after a conversation Bluepoint developers had. They wanted to create a new definitive version of the original game, and after speaking with friends at Sony Japan, they were on the same page as Bluepoint. Bluepoint producer Randall Lowe and technical director Peter Dalton stated in an interview with Game Informer that the original Shadow of the Colossus is on many of their employees' Top 5 of all-time list.

The developers remade all the game's assets from the ground up, but the game retains the same gameplay from the original title along with the introduction of a new control scheme. The game uses the original codebase from the PlayStation 2 game. The art staff used the PlayStation 2 version to create parity with the PlayStation 4 version.

The game was released on February 6, 2018 in North America, February 7 in Europe, Australia and New Zealand, and February 8 in Japan.





Developer(s): Bluepoint Games
Publisher(s): Sony Interactive Entertainment
Designer(s): Daryl R. Allison, Randall W. Lowe, Howard Tang, Steven Schaefer
Composer(s): Kow Otani
Platform(s): PlayStation 4
Release: NA: February 6, 2018
PAL: February 7, 2018
JP: February 8, 2018
Genre(s): Action-adventure
Mode(s): Single-player



Destiny 2: Forsaken

Destiny 2: Forsaken is a major expansion for Destiny 2, a first-person shooter video game by Bungie. Released on September 4, 2018, as the third expansion of Destiny 2, it revolves around the player's Guardian seeking to avenge the death of Cayde-6 by the hands of Prince Uldren Sov. Uldren, corrupted by the Darkness, is in search of his lost sister, Queen Mara Sov, both of whom were thought to have died in Destiny: The Taken King. Along their journey, players face the Scorn, undead versions of the Fallen race that have been revived and morphed into a new race. Forsaken adds content across the game, including new missions, Player versus Environment locations, Player versus Playermaps, player gear, weaponry, a brand new PvE/PvP hybrid game mode and a new raid. Upon the expansion's release, retailers also issued Destiny 2: Forsaken Legendary Collection, which includes the Destiny 2 main game, Forsaken, and the previous two expansions, Curse of Osiris and Warmind.

Its release coincided with patch version 2.0 for Destiny 2, which made fundamental changes to the core functionality for all players to mark the start of "Year Two" of the game's lifecycle. Through the development of Forsaken, Bungie sought to address criticisms from players and critics; many changes to the game were direct responses to this.

Gameplay

In comparison to the previous two expansions of Destiny 2, Forsaken features a "full campaign", four new multiplayer Strike missions (one of which is a PS4-exclusive), four new Crucible maps (including one PS4-exclusive), and a new mode which combines elements of Player versus Environment (PvE) with Player versus Player (PvP). A new competitive Crucible mode was added, called "Breakthrough"—two teams of four fight to attempt to capture a central point called a "Breaker"; the first team that captures the Breaker can then hack the opposing team's vault, all while the opposing team defends their vault from being hacked.

The expansion introduces a new faction of enemies, the Scorn—undead Fallen that have become their own race. Scorn enemies do not take cover and have the most aggressive artificial intelligence in the game. In addition, a more liberal sense to mission layout and player choice has been taken, with the initial six Barons being able to be taken out in any order the player chooses. The Tangled Shore and the Dreaming City, both located in the Reef, serve as new playable environments in Forsaken; latter environment is accessible after completing the main campaign of the expansion and completing a post-campaign mission. At the Dreaming City's Blind Well, players can use special charges of Light to summon Scorn, Hive or Taken enemies for public battles, each ending with a boss. All participants in Blind Well battles receive rewards. The charges of Light correspond to three difficulty levels; an optional, yet highly difficult, fourth level can be triggered at the end of the third tier of difficulty. A new raid mission, "Last Wish", was opened on September 14, 2018; unlike previous raids, there is no Prestige version. Bungie has claimed that the raid has more bosses than any previous raid (including from the original game); the first completion of the raid triggered a three-week curse cycle in the Dreaming City, opening up new activities and missions for players to participate in. A new weapon type, a bow and arrow, was also added in the expansion. The EXP level cap was raised to 50 and the Power level cap was raised to 600.





DESTINY 2
FORSAKEN
非





Developer(s): Bungie

Publisher(s): Activision

Director(s): Scott Taylor

Producer(s): Christopher Barrett

Composer(s): Michael Salvatori, Skye Lewin, Rotem Moav, Pieter Schlosser

Series: Destiny

Platform(s): Microsoft Windows, PlayStation 4, Xbox One

Release: September 4, 2018

Genre(s): Action role-playing, first-person shooter

Mode(s): Multiplayer



Each of the three character classes feature three new supers for each of their subclasses, which are tied to a brand new third subclass branch. For Hunters, the new super for Gunslingers is "Blade Barrage", focusing on throwing a volley of flaming knives; "Spectral Blades" for Nightstalkers, allowing players to turn invisible and see through walls and attack with Void daggers; and "Whirlwind Guard" for Arcstriders, which allows players to block and reflect projectiles by spinning their Arc Staff. For Warlocks, the new super for Voidwalkers is "Nova Warp", allowing players to teleport around the battlefield and unleash a Void explosion; "Chaos Reach" for Stormcallers, which unleashes a beam of Arc energy that can be turned off at anytime to conserve Super energy; and "Well of Radiance" for Dawnblades, allowing players to create a healing and empowering aura for players to stand in. Finally, for Titans, the new super for Strikers is "Thundercrash", allowing players to launch into the air and slam onto the ground; "Burning Maul" for Sunbreakers, which players wield a large flaming hammer that can unleash flaming tornadoes; and "Banner Shield" for Sentinels, allowing players to use their Sentinel Shield to unleash a protective barrier that players can also shoot their weapons through. Each new subclass branch, along with their new supers, can be unlocked by obtaining an item called a "Seed of Light", in which three are available for each character; the first Seed of Light is obtainable through playing the campaign of Forsaken, while the other two can be obtained by playing through high-level, endgame activities.

The new mode that combines PvE and PvP is called Gambit, a best-of-three rounds mode featuring the Drifter as its non-player character (NPC). A 24-hour free trial of the mode was made available to all players on September 1, 2018, three days prior to the launch of Forsaken. In this mode, two teams of four players compete against each other by defeating PvE enemies. Enemies, when defeated, drop motes which players can pick up and deposit in a bank in the center of the arena. Depositing 5, 10, or 15 motes sends small, medium, or large enemy blockers, respectively, to the opposing team's arena and locks their bank; the opposing team must defeat the blockers in order to reactivate their bank. Every 25 motes deposited opens a portal where one team member can invade the other team's arena. Motes are permanently lost if a player is defeated by a PvE enemy or an invading member of the opposing team. After depositing 75 motes, a boss called a Primeval will spawn in the middle of the arena; if a team member is defeated by an invading member of the opposing team, the Primeval regains health. The first team that defeats their Primeval wins the round. Gambit also features a progressive-based ranking system similar to the Crucible's Valor and Glory ranks called "Infamy"; however, each progression rank is separated into three tiers, with each rank requiring more Infamy points.

Release

Forsaken is available as paid downloadable content (DLC) to owners of Destiny 2 and its two existing expansions, Curse of Osiris and Warmind, and is priced at US \$40—double the price of the previous two expansions individually. Forsaken is also available as part of a new SKU of Destiny 2 known as the Destiny 2: Forsaken Legendary Collection, which features the game and all downloadable content up to and including Forsaken. A Digital Deluxe Edition is also available and includes extra DLC, such as a legendary set of armor. Per an ongoing exclusivity agreement with Sony Interactive Entertainment, certain content in Forsaken is exclusive to the PlayStation 4 platform until fall 2019. This content includes a Strike, a gear set for each class, a ship, and an Exotic weapon. Furthermore, players who purchase Forsaken receive an item that boosts one character to the minimum level needed to play Forsaken's content.

Post-release content

Upon release of Forsaken, Bungie also released an Annual Pass that players can purchase either bundled with or separate from Forsaken. The Annual Pass includes three pieces of premium downloadable content, each filled with new activities, gear, lore, and a power increase within each new expansion. Season of the Forge released on December 4, 2018, followed by Season of the Drifter on March 5, 2019, and then Season of Opulence on June 4, 2019. Both Season of the Forge and Season of Opulence included a new raid.

The "Festival of the Lost" Halloween event returned and ran from October 16 to November 6, 2018, culminating in a 3-week murder mystery quest that rewarded players with a returning Destiny exotic, Thunderlord. The holiday season-themed event "The Dawning" also returned and lasted from December 11, 2018 to January 1, 2019, which saw the return of Eva Levante, an NPC from the original game who served as the main vendor for the event. The Valentine's Day-themed event "Crimson Days" also returned and ran for one week from February 12 to 19, 2019. A new spring-themed event called "The Revelry" ran from April 16 to May 6, 2019, with Eva Levante as the returning vendor for the event. The yearly "Moments of Triumph" event returned on July 9, 2019, and the Solstice of Heroes summer event will return on July 30, 2019, with Eva Levante once again returning as the main vendor for the event.





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III
MAGAZINE

Valkyria Chronicles 4

Valkyria Chronicles 4 is a tactical role-playing game developed and published by Sega, with assistance from Media-Vision. It was released in Japan for the PlayStation 4 in March 2018, and worldwide, in addition for the Xbox One, Nintendo Switch, and Microsoft Windows, in September 2018.

Gameplay

The use of the Brave System. Here, Aladdin is shot by the enemy and the options available are "Inspire" and "Counter". The icon in the middle is the timer.

Valkyria Chronicles 4 is a strategy game in the style of the first three games in the series. It introduces a new soldier class known as the Grenadier, who can fire mortar rounds at enemies. If allied soldiers are present to provide battlefield information, they can fire without being seen by hostile forces.[4] When a soldier in your army is on the verge of death, there is a fixed chance that a new system called "Brave" will be activated. When used, players can choose to either restore one Command Point (CP) and increase the ability of a nearby ally, counter the enemy's attack (if downed on enemy's turn) or restore Action Points (AP) to the unit and enable the it to move and attack once in an invincible state (if downed on player's turn).

Development

The game was produced by Kei Mikami, who was involved in the production of Valkyria Revolution, and directed by Kohei Yamashita. The game's soundtrack was written by series composer Hitoshi Sakimoto, with the main theme, "Light Up My Life", being composed by Shilo and written and performed by Mai Kuraki.

The development began around the end of 2015, after Yamashita had finished planning the project. From the start, the developers had the goal to build a worldwide audience for the Valkyria Chronicles series, with the concept of returning to the style of the original Valkyria Chronicles game while building upon developments from later games in the series: whereas the PlayStation Portable game Valkyria Chronicles II had been developed specifically with a Japanese audience in mind due to the popularity of the platform in that region, with "fantastical" characters and a school setting, Valkyria Chronicles 4 uses a more grounded military setting with characters intended to feel like real people.

In preparation for the game, the development team studied records of World War II troops, and used them as reference material. As part of the project, the developers began with developing Valkyria Chronicles Remastered for the PlayStation 4, to allow players to experience the main series' gameplay on a modern platform. Mikami states that the game touches on what was happening to the rest of Europa during the war. For the Japanese release, a series anniversary downloadable content pack was released, which includes a 25 track soundtrack CD that includes musical tracks from all four games.







VALKYRIATM 4

CHRONICLES



EA Sports UFC 3

EA Sports UFC 3 is a mixed martial arts fighting video game developed by EA Canada and was published by EA Sports. Conor McGregor, the previous cover fighter of EA Sports UFC 2 returned as the official cover fighter of the game. Serving as the sequel to 2014's EA Sports UFC and 2016's EA Sports UFC 2, it was released on February 2, 2018, for PlayStation 4 and Xbox One.

Gameplay

EA Sports UFC 3 is a mixed martial artsfighting game, similar to previous installments, the game is based on Ultimate Fighting Championship (UFC), while also retaining realism with respect to physics, sounds and movements. The game has also been heavily endorsed by Conor McGregor, the cover athlete as well as one of the UFC's top stars. New to the series is the "G.O.A.T." career mode, where the choices made throughout the career impact the player's path to greatness. Outside of fights, the player can make promotional choices to build hype, gain fans, earn more cash through big contracts and capture the world's attention. A new in-game social media system now allows the player to create heated rivalries with other UFC athletes, providing the freedom to take on any type of persona.

Continuing on the knockout mode which was introduced in EA Sports UFC 2, the game delivers a new type of multiplayer modes designed for fast and quick fights that are integral when playing against opponents. The tournament mode offers ultimate rights as the player attempts to take on as many opponents as possible in bracket-style elimination rounds with continuous damage and fatigue. With 234 different fighters in 10 weight classes, the game contains the biggest character roster out of the three EA Sports UFC games.

Development

EA Sports has announced on November 1, 2017, that a third installment is on works. Along with the initial announcement, a short teaser trailer featuring UFC fighters Demetrious Johnson, Anderson Silva, and Joanna Jędrzejczyk was also conducted. On November 3, the official reveal trailer of EA Sports UFC 3 was released worldwide. Like other EA games, UFC 3 has been criticized for implementing pay-to-win mechanics. Although the use of microtransactions is expected to only affect one game mode, the option for consumers to spend real money to avoid grinding has been derided as exploitative.

UFC 3 is also the first title to support RPM Tech, a revolutionary engine developed by EA Sports which more accurately represents character movements.





Developer(s): EA Canada

Publisher(s): EA Sports

Engine: RPM Tech

Platform(s): PlayStation 4, Xbox One

Release: February 2, 2018

Genre(s): Fighting, sports

Mode(s): Single-player, multiplayer



Judgment

Judgment is an action-adventure video game developed and published by Sega for the PlayStation 4. Initially developed under the codename Project Judge, the game is a spin-off of the Yakuza series. The game was released on December 13, 2018 in Japan, and on June 25, 2019 worldwide. It stars Japanese actor Takuya Kimura as a detective named Takayuki Yagami.

In March 2019, it was pulled from sales in Japan following the arrest of one of the game's actors, Pierre Taki. During the process of localizing Judgment for international markets, additional work was performed to remove Taki's likeness from the game and to replace his vocal performance. The game obtained generally positive response from critics.

Gameplay

Judgment is an action-adventure game played from a third-person perspective. The game is a legal thriller set in the Yakuza world of Kamurocho and follows private detective Takayuki Yagami as he investigates a serial murder case. It stars Japanese actor Takuya Kimura and employs a fighting system similar to that of Yakuza 0 where players can change into different styles, namely crane-style which is more focused on fighting groups and tiger-style which is more focused on fighting individuals.

Additionally, the game features an investigation mode where the player must find traces of the criminal.[2] When asked about similarities regarding both franchises, Yakuza creator Toshihiro Nagoshi stated that "location and assets might be the same, but the gameplay and story here are drastically different". Before the game's release in Japan, Sega released a demo of Judge Eyes on the Japanese PlayStation Network.

Scott Strichart, localization producer for the Yakuza series, insisted that the English language release have two subtitle tracks—one for the Japanese audio with English subtitles that matches the Japanese translation and another for the English dub that matches the spoken dialogue.





JUDGMENT



Developer(s): Ryu Ga Gotoku Studio

Publisher(s): Sega

Director(s): Toshihiro Nagoshi (Executive)
Koji Yoshida

Producer(s): Kazuki Hosokawa (Chief), Daisuke Sato
Mitsuhiro Shimano

Designer(s): Masao Shirotsuki

Programmer(s): Yutaka Ito

Artist(s): Naoki Someya

Writer(s): Toshihiro Nagoshi, Tsuyoshi Furuta

Composer(s): Hidenori Shoji, Yuri Fukuda, Saori Yoshida

Series: Yakuza

Platform(s): PlayStation 4

Release: JP: December 13, 2018, WW: June 25, 2019

Genre(s): Action-adventure

Mode(s): Single-player





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O-Dot



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Ultra-High Detail Resolution for Textured Night Scenes

ColorOS 6





The background of the top section features two OPPO Reno 5G smartphones. One is a dark blue/black color, shown from a rear three-quarter view, and the other is a teal color, shown from a front three-quarter view. They are set against a dark background with flowing, wavy lines in shades of blue and teal.

OPPO Reno 5G

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USD \$1000



Game Boost 2.0 - Frame by Frame Optimization

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Great connectivity is a must for mobile devices. *Reno 5G* has adopted the dual-frequency GPS, L1+L5, to guarantee location and navigation precision. L5 frequency provides greater accuracy while L1 frequency captures the signal faster. The dual-frequency GPS has a 66.8% increase in signal accuracy from single frequency GPS.

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Up to
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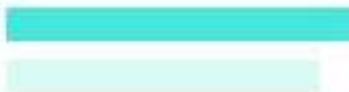
Multi-core
AI Engine

UFS 2.1

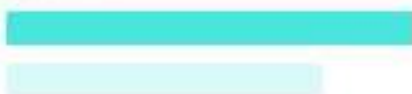
Unlock at the Speed of Light using the Hidden Fingerprint Unlock

An upgraded recognition structure combined with a more efficient algorithm enables even faster unlocking. The speed for fingerprint unlocking has been increased by 28.5%.

The brightness of unlock area has been increased by 10%.



The speed for fingerprint unlocking has been increased by 28.5%.



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There's nothing worse than a low battery when you're gaming. Reno is equipped with a 4065mAh battery. The newest VFC flash charge algorithm drastically increases the speed of trickle-charging. The charging speed is increased by 100% at the trickle charging stage. Charge and play? No problem. Heating is under control, and performance is through the roof.







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- Up to 7km control range
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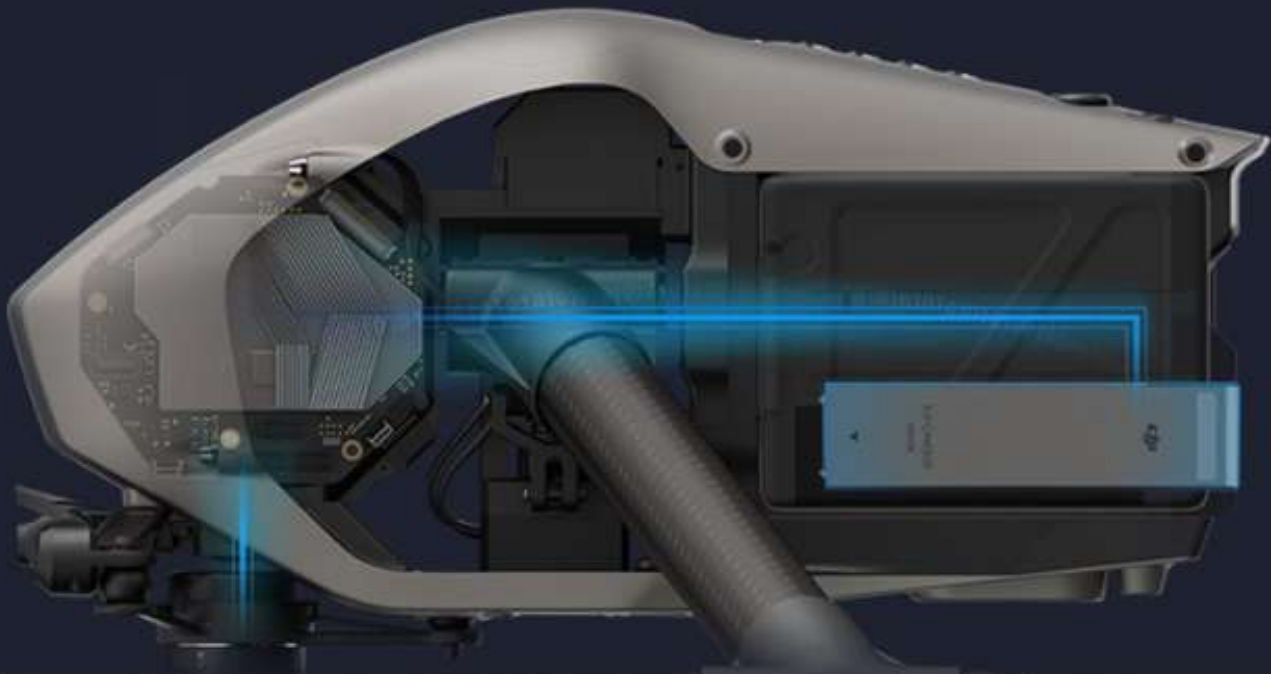


Image Processing and storage : 6K RAW @ 4.44 Gbps* video recording, all-new CineCore 2.1, integrated DJI CINESSD. **File System:** FAT32/exFAT universal file system.
Video Format : 6K CinemaDNG* and 5.2K Apple ProRes video support, H.265 and H.264 video codec support, 4K video at 100 Mbps. Recorded video can be stored simultaneously on the DJI CINESSD and a Micro- SD card.
*Zenmuse X7 camera required

58mph



Structure : Magnesium aluminum composite shell and transforming design, carbon fiber arms
Configuration : Vision sensing, 2-axis FPV camera, range of supported cameras
Propulsion : 58 mph (94 kph) max speed, 2 kg of thrust per rotor, 15-in props, 23-min* flight time with X7, 27-min* flight time with X4S.
Battery : Dual battery, self-heating, battery redundancy, 98Wh



Lightbridge technology: Signal frequency switching between 2.4 GHz and 5.8 GHz. Lightbridge technology.
Master-slave mode: One master and one slave supported. Multilink required when using multiple slave controllers.
Controllable range: 4.3 mi (7km)*
Ports: Extension port, HDMI port, USB port

*Unobstructed, free of interference, when FCC compliant.

SENSE AND AVOID

Forward and downward vision systems enable the Inspire 2 to detect obstacles up to 30 meters ahead, allowing for protected flight at up to 34mph (54kph) at a controllable attitude angle of 25°. Upward facing infrared sensors scan obstacles 16ft (5m) above, adding protection when flying in enclosed spaces. Obstacle sensing systems are active during normal flight, RTH and all Intelligent Flight Modes. These sensors are core components of the DJI FlightAutonomy system, which brings the below intelligent features to the Inspire 2:



CineCore 2.1



X7



X5S

PROFESSIONAL IMAGE QUALITY

Integrated into the Inspire 2 is the brand new CineCore 2.1 image processing system, which is capable of recording video in 6K @4.44Gbps CinemaDNG^{*1}, 5.2K @2.08Gbps Apple ProRes^{*2}, and H.265/H.264 @100Mbps. CineCore 2.1 supports burst shots, capturing 10 JPEG + DNG bursts and continuous DNG bursts^{*3} at 20fps (24MP per shot) when the Zenmuse X7 is mounted. (Currently compatible with the X7, X5S and X4S^{*4}. Please refer to Specs for the supported video formats of each camera).

6K 30fps CinemaDNG	5.2K 30fps Apple ProRes	H.265 / H.264 100Mbps	20fps Continuous Burst	PIV	Oversampling Video
3DNR	3DLUT	DJI Cinema Color System	EI Mode	NVMe SSD PCIe 3.0	FAT32/exFAT



POWERFUL FLIGHT PERFORMANCE

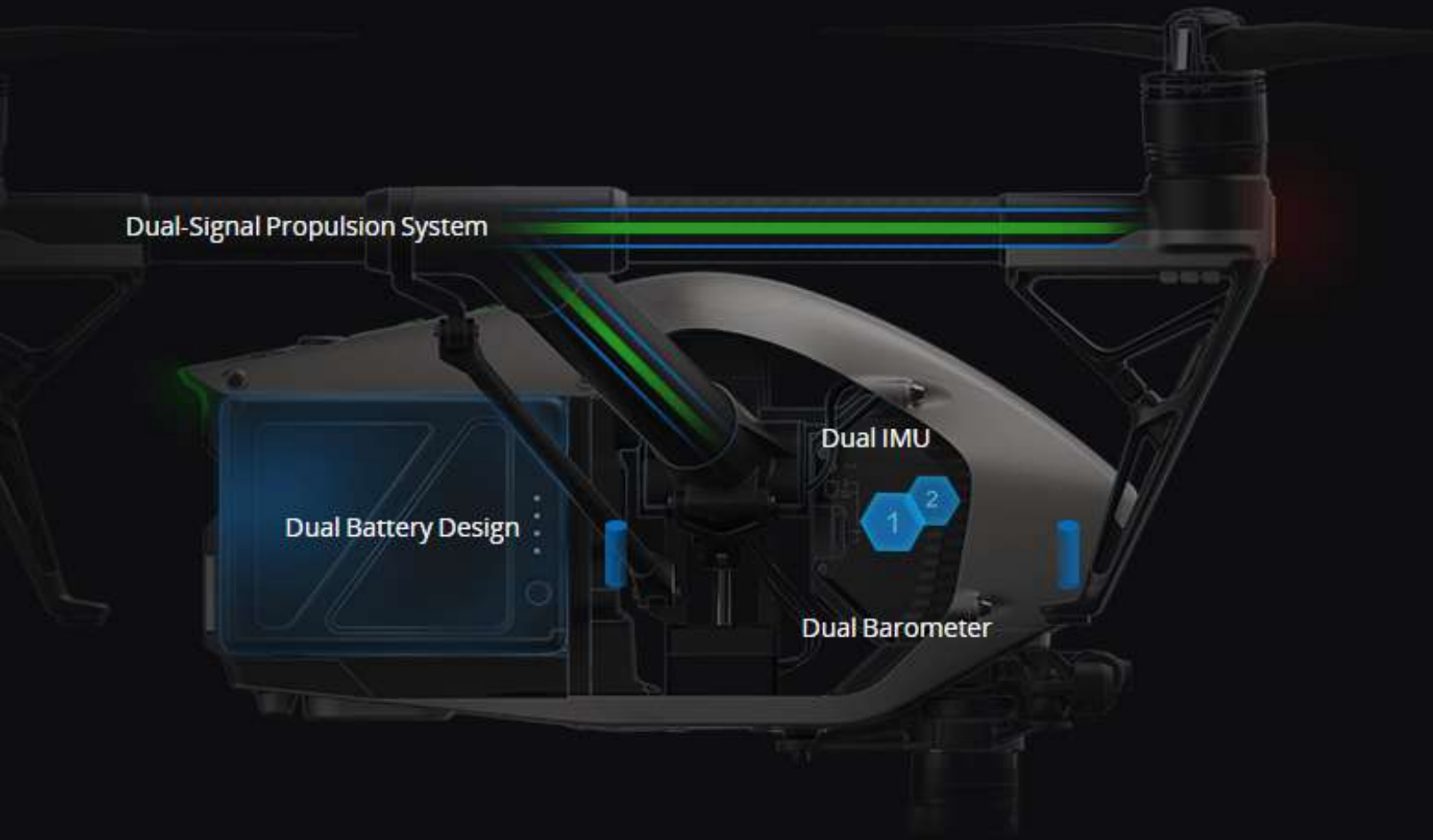
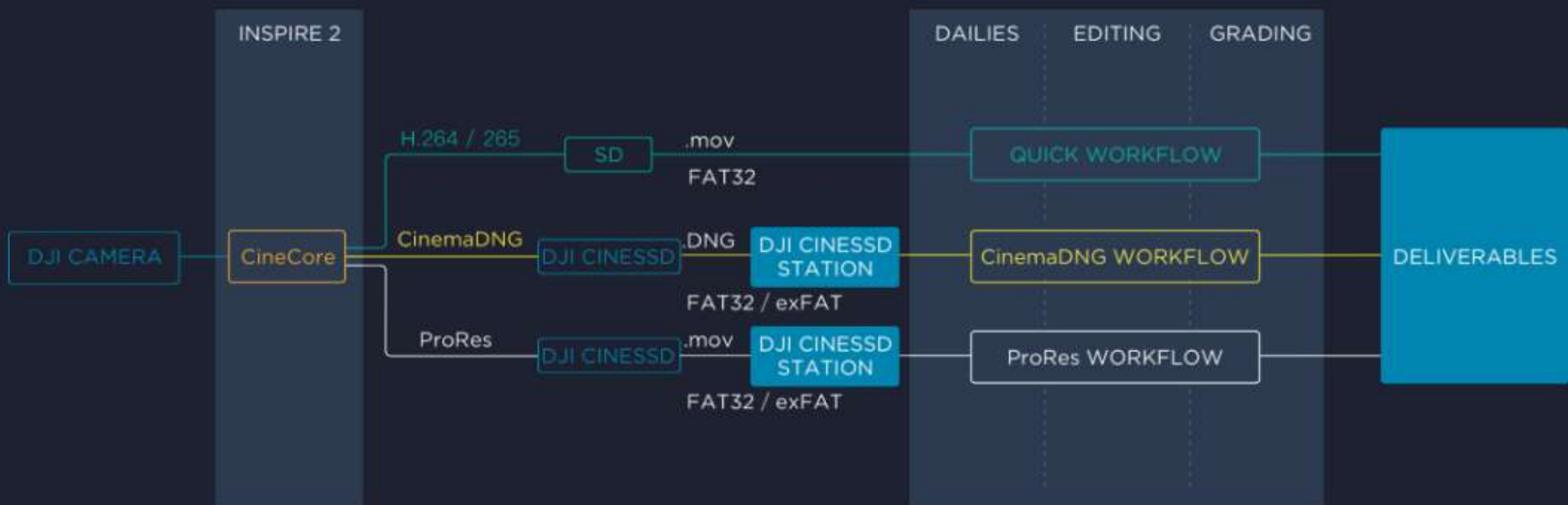
A new propulsion system optimized for power creates a new level of flight performance. The Inspire 2 flies at up to 58mph (94kph) descends at 9m/s and ascends at 6m/s. It can accelerate from 0 to 50mph (80kph) in just 5 seconds and flies at a max attitude angle of 40°. The two controller sticks are tuned for more sensitivity, making delicate maneuvers easier.

More power also allows the Inspire 2 to fly in more extreme conditions, including over 2500-5000m above sea level (using optional dedicated propellers), and in temperatures as low as -4°F (-20°C) using self-heating Intelligent Flight Batteries.

EFFICIENT WORKFLOW

The Inspire 2 creative workflow has been completely optimized and is now capable of recording video in CinemaDNG and Apple ProRes, and other common formats for post-production in filmmaking. Also supported are FAT32/exFAT* file systems, which allow fast copying of files direct from the CINESSD without additional software.

* Coming soon.



INCREASED RELIABILITY

Reliability has been further enhanced through dual redundancy of key modules such as the IMU and barometer. The intelligent flight control system monitors the redundancy system, giving it accurate flight data.

The new obstacle sensing system helps the Inspire 2 sense and avoid obstacles, minimizing the risk of collision.

Dual batteries mean that if a problem occurs on one battery the other is able to continue flight long enough for a safe landing. At the same time, the Inspire 2 propulsion system is driven a PWM signal with serial port signal redundancy so that if PWM signals are lost, transmission will continue through the serial port.

This propulsion system has been tested for thousands of hours to ensure reliability, when combined with key sensors and a dual-battery design, overall flight reliability is significantly enhanced.

OPTIONAL ACCESSORIES TO ENHANCE PERFORMANCE

A series of powerful DJI accessories help improve work efficiency and give filmmakers more creative opportunities.

DJI CINESSD and CINESSD Station



Multilink



Inspire 2 Activation Key of RAW & Apple ProRes



CrystalSky



DJI Focus



DJI Battery Station

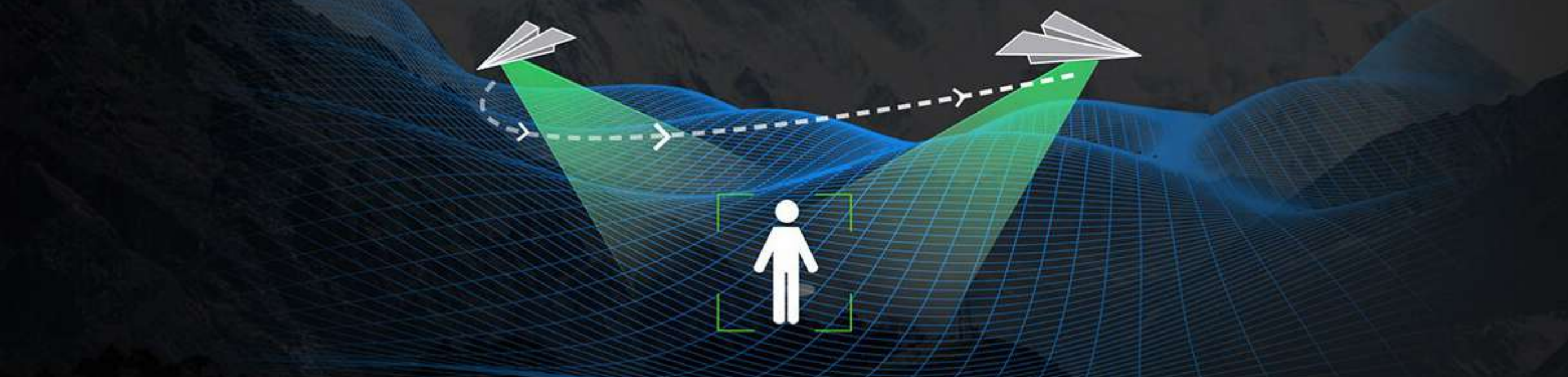


SPOTLIGHT PRO

Spotlight Pro is a powerful tracking mode that allows even single pilots to capture complex, dramatic images. It uses advanced visual tracking algorithms to lock onto a subject during flight, regardless of the direction that the Inspire 2 flies, creating shots that would once have required a dedicated camera operator. If the gimbal comes close to reaching its rotation limits, the Inspire 2 itself will rotate in the same direction without affecting flight control or the shot being captured to free up gimbal movement.

It has two shooting modes, Quick Mode and Composition Mode. In Quick Mode, select an object to begin tracking. In Composition Mode, select the subject and the tracking position. When the subject enters the preset tracking position, press the shortcut to begin tracking. The gimbal can be moved during shooting for composition adjustments.

Spotlight Pro is available in Intelligent Flight Modes TapFly, Waypoint, and Point of Interest.

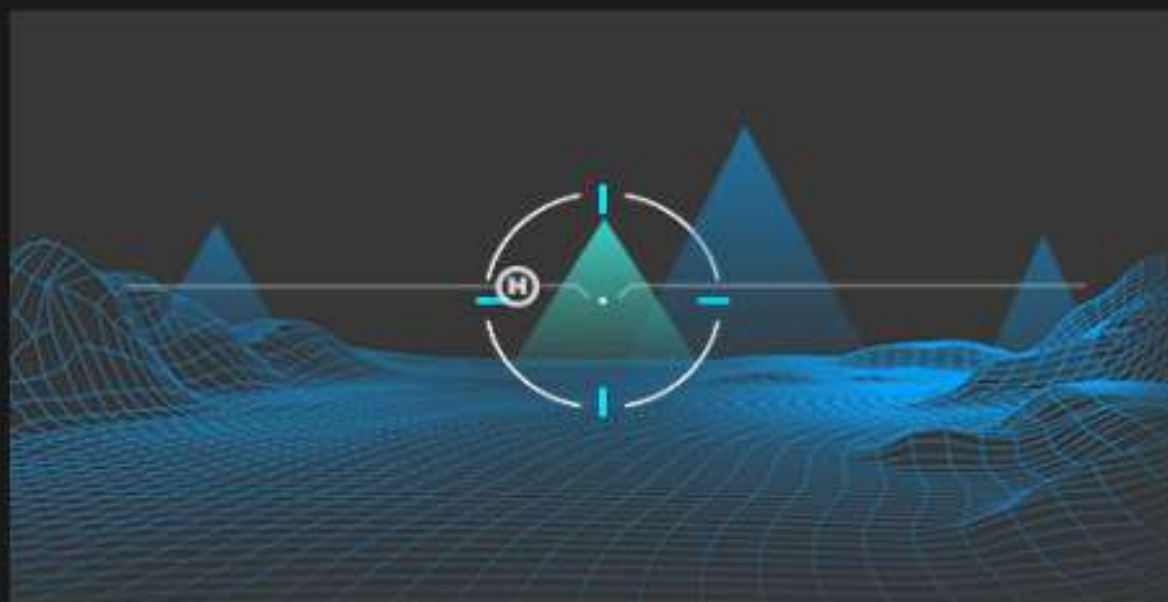


SMART RETURN TO HOME

Forward and downward vision systems allow the Inspire 2 to create a real-time map of its flight route as it flies. If the video transmission system signal is lost and Smart Return to Home is enabled, it is able to fly home along its original route, and change to a straight line when it regains a signal. As it returns, it will use the primary camera to identify obstacles as far as 200m in front, allowing it to plan a safe route home. It is also able to reconnect more quickly after losing connection.

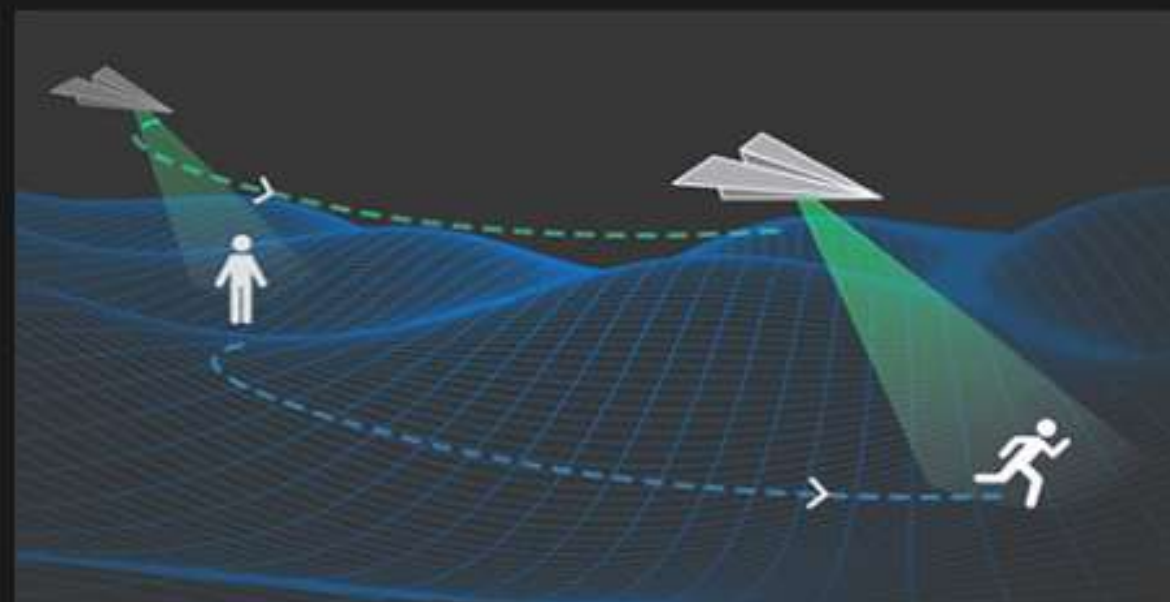
INTELLIGENT FLIGHT MODES

In addition to Spotlight Pro, a range of other intelligent flight and shooting modes are available. Obstacle avoidance is optimized when using Point of Interest* and Waypoint* modes, making complex shots simple and repeatable. Also available are QuickSpin, TapFly and ActiveTrack, to simplify challenging shots.



TapFly

The 2-axis onboard FPV camera separates the flight view from the main camera view, effectively giving the Inspire 2 a dedicated TapFly camera. Tap a point onscreen in the FPV view to set a flight route and the Inspire 2 will automatically fly along that route, leaving the pilot to focus on gimbal movement.



ActiveTrack

The ActiveTrack Mode allows the Inspire 2 to recognize a range of objects, from people to bikes to cars to boats. Tracking profiles that can be adjusted based on the subject being tracked means greater tracking precision.



Automobile

USD \$105,700



THE BMW X6.

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BEEN WRITTEN
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BMW X6 xDrive50i.



BMW X6 M50d.



BMW X6 xDrive35i.



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A solid foundation for superior driving dynamics.





Bold style for every mile.





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TITLE
MAGAZINE



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TiTi MAGAZINE





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Every day deserves
more adventure.



COMFORTABLE RIDE

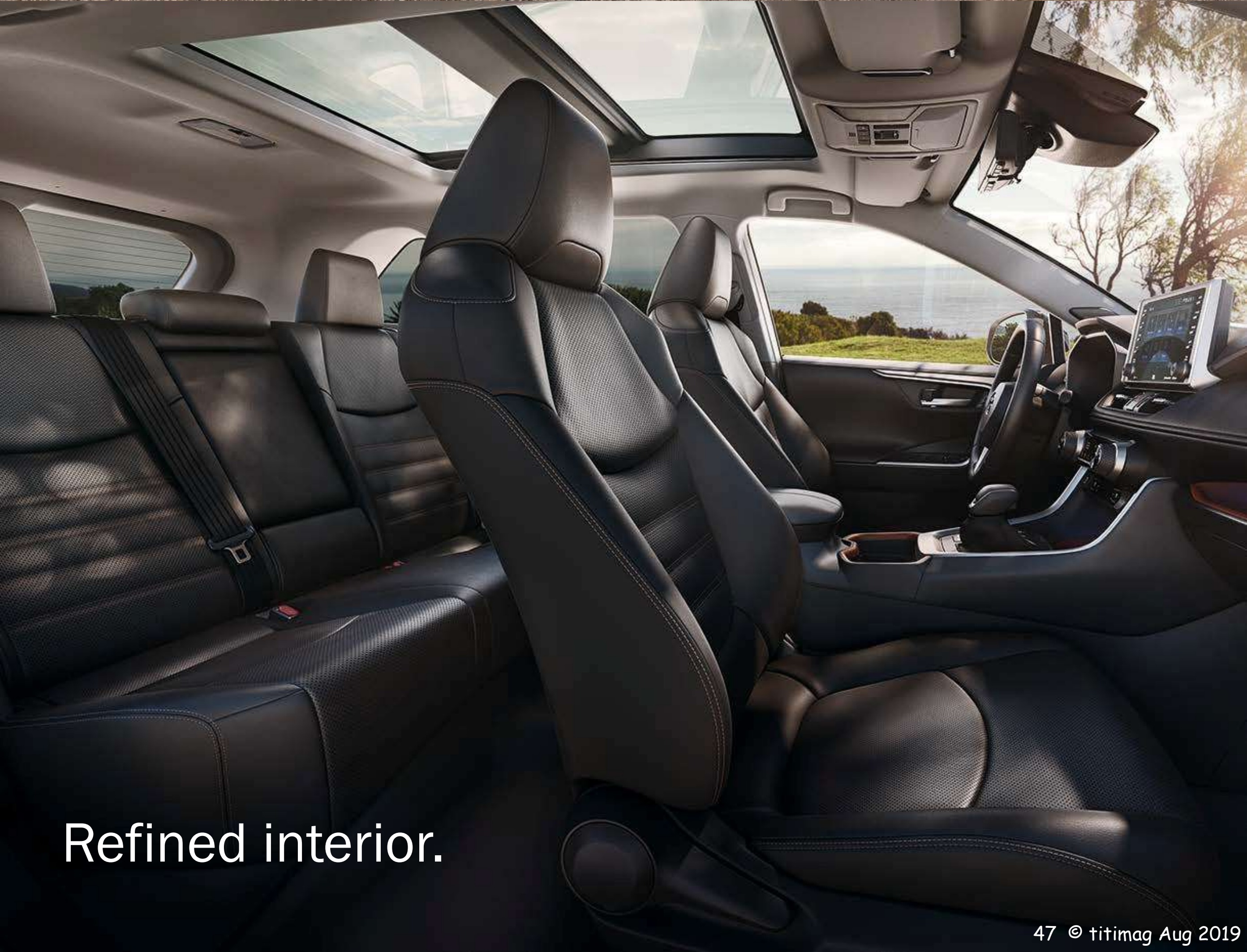


RAV4's Toyota New Global Architecture (TNGA) platform refines the drive wherever you take it. A longer, wider stance makes the handling more responsive, while a stronger core gives you a ride that is smooth and confident. The platform also creates a naturally spacious interior with a better view of the road.



DRIVE MODES

Three distinct drive modes let you tailor RAV4's driving dynamics to match your mood. Sport Mode provides sharper acceleration, ECO Mode helps maximize fuel efficiency, and Normal Mode blends fuel economy with performance.



Refined interior.

Every trip begins with a welcome.



Closer connection.





The best of all
worlds.



Roughing it never looked so good.



Designed for safety.



Discover the potential in every day.

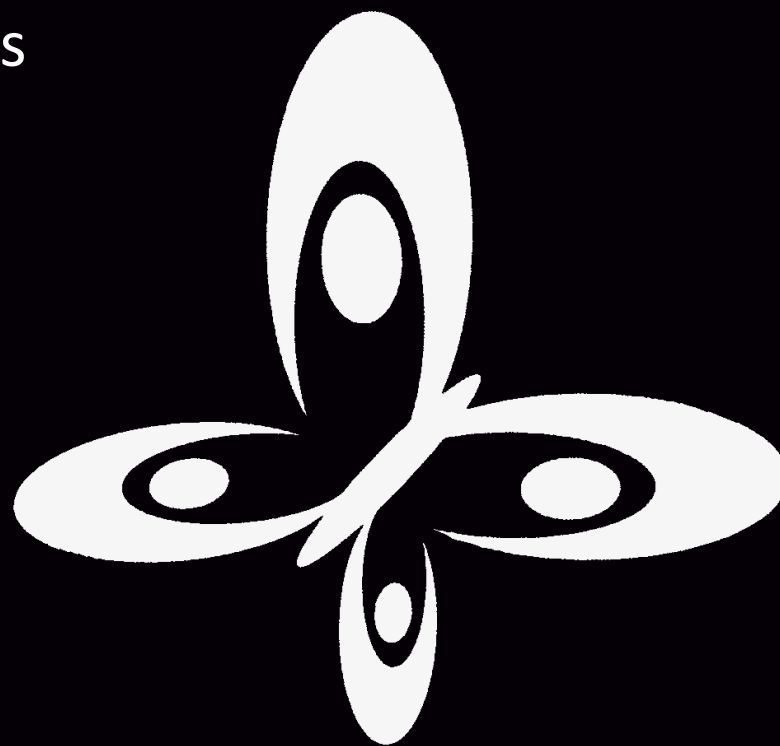




NIGHT

Enveloping The Bright Big Sky
Purging The Sunny Day
Coming Like A Plague To Man
Bringer of Darkness, The Darkness Herself
Bringer Of The New Dawn
Silence Is Her Partner In Crime
Evil Her Nearest Neighbor
The Darkest Hours Are upon Us
Make Haste While You Can
For With Her Even Shadows
Are Denied Existence.

P.M.D





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movies



47 METERS DOWN

UNCAGED

THRILLER



14/08/19

JASON STATHAM
DWAYNE JOHNSON



VANESSA KIRBY
FAST & FURIOUS PRESENTS
HOBBS & SHAW
SUMMER



2/08/19

WE
ALL
HAVE
OUR
SINS

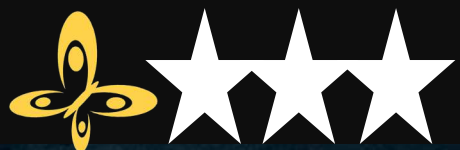
THEM THAT FOLLOW



THRILLER

playmobil THE MOVIE

ADVENTURE



30/08/19

SCARY STORIES TO TELL IN THE DARK

THRILLER



9/08/19

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THE ANGRY BIRDS MOVIE 2

SUMMER

IN 3D AND REAL D 3D

14/08/19
ADVENTURE ★★

ROVIO

SONY PICTURES
ANIMATION

THIS FILM IS NOT YET RATED
FOR PARENTS. READ GO TO FILM.RATING.COM

AngryBirds2.Movie

#AngryBirdsMovie2

COLUMBIA
PICTURES

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DC UNIVERSE MOVIE

BATMAN: HUSH

MUST
SEE

★★★★
ACTION

FROM THE GUYS WHO BROUGHT YOU SUPERBAD,
NEIGHBORS AND SAUSAGE PARTY!!

GOOD BOYS


RESTRICTED

R

STRONG CRUDE SEXUAL CONTENT,
DRUG AND ALCOHOL MATERIAL,
AND LANGUAGE THROUGHOUT -
ALL INVOLVING TWEENS

Under 17 Requires Accompanying Parent or Adult Guardian





S U M M E R

COMEDY



YOU MUST BE THIS TALL TO SEE THIS MOVIE



14/08/19

25/08/19



ACTION

GERARD BUTLER

ANGEL HAS FALLEN

FOR THE FIRST TIME IN HISTORY,
AIR FORCE ONE HAS BEEN TAKEN DOWN



SHAY MITCHELL

THE
POSSESSION
OF
HANNAH GRACE

DEATH IS ONLY THE BEGINNING.

HORROR



ARTICLE

The crested ibis

The crested ibis (*Nipponia nippon*), also known as the Japanese crested ibis or Toki(トキ), variously written in kanji as 朱鷺, 鴛, 鴛, 鴛, or 桃花鳥, and written in hanzi as 朱鷲 or 朱鷺, is a large (up to 78.5 cm (30.9 in) long), white-plumaged ibis of pine forests. Its head is partially bare, showing red skin, and it has a dense crest of white plumes on the nape. This species is the only member of the genus *Nipponia*.

They make their nests at the tops of trees on hills usually overlooking their habitat. Crested ibises usually eat frogs, small fish, and small animals.

At one time, the crested ibis was widespread in Japan, China, Korea, Taiwan, and Russia. It has now disappeared from most of its former range. The last wild crested ibis in Japan died in October 2003, with the remaining wild population found only in Shaanxi province of China until reintroduction of captive bred birds back into Japan in 2008. They were previously thought to be extinct in China too, until 1981 when only seven ibises were seen in Shaanxi, China.

Extensive captive breeding programs have been developed by Japan and China to conserve the species. They were put on the State Protection List in China. Also, for the past 23 years, China has bred and protected the species. In 2002, there were a total of 130 colonies in China. Northwest Shaanxi province's research center has a history of 26 crested ibis fledglings including artificial, and natural incubation. On July 31, 2002, five out of seven crested ibis chicks hatched at an incubation center in northwest Shaanxi province. This was one of the latest records and highest record ever recorded of chicks that hatched. The parents of the chicks were chosen from 60 ibis pairs raised at that research center.





Due to ongoing habitat loss, small population size, limited range, winter starvation and persecution in last century brought this endangered species to the brink of extinction. The crested ibis has been listed in Appendix I of the conservation treaty CITES.

The London Zoo had crested ibises from 1872 until 1873. Outside China only Japan and South Korea keep this species.

On September 25, 2008, the Sado Japanese Crested Ibis Preservation Center released 10 of the birds as part of its crested ibis restoration program, which aims to introduce 60 ibises into the wild by 2015. This marks the first time the rare bird has returned to the Japanese wild since 1981.

On April 23, 2012, it was confirmed that three crested ibis chicks had hatched on Sado Island in Niigata Prefecture, the first time chicks had hatched in the wild in Japan in 36 years. One of the baby chicks briefly left its nest on 25 May.

In Korean peninsula, the bird has not been visible on the Korean Peninsula since it was last seen in 1979 near the Demilitarized Zone(DMZ). South Korea made efforts to restore the species after former Chinese President Hu Jintao delivered a pair of the birds as a present during a South Korea-China summit in 2008; and president Xi Jinping presented one pair more in 2013. The restoration center in Changnyeong has bred more than 360 crested ibises so far. The South Korean government has released dozens of crested ibises into the wild to promote its efforts to preserve biological diversity.



Kingdom: Animalia

Phylum: Chordata

Class: Aves

Order: Pelecaniformes

Family: Threskiornithidae

Genus: Nipponia Reichenbach, 1850

Species: N. nippon





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