



Graphics Plugin Release Notes for Avid

Version 3.0





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1 Graphics Plugin For Avid 3.0.1

Release Date: 2024-12-03

These are the release notes for Graphics Plugin for Avid version 3.0.1. This document describes the user-visible changes that have been made to the software since release 3.0.0.

1.1 Fixed Issues

- When new projects are created on the window selection menu, the edit window is now the option selected by default (NLE-3313).
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1.2 Known Issues

- In some scenarios, graphics do not appear in the rendered output file when using this version. For workflows requiring graphics burned-in on the rendered output files, continued use of version 2.4 is recommended (NLE-3326).
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2 Graphics Plugin For Avid 3.0.0

Release Date: 2024-11-07

These are the release notes for Graphics Plugin for Avid version 3.0.0. This document describes the user-visible changes that have been made to the software since release 2.4.1.

2.1 New Features

- Native support for Media Composer's Full Quality (float) preview (NLE-3283).
 - New back-end with improved image processing operations (NLE-3206).
 - New branded installer (NLE-3156).
 - Viz Trio is no longer shipped in the plugin installer (NLE-3119).
 - Removed Media Sequencer from the General area in the Graphics Plugin Configuration Tool (NLE-3184).
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2.2 Fixed Issues

- Graphics Plugin Configuration Tool failed to report if the configurations were changed (NLE-3285).
- Default URL caused host fields to show none as the port value (NLE-3053).

2.3 Known Issues

- In some scenarios, graphics do not appear in the rendered output file when using this version. For workflows requiring graphics burned-in on the rendered output files, continued use of version 2.4 is recommended (NLE-3326).
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3 Documentation

Documentation for the Graphics Plugins is available at the Vizrt Documentation Center:

- [Graphics Plugin Administrator Guide](#)
 - [Graphics Plugin User Guide](#)
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4 Support

Support is available at the [Vizrt Support Portal](#).