

Graphics Plugin User Guide

Version 2.3





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Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

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Contents

1	Introduction5
1.1	Typical Workflow5
1.2	The Basic Graphics Plugin Workflow5
2	Using Graphics Plugin with Adobe Premiere Pro
2.1	Adding Graphics Plugin6
2.2	Stop Points
3	Using Graphics Plugin with Avid Media Composer
3.1	Adding Graphics Plugin9
3.2	Editing Stop Points10
3.3	Exporting Metagraphics12
4	Using Graphics Plugin with EDIUS13
4.1	Accessing the Configuration Tool13
4.2	Adding Graphics Plugin13
4.3	Remote Rendering15
4.3.	Rendering the Project
5	Configuration Tool
5.1	Important
5.2	Graphics Plugin19
5.3	Viz Engine20
5.4	Editor Settings
5.4.	Viz Trio NLE
5.4.2	2 Viz Pilot NLE
5.4.	3 Viz Pilot Edge
5.4.4	Graphics Plugin Editor
5.4.	5 Adobe/Avid/Edius* Settings
5.4.0	Searching for Object Store Images
5.5	Startup Variables
5.6	Shared System Settings
5.6.	Adding a Shared System Setting29
5.7	Performance Tester
6	Graphics Plugin User Interfaces
6.1	Viz Trio32

6.2	Viz Pilot Edge	33
6.3	Viz Pilot	36
6.4	Graphics Plugin Editor	38
6.4.1	Menu Options in Graphics Plugin Editor	39
6.4.2	Information Fields in Graphics Plugin Editor	40
6.4.3	Preview Settings in Graphics Plugin Editor	40
7 S	cene Design	41
7.1	Key	41
7.1.1	Adding a Key Signal	41
7.2	Stop Points	41
7.2.1	Stretching Stop Points	41
7.2.2	Directors and Stop Points in Viz Artist	42
7.2.3	Sound and Stop Points	42
7.2.4	Video	42
7.3	Effect Plugins	42
7.4	Transition Logic	43
7.4.1	Transition Logic Scene Design Limitations	43
7.5	Lift and Extract	43
7.5.1	See Also	43

1 Introduction

Graphics Plugins for Adobe Premiere Pro, Avid and Edius are available in this version. This guide only concentrates on workflows related to these plugins. For information about other supported Graphics Plugins, please go to the relevant version of the Graphics Plugin Administrator Guide.

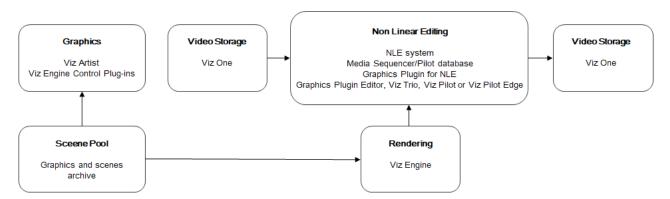
1.1 Typical Workflow

A typical workflow starting with scene and template design, and ending with video rendering and playout consists of the following steps:

- 1. A graphics designer creates a scene in Viz Artist.
- 2. The scene is either added as a template to a Viz Trio show or created as a template to use with Viz Pilot in Template Wizard.
- 3. An editor or a journalist edits a video using an NLE system.
 - Using Vizrt's Graphics Plugin, the user can access and add graphics to the video.
 - Graphics properties can be edited using the graphics templates in either the Graphics Plugin Editor, Viz Trio, Viz Pilot or Viz Pilot Edge.
- 4. The video clip is rendered and saved to a shared file server or a Media Asset Management (MAM) system, such as Viz One.
- 5. Once the file is saved or posted to the MAM system, it can also be added to a playlist for playout on Viz Engine.

1.2 The Basic Graphics Plugin Workflow

· Import video -> Import graphic -> Move graphic to video



While third party NLE workstations have different ways of importing and inserting graphics into a video, Graphics Plugin itself has the same interface across all third-party programs. See the respective sections below for more on using Graphics Plugin with specific programs.

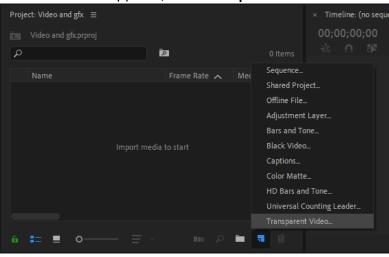
2 Using Graphics Plugin With Adobe Premiere Pro

This section explains the required steps on how to add Vizrt graphics to the timeline in Adobe Premiere Pro, and how to use stop points.

- Adding Graphics Plugin
- Stop Points

2.1 Adding Graphics Plugin

- 1. Create a new project or open an existing project in Adobe Premiere Pro.
- 2. Add a Transparent Video clip to the project:
 - In the Project panel, make sure that the Project tab is selected, and click the **New Item** button in the lower right corner.
 - · In the menu that appears, click Transparent Video...



- In the New Transparent Video dialog box that opens, select your Video Settings and click **OK**.
- · Drag the new transparent video clip to the Timeline.
- 3. Add Graphics Plugin to the project:
 - In the Project panel, click the **Effects** tab. (If the tab is not visible, select it from the **Window** drop-down menu bar).
 - Navigate to Video Effects > Vizrt > Graphics Plugin.

Project: Video and gfx	Effects ≡		× Tran	sparent ۱	/ideo	≡							
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> 🖬 Immersive Video				0		•	٩						
> 🗖 Keying													
🔉 🔳 Noise & Grain													
> 🗖 Obsolete				6 V3	81	0							
> 🗖 Perspective													
> 🗖 Stylize				6 ί γ₂	8	0							
> 🗖 Time				6 V1	81	•		_	-	fx Trans	parent Vid	eo	
> 🗖 Transform				6 A1	8		s	.0.					
> 🗖 Transition													
> 🗖 Utility				u A2	81								
> 🗖 Video	_			6 A3	81								
🗸 🖿 Vizrt				6 Mast					н				
🖬 Graphics Plagin													
> 🗖 Video Transitions													
		Î Î	0			0							

· Drag the plugin onto the transparent video clip in the Timeline.

- 4. Select the transparent video clip that holds the plugin.
- 5. Click the **Effect Controls** tab. (If the tab is not visible, select it from the **Window** drop-down menu bar).
- 6. Expand the Graphics Plugin option in the Video Effects list.
- 7. Click the **Edit** button to access the specified (done in the Configuration Tool) Graphics Plugin User Interface (Viz Trio, Viz Pilot Edge, Viz Pilot or Graphics Plugin Editor (Mac)) and to use Vizrt graphics.
- 8. Click the **Setup...** button (see image below) to access the Configuration Tool where you can, among many things, select your preferred Graphics Plugin User Interface. Go to the Configuration Tool section for more details.

Note: The NLE application will freeze when the Configuration Tool or the User Interface is open.

Effect Controls	Transparent Video
Master * Transparent Video 🛛 🗸	Transparent Video * Transp_ 🔹 🕨
Video Effects	▲
> fx ∷h Motion	<u> </u>
> <i>f</i> x Opacity	<u> </u>
> fx Time Remapping	
✓ <i>f</i> × Graphics Plugin	<u>+∎ र</u>
0 🗆 🔊	
Graphics	Edit .
~ Ö Control	<u> </u>

9. Back in Adobe Premiere Pro, a graphics element has now been added to the transparent video clip.

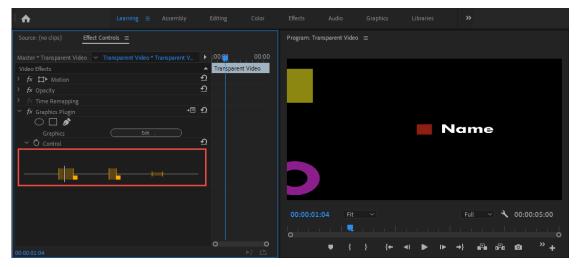
10. Create another Transparent Video with graphics plugin and drag it to the timeline to have multiple graphics.

2.2 Stop Points

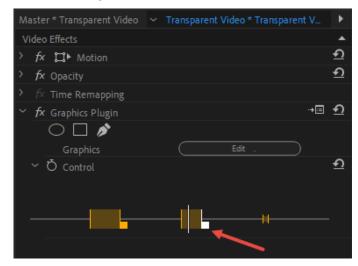
Stop points are added to a graphics scene to control the playout of the animation.

Adding a graphic using the Graphics Plugin there is a stop point editor that allows you to adjust the length of the stop points.

The stop point editor is located in the Effect Controls tab > Graphics Plugin > Control:



Click and drag the small square next to the stop point you want to adjust:



3 Using Graphics Plugin With Avid Media Composer

This section shows you how to add Vizrt graphics to the timeline in Avid Media Composer, and how to use stop points.

- Adding Graphics Plugin
- Editing Stop Points
- Exporting Metagraphics

3.1 Adding Graphics Plugin

- 1. In Avid Media Composer, create a new project.
- 2. Import a video through the Source Browser window.
- 3. Click on the film icon on the item that you imported, and drag it into the Timeline window.

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		Untit	/eď	-			PI	G

4. In the Project window, click on the **Effect Palette** tab (represented by a square purple icon), select **Vizrt** > **Graphics Plugin**, and drag it into a separate video track on the Timeline.

Newsday - anj Bins Volumes Settings Format Usage Info 01:00:00:00 00:00 01:00:00:00	Newsday - anj 📃 🗖 🗙	Timeline - Untitled Sequence.06 - 720x486 - 29.97 fps 📃 🗖 🗙
Filters Transitions Audio Clip PlasmaWipe Avid Borders CD Graphics Plugin PlasmaWipe Avid Center	Newsday - anj 🗙 💽	≝ @ ▼ ▲ ♥ · · · · · · · · · · · · · · · · · ·
PlasmaWipe Avid Center	Bins Volumes Settings 🔄 Format Usage Info	01:00:00 01:01:00:00
PlasmaWipe Avid Borders PlasmaWipe Avid Center	Filters Transitions Audio Track Audio Clip	
PlasmaWipe Avid Center	٩	
PlasmaWipe Avid Horiz PlasmaWipe Avid Lava PlasmaWipe Avid Lava PlasmaWipe Avid Techno Push Reformat S3D Sawtooth Wipe Shape Wipe Spin Squeeze Timewarp Vizt	PlasmaWipe Avid Center PlasmaWipe Avid Horiz PlasmaWipe Avid Horiz PlasmaWipe Avid Paint PlasmaWipe Avid Techno Push Reformat S3D Sawtooth Wipe Shape Wipe Spin Squeeze Timewarp Vizit	V2 Filler V1 Maps_final.mp4 Image: All and a strain and strain and a strain and strain and a strain and a stra

5. Open the **Effect Editor** by going to **Tools** > **Effect Editor**.

- 6. In the Effect Editor window, under Graphics Plugin, click **Editor** to start importing graphics into Avid Media Composer. Viz Trio, Viz Pilot Edge, Viz Pilot or the Graphics Plugin Editor (Mac) start depending on the specified Graphics Plugin User Interface in the Configuration Tool.
- 7. Click on **Config** to access the Configuration Tool.

			Effect Edito	r		-		×
	Effect E	ditor	×					0
🔻 🖬 Graphic	s Plugin				Graphics Plugin			
	Editor							
	Config							
								_
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8. Check that you are in **Effect** mode in order to see graphics animations in the Preview windows.



9. Play the video clip or scrub the timeline to see the new effect.

3.2 Editing Stop Points

Stop points are added to a graphics scene to control the playout of the animation. Graphics Plugin contains a stop point editor that allows you to adjust the length of the stop points when adding a graphic.

To access the stop point editor open the Effect Editor:

· Go to Tools from the top menu and select Effect Editor in the drop-down list.

Under Graphics Plugin, select the Toggle show/hide option.

Effect Editor		- 🗆 ×
Effect Editor ×		0
🔻 💶 Graphics Plugin	Graphics Plugin	
Editor		
Config		
📝 Toggle show / hide		
		<u></u>

Click enable. A stop point editor appears at the bottom of the preview window:



Click the **small square** next to the stop point and drag to adjust it.

3.3 Exporting Metagraphics

Exporting sequences as metagraphics allows users to export metagraphics without burning graphics into the video. To enable, select the effect and tick the **Metagraphics** checkbox of the Vizrt Graphics Plugin.



When a user creates a new Vizrt Graphics Plugin effect, the default value for the **Metagraphics** checkbox is read from a setting. This can be changed in **Avid settings.**

- 1. Click on **Config** to access the Configuration Tool.
- 2. Click the Advanced tab and in Settings view select Avid settings.
- 3. Set Metagraphics export as default to the desired value.

\sim Graphics Plugin Configuration Tool \square				
	General	Advanced		
Settings view: Avid settings	_	~		
Setting		Value		
Still image playback				
Still image playback metagraphics				
Metagraphics export as defau	ılt			

A Note: Avid Assistant must be installed to export graphics to Viz One. See the Avid Assistant User Guide for more information.

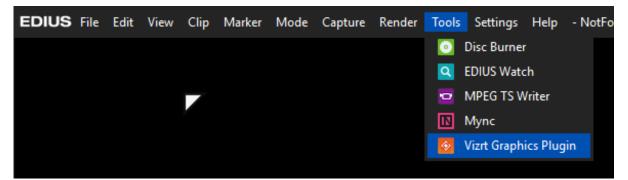
4 Using Graphics Plugin With EDIUS

This section shows you how to add Vizrt graphics to the timeline in EDIUS.

- Accessing the Configuration Tool
- Adding Graphics Plugin
- Remote Rendering

4.1 Accessing The Configuration Tool

To open the Graphics Plugin Configuration Tool in EDIUS, go to **Tools > Vizrt Graphics Plugin**:

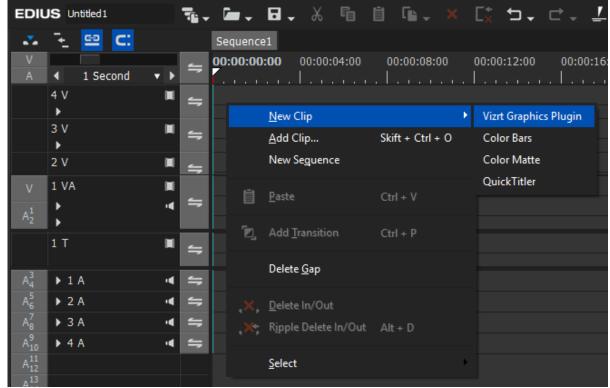


The Configuration Tool opens in a separate window where you can select your preferred Graphics Plugin User Interface, among other things. See Graphics Plugin Configuration Tool for more details.

4.2 Adding Graphics Plugin

Before you can use Vizrt graphics, you must add Graphics Plugin to your project:

1. Create a new project or open an existing project in EDIUS.



2. <u>Right-click on a video track on the timeline and select **New Clip > Vizrt Graphics Plugin**:</u>

3. A graphics element appears on the timeline at the same time as the **Graphics Plugin Editor** opens in another window.

	📀 Graphics Plugin Editor		_		×
ce1	🝼 Viz Pilot Edge	im Find Graphics			
0:00 <u>00:00:04:00</u> 00	D				
00:00:05:25					
		♠			
		O			
		Find Graphics			
				\ ^{vizi}	
			ОК	Canc	el

4. After closing the Graphics Plugin Editor, you can double-click the graphics element on the timeline to open it again to change or edit the graphics.

Note: For information about the graphics, right-click the graphics on the timeline and select Properties....

4.3 Remote Rendering

After setting up server-side rendering following the Configuring Server-side Rendering, you can remotely render an Edius project that contains Vizrt graphics.

4.3.1 Rendering the Project

- 1. Go to File->Export->Print to File (F11).
- 2. Check the XRE checkbox and select the configured XRE server.
- 3. Click Export. The XRE Monitor displays a new job and progress report.

Print to File						8
H.265/HEVC	•	Exporter		Description רויקוא) דדדד באוט ו		•
HDV		Exporter				
Infinity		AVCIntra MXF		Exporter Plug-in for /	AVCIntra MXF file	
K2		AVCUltra MXF		Exporter Plug-in for A	AVCUltra MXF file	
		DNxHD MXF		Exporter Plug-in for I	DNxHD MXF file	_
MPEG		HQX MXF		Exporter Plug-in for I	HQX MXF file	
MXF		JPEG2000 MXF		Exporter Plug-in for 2		
P2		MPEG2 MXF		Exporter Plug-in for I		
	_			Exporter Plug-in for I	-	
QuickTime	_	ProRes MXF		Exporter Plug-in for I		
Grass Valley HQ		ProRes 4444 MXF			ProRes 4444 MXF file	
Grass Valley HQX		XAVC MXF		Exporter Plug-in for >	XAVC MIXE file	
	•					▼
Export <u>B</u> etween In and	Out	Display <u>T</u> imecode		Search		
Enable Conversion		 Export in 16bit/2ch 				
Captions						
None		Not Output File	•			
✓ <u>X</u> RE						
Server XREServer		✓ Priority Normal ▼	<u>C</u> omment			

See also

• Configuring Server-side Rendering on the Graphics Plugin Admin Guide.

5 Configuration Tool

The Configuration Tool is the same for all applications. This section describes the UI and its options.

- **Reset All:** Resets all settings to default (factory settings).
- **Performance**: Opens the Performance Tester.
- **OK:** Saves the current configuration.
- **Cancel:** Cancels all changes and closes the Configuration Tool.
- Help: Opens the Graphics Plugin user guide.
 - A Note: The Help button is not shown for Mac users. To access documentation on a Mac, go to help in the menu bar.

🔆 Graphics Plugin Config	uration Tool $-\Box \times$				
	General Advanced				
The Graphics Plugin needs to know which Media Sequencer to use for finding graphics templates, and which Viz Engine to use for actual rendering. One may choose a specific Viz Engine, or one may choose a Connection Broker. The latter is a separate component which acts as a load-balancer between multiple Viz Engines, suitable for large installations. For all three components, one may select among those that are discovered automatically, or by providing one manually.					
- Settings					
Render using:					
Specific Viz Engine:	bgostorybox:50007				
Connection Broker:	:none:21098				
Media Sequencer:	bgo-frame1:8594				
Reset all Performance	e OK Cancel Help				

The General tab is selected by default with the following settings:

- · Render using:
 - **Specific Viz Engine** or **Connection Broker**: Specify one of them for rendering.
- Media Sequencer: Specify the Media Sequencer.

(i) Info: Connection Broker is a separate component that acts as a load-balancer for multiple Viz Engines. It's suitable for big installations.

A description of configurable settings under the **Advanced** tab, based on the **Settings view** selected, follows below:

- Important
- Graphics Plugin
- Viz Engine
- Editor Settings
- Startup Variables
- Shared System Settings

5.1 Important

Shows the most important settings needed to run Graphics Plugin:

🔆 Graphics Plugin Configuration Tool 🛛 🛛 🗕						
Gene	eral Advanced					
Settings view: Important	~					
Setting	Value					
Viz Engine Host	bgoqapreview1:50007					
Viz Engine Use Connection Broker						
Viz Engine Connection Broker hos	:none:21098					
Media Sequencer Host	bgo-frame1:8594					
Graphics plugin User interface	Viz Pilot NLE Y					
Viz Engine Network compression	PNG compression Y					
Viz Trio NLE Host	localhost:6210					
Viz Pilot NLE Host	localhost:6220					
Reset all Performance	OK Cancel					

- Viz Engine Host: Sets the hostname or IP address of the Viz Engine renderer.
- Viz Engine Use Connection Broker: See Connection Broker in the *Graphics Plugin* Administrator Guide.
- **Viz Engine Connection Broker host:** Sets the host of the computer running the connection broker, see Connection Broker in the *Graphics Plugin Administrator Guide*.
- **Media Sequencer Host:** Sets the host of the computer running the Media Sequencer service.
- Graphics plugin User Interface: See Graphics Plugin User Interfaces.
- Viz Engine Network compression: See Network compression under Viz Engine below.
- **Viz Trio NLE Host:** Defines the hostname of the machine running the Viz Trio NLE. Typically *localhost*.

• **Viz Pilot NLE Host:** Defines the hostname of the machine running the Viz Pilot NLE. Typically *localhost*.

5.2 Graphics Plugin

Note: Settings view contains all settings that are separate and only apply the Graphics Plugin. These are not application-specific settings, such as those that apply Viz Engine and Graphics Plugin Editor.

Graphics Plugin Configuration	i Tool _ 🗆
(General Advanced
Settings view: Graphics Plugin	×
Setting	Value
User interface	Viz Pilot NLE Y
Log level	None Y
Log directory	C:\Users\anj\AppData\Roaming\Vizrt\VizN
Should log fields/frames	
Color correction	none V
Premultiply alpha	
Anti-aliasing	
Untrusted SSL	
Reset all Performance	OK Cancel

- User Interface: Sets the interface to use for selecting graphics templates. Templates using the same scene but opened from Viz Trio, Viz Pilot or Viz Pilot Edge are different entities. Once an editor is set and used to add a graphic effect to the timeline, the effect is also bound to that editor. To create an effect with a template from another editor, the old effect must first be deleted, a new editor configured, and then a new effect created.
- Log level: Set the log level to provide an error report to Vizrt. Only do so when you need to make a report, as this slows down the plugin. See the Log Files section in the *Graphics Plugin Administrator Guide* for more information on log file locations.
 - None: Logs errors only, which is the default behavior.
 - **Report**: Generates dated log files. In almost every case, the log files will include enough information to allow Vizrt to identify the issue.

• **Extreme**: Generates a very large amount of logging information.

- **Log directory:** Use this setting to override the default logging directory. See the Log Files section in the *Graphics Plugin Administrator Guide* for more information on logging.
- **Should log fields/frames:** Enables the plugin to dump all frames and fields it renders to the file system, allowing the user and Vizrt support to identify issues related to the graphics. Files are dumped in a sub-directory of the **Log directory**.
- Color correction: Enables broadcast-safe colors. Set cap-601 to cap high and low values directly to get 16-235. Set linear-cap-601 to perform a linear recalculation of the data to 16-235. The default value is None.
- Note: The background videos (or images) should also be at safe levels to prevent darkening on semi-transparent pixels.
 - **Premultiply alpha:** Configures whether the plugin pre-multiplies alpha when rendering. In some cases, the Viz Engine has already multiplied the color channels with the alpha channel.
 - **Anti-aliasing:** Controls whether requests for small frame sizes should be anti-aliased on the Viz Engine.
 - **Untrusted SSL:** Controls whether HTTPS servers with self-signed certificates should be trusted.

5.3 Viz Engine

The Viz Engine Settings view is shown below:

K Graphics Plugin Configuration	1 Tool	_ 🗆 X
	General Advanced	
Settings view: Viz Engine	~	
Setting	Value	
Host	bgoqapreview1:50007	
Use Connection Broker		
Connection Broker host	:none:21098	
Network compression	PNG compression Y	
Prefetching		
Prefetch size	20	
Network timeout	45s	
Information timeout	2s	
Network cleanup	8m	
Reset all Performance	ОК	Cancel

- Host: Sets the hostname or IP address of the Viz Engine renderer.
- **Use Connection Broker:** Enables Graphics Plugin to connect to the Connection Broker for graphics rendering.
- **Connection Broker host:** Sets the hostname or IP address of the Connection Broker (see Connection Broker).
- Network compression: Sets the compression level. It is recommended to use no compression on gigabit networks, and compressed formats on slower networks (e.g. 100mbit). The default value is RLE.
 - **No Compression:** Sends send all frames across the network uncompressed (for gigabit networks).
 - PNG (Portable Network Graphics): a lossless compression format.
 - **RLE** (Run-length Encoding): a lossless compression format. RLE is only supported by Viz Engine 3.2.2. and later versions (see Software Requirements).
- **Prefetching:** Prefetching, also known as caching, greatly increases the rendering speed when using start to stop rendering, like Pinnacle's yellow slices, or Avid's pre-render effect mode.

Failsafe mode is off.

Default value is **on**.

• **Prefetch size:** Use this setting to indicate how many frames or fields the plugin should prefetch. A higher number improves start to stop rendering (pre-render) performance but reduces the scrub performance. Note that this option is only available if pre-fetching is enabled. Prefetch values above 50 are ignored. Default value is **20**.

- **Network timeout:** Controls how long Viz Engine connections wait for replies. Unless network measurements for the Viz Engine have been performed, this setting should not be changed. Default value is **45 sec**.
- Information timeout: Controls how long Viz Engine waits for a reply for initial information. This setting should not be changed unless network measurements of the Viz Engine have been performed.
- **Network cleanup:** Controls how long the plugin waits after last use before cleaning up loose connections to the Viz Engine. This should not be changed unless the actual use of the plugin has been measured. Default value is **8 mins**.
 - ▲ Note: Host port number restrictions when previewing templates on Editor Viz engine port 50007 or 50107 must be used in order to preview templates on Graphics Plugin Editor, Viz Trio, Viz Pilot or Viz Pilot Edge. These ports connect to preview ports 50008 and 50108, respectively. See Network Requirements in the Graphics Plugin Administrator Guide for port numbering information.

5.4 Editor Settings

Toggle **settings view** to display settings for either the Graphics Plugin Editor, Viz Trio, Viz Pilot or Viz Pilot Edge. Common settings are presented first, followed by editor-specific settings:

- Host/URL: Sets the hostname or IP address (URL for Viz Pilot Edge app) of the machine running the Graphics Plugin Editor, Viz Trio or Viz Pilot.
- **Network timeout:** Controls how long connections to Graphics Plugin Editor wait for replies. This should not be changed unless network data for the Graphics Plugin Editor has been measured. Default value is **90s**.
- **Grace period:** Controls how long Graphics Plugin waits for the editor to start everything without interruptions. Default time is **2s**.

5.4.1 Viz Trio NLE

\gtrsim Graphics Plugin Configuration Tool $$ \Box \times					
	General Advanced				
Settings view: Viz Trio NLE	Ý				
Setting	Value				
Host	localhost:6210				
Executable	trio.exe				
Options	-nle-mode -control -mse MSE_HOST -logfil				
Network timeout	1m 30s				
Grace period	2s				
Shared folder					
Shared folder for Viz Engine					
Drive remappings					
Reset all Performance	OK Cancel				

- **Executable:** Name of the editor's executable file. Can be changed if a different filename is in use. Default value is *trionle.exe.*
- **Options:** The exact command line options string passed to the editor's process at startup. For more information on command line options, see the Startup Variables section.
- **Shared folder**: Shared path used for temporary files during import of Viz Trio shows. Both the Graphics Plugin and the external Viz Engine should have full access to this folder.
- Shared folder for Viz Engine: Shared path as seen from the Viz Engine machine, must refer to the previous setting. Only needed if the external Viz Engine uses a different path (such as a mapped network drive) for the same folder.
- **Drive remappings:** Semicolon-separated list of drive remappings used during import of Viz Trio shows. These will cause associated files of the specified file types to be unpacked to a different drive letter rather than stored in the **.trioshow* file. Each mapping is in the form *wildcard=driveletter*.

5.4.2 Viz Pilot NLE

💥 Graphics Plugin Configuration	n Tool _ 🗆 X
	General Advanced
Settings view: Viz Pilot NLE	¥
Setting	Value
Host	localhost:6220
Executable	VcpAxNle.exe
Options	-mse MSE_HOST -logfile-path "LOG_PATH"
Network timeout	1m 30s
Grace period	2s
Reset all Performance	OK Cancel

- **Executable:** Name of the editor's executable file. Can be changed in case another filename is in use than the usual. Default value is *VcpAxNle.exe*.
- **Options:** The exact command line options string passed to the editor's process at startup. For more information on command line options, see the Startup Variables section.

5.4.3 Viz Pilot Edge

\gtrsim Graphics Plugin Configuration Tool $$ \Box $ imes$						
	General Advanced					
Settings view: Viz Pilot Edge	×					
Setting	Value					
Url	http://bgo-eddie-vm/pilotedge-trunk/					
Network timeout	30s					
Grace period	100ms					
Viz One Username						
Viz One Password						
Graphic Hub Username						
Graphic Hub Password						
Reset all Performance	OK Cancel					

- Viz One Username: The username to log in to Viz One.
- Viz One Password: The password to log in to Viz One.
- **Graphic Hub Username:** The username to log in to Graphic Hub.
- **Graphic Hub Password:** The password to log in to Graphic Hub.

When using Pilot Edge in a Regular Browser (Chrome/Firefox/IE)

The popup below appears if Pilot Data Server is configured to use a Viz One server, or the user has manually specified a Viz One server via URL parameters (by appending "?vizone=hostname" to the end of the URL), but no default password has been configured in Pilot Data Server settings. If the username and password are not entered, the server's media will be unavailable for the duration of the session and will not be visible while browsing Pilot Edge.

🜱 Viz Pilot Edge	Sign in				
	http://lis-vizo				
	Your connect	tion to this site is not privat	e		
	Username				
	Password				
			Sign in	Cancel	
		Q			
		► Find Media			
					vızıt [\]

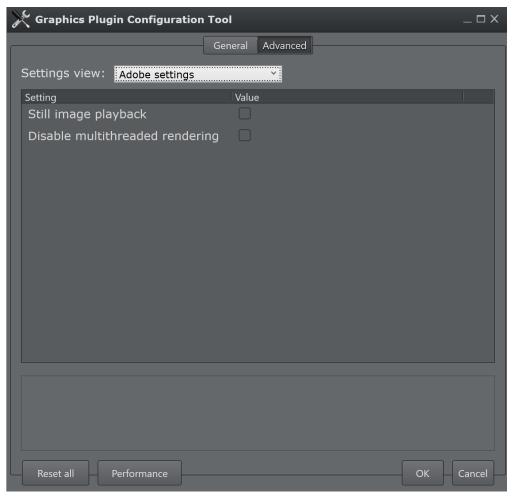
▲ Pop-ups are not shown when Pilot Edge is used via the NLE Editor: Any authentication request therefore always fails silently. This can be remedied by filling in the Username and Password fields. If the server requests additional authentication for either Viz One or Graphic Hub, the above fields are used. However, if the server does not request Viz One / Graphic Hub credentials, either because valid credentials already exist server side, or because no Viz One / Graphic Hub is configured, these fields are silently ignored.

5.4.4 Graphics Plugin Editor

 VOS image search: URI template for image search from Object Store, a component of Viz Pilot. This requires a Viz Pilot Data Server. Since it's a URI template, there must be a placeholder in the text you enter, indicated by curly-brackets, which is replaced by specific search terms, for example: http://vcpserver.example:8177/vos/search?q=\{query}.

5.4.5 Adobe/Avid/Edius* Settings

* depending on your NLE application.



- **Still image playback:** Only render still images to increase performance when low-quality frames are requested. This affects scrubbing and playback. A high-quality frame will eventually be rendered upon scrubbing, which shows the correct representation of the graphics after rendering.
- **Disable multithreaded rendering:** Multithreaded rendering can cause performance issues when too many threads try to render at the same time. If rendering is unusually slow this may be set to true. You must restart the NLE application after changing this setting.

Note: The option to Disable multithreaded rendering is only available for Adobe Premiere Pro and Avid Media Composer.

5.4.6 Searching for Object Store Images

1. Create a sequence.

- 2. Add a clip to the sequence.
- 3. Drag the Graphics Plugin effect to the sequence.
- 4. Double-click the effect, and select the **Controls** tab at the top of the screen.
- 5. From the Controls panel, click Graphics Plugin Config.
- 6. In the Graphics Plugin Configuration Tool window that opens, click the Advanced tab.
- 7. From the **Settings view** list, click **All settings**.
- 8. Locate the VOS image search, and set the path to your Object Store.
- 9. Click OK.
- 10. Back in the **Controls** panel, click **Graphics Plugin Editor**.
- 11. In the **Graphics Plugin Editor** window that opens, select a show and then a template containing an image field.
- 12. From the **Information fields** list, select the field that contains the image.
- 13. From the window that opens, click the **Search** tab.
- 14. Type a search string that matches your preferences in the search field.
- 15. From the list of images on your app server, select the one you prefer.
- 16. The image is being updated both as a thumbnail in the **Information fields** list and in the preview window.
- 17. Click **OK** to return to the sequence view.

5.5 Startup Variables

Options are used as variables for the actual value set for the plugin. The options can be used as part of an editor's startup options.

The following options are available and configurable:

- · MSE_HOST: References the active Media Sequencer host.
 - Example: -mse MSE_HOST
- LOG_PATH: Refers to the currently used *Plugin log directory*.
 - Example: -logfile-path "LOG_PATH"

A Note: The startup options are only valid for NLE editors on Windows.

5.6 Shared System Settings

This section covers the shared settings feature that is available to Windows users in the system registry.

💣 Registry Editor			🛛
File Edit View Favorites Help			
HKEY_LOCAL_MACHINE	Name	REG_SZ REG_SZ REG_SZ REG_SZ REG_SZ	Data (value not set) C: \Program Files\vizrt\Viz NLE\ C: \Program Files\vizrt\Viz NLE\ C: \Program Files\vizrt\viz content pilot\ C: \Program Files\Avid\AVX2_Plug-Ins\ \\VIZ-xw4300\NLE\ C: \Program Files\vizrt\Viz NLE\
	<	1111	
My Computer HKEY_LOCAL_MACHIN	E\SOFTWARE\[v	izrt] WLEV	AVX2

The system stores the settings in a per-user directory, for example under *C*:*Documents and Settings**<username>*. Placing the same file in a shared directory allows multiple users to use a standardized setup overriding per-user settings.

A Note: Shared settings do not apply to Mac users.

By adding a Windows registry entry with a path to the *master configuration file*, the settings in that file take precedence over the default values for the various settings, but the individual settings that the user changes in the Graphics Plugin configuration tool take precedence over the *master configuration file*.

HKEY_LOCAL_MACHINE/SOFTWARE/[vizrt]/NLE/AVX2/SettingsDir

Given a particular setting, the following rules apply:

- If a setting has been set using the Graphics Plugin configuration tool, that value is used.
- If it has a value in the master configuration file, that value is used.
- The *default* value for the setting is used.

5.6.1 Adding a Shared System Setting

- 1. Start the Graphics Plugin configuration tool.
- 2. Configure Graphics Plugin using the configuration tool.
- 3. Save and exit the configuration tool.
- 4. Find the file *vizplugin.xml* in the current user's *Application Data* folder.
- 5. Copy the file to the designated shared location.
- 6. Set up the *SettingsDir* registry entry to point to the shared directory location where the copied file was placed.

5.7 Performance Tester

The Performance Tester is used to test different configurations. It tests Graphics Plugin directly and how it performs on the network, and rendering. It also shows how quickly Graphics Plugin returns graphics to the NLE system - the raw speed of the plugin.

- A Note: The Performance Tester is accessed by clicking the Performance button at the lower left of the Configuration Tool.
- ▲ Note: The time it takes to fill the NLE system's frame buffer and the time used between each request for frames to the NLE system are not tested. It's therefore recommended to test the NLE system once Graphics Plugin has been tested and found to be working satisfactorily.

🗶 Graphics Plugin	Performance Tester	_		×
Protocol Prefetch	Time w/ pause FPS w/ pause Time w/o pause	FPS w/o	o pause	
Viz Engine	bgoqapreview1:50007			
Image protocol	🗹 RLE 📕 PNG 📕 No compression			
Prefetch size	📕 5 🛛 📕 10 📝 20 frames or fields			
Scene name				
Clip length	10 seconds			
Pause time	20 milliseconds		Run te	ests
Video mode	1080i, 60fps ÷			

- **Results table**: Shows a table of results displaying the protocol tested, prefetch size, time and frames per second achieved.
- Viz Engine: Sets the Viz Engine host to be used for testing.

- **Image protocol:** Sets the parameter for how to transfer the graphics over the network. Select one or multiple options and choose between **RLE**, **PNG** and **No compression**.
- **Prefetch size:** Sets the pre-fetching that will be tested. Available options are **5**, **10** or **20** frames or fields.
- Scene name: Sets a particular scene that can be loaded and tested (for example, 02_GFX/ VizNLE/1000).
- **Clip length:** Sets the length of the clip that is to be rendered. Five or ten seconds are good starting points to check the rendering time.
- **Pause time:** Sets the pause in milliseconds between renders, that is the time that an NLE system uses to process the previous data. This would be lower for SD than for HD. It's recommended to try other values between 0 and 100 ms+ to see how this affects the network use. For more information, see Fine-tuning the System in the *Graphics Plugin Administrator Guide*.
- Video mode: Sets the Viz Engine video mode to either:
 - · 1080i 50 FPS
 - · 1080i 60 FPS
 - · 720p 50 FPS
 - · 720p 60 FPS
 - PAL
 - NTSC
- **Run tests:** Tests the current settings configured for the plugin with the clip length and pause options set. This is useful when performing tests with concurrent users.
- \cdot **Test summary:** Shows a report of problems and various statistics.

Note: Once the settings that provide optimal results are found, they can be manually set in the Viz configuration tool and tested with the NLE system itself.

6 Graphics Plugin User Interfaces

This section describes user interfaces that can be used with Graphics Plugin. The NLE version of Viz Trio is bundled with the Graphics Plugin installation. The Graphics Plugin Editor is the user interface for Mac machines since Viz Trio is not supported. Viz Pilot Edge can be used by providing the URL in the Configuration Tool. Viz Pilot can also be used as the user interface if it's installed on your computer.

Click the Edit button in Adobe Premiere Pro, or the Editor button in Avid to open the user interface selected in the Configuration Tool in a separate window.

This section contains more information about how to use the various user interfaces:

- Viz Trio
- Viz Pilot Edge
- Viz Pilot
- Graphics Plugin Editor

6.1 Viz Trio

If Viz Trio NLE has been selected in the Configuration Tool, the following Viz Trio window opens:

🛆 Viz Trio 3.	2.0 (Build 24389) - MS	E: bgo-frame1 - Show:				- 0	×
File Page I	Playout View Tool	and the second s	1.10	1			OnAir
	Show Con	trol 🗖				Side Editor 🗸	
		Show Concept:	<u>-</u>				C
Page List -							
Inactive	Active Concept:	▼ Search	P <nc< td=""><td>o filter> 🔻</td><td>Å</td><td></td><td></td></nc<>	o filter> 🔻	Å		
Thumbnail Pa	age Descript	tion	Layer	Channel L	.oade(^		
1	1000		[Main]	[PROGR	0%		
0	1001		[Main]	[PROGR	0%		
	1002		n ())	IPROGR	0%	Forhåndsvisning	
	1002		[Main]	PROGR	0%	🕨 🕪 🔲 Tid 🛛 🗖 TA SA BB 🔽 🔽 📿 🖾 🕬	iected 📃
0	1003		[Default]	[PROGR	0%		
	1004		[Default]	IPROGR	0%		
Templates					^		
Thum Name	Variant	Beskrivelse	Layer(s)				
🗑 StopTv	woPoi		[MAIN]				
stop-p	oint-t						
(a) NewSo	cene						
stoppo	pints		[MAIN]		▼		
Tab felter					•		
Description	n Value						
Profile: defai	ult 0 Local provie	w Viz Engine license w	ill evoire in 170	dave		Trio Commands	Errors
rione, delat	are previewe	w viz engine licelise w	in expire in 179	uuya.		The Commands	Enors

Select a graphics template by double-clicking it in the **Page List**. The graphic will open in the **Side Editor** where it can be edited and previewed in the window below:

🛆 Viz Trio 3.2.0 (8	Build 24389)	- MSE: bgo-frame1 - Show:			- 🗆 X
File Page Playe	out View	Tools Help	1 bo		OnAir
	Show	Control			Editing Page 1012 🔻
	*	Show Concept:	1 01	2 🙃	
Page List -				<u> </u>	-futura-bold
Inactive A		cept:	P <no filter=""></no>		
Thumbnail Page		scription	Layer Channel	Loade(^	
	1009		[Default] [PROGR.		
	1010 Lo	otto_0919	[Main] [PROGR.		
040000 0	1010 20	110_0315	[Main] [PROOK	076	
-	1011 W	HATS GOING ON/WITH THE A	. [Main] [PROGR.		
- V					< >
	1012 -f	utura-bold/-futura-bold/-futur	. [Main] 🔻 [PROG 🔹	0%	
J			R		Forhåndsvisning 🗖
- Annual Annua	1013 -f	utura-bold/-futura-bold/-futur	. [Main] [PROGR.		
3				_	Tid D SA BB 👤 🖸 🖸 SA BB
				~	
Templates	14 - 1 - 1	Beskrivelse		A	
Thum Name	Variant		Layer(s)	^	
StopTwoPo)i		[MAIN]		
stop-point-	t		-		
(3) NewScene			-		
				▼	-futura-bold
Tab felter			[MAIN]		
Description	Value			-	-futura-bold
± 1 (text1)		a-bold			-futura-bold
∃ 2 (text2)		a-bold			-TUTUTA-DOIA
∃ 3 (text3)	-futur	a-bold			

When your graphics is ready to be used in your NLE system, click the Save As NLE button to avoid

		Editing Page 1013	—
overwriting the page:	13 ext1		86

The graphics will be given a new Page ID.



. Viz Trio closes and the graphics appear in

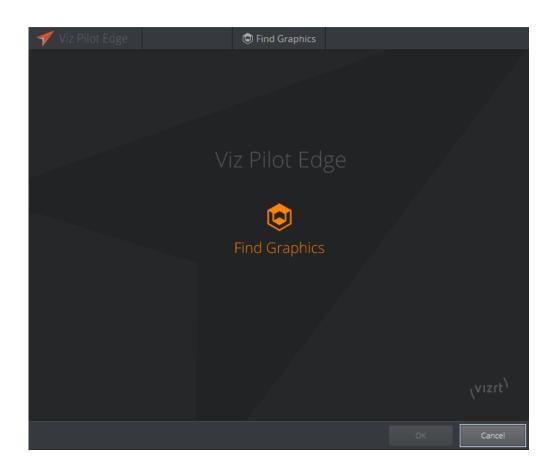
your NLE system.

For more information on how to use Viz Trio, please see the Viz Trio User Guide.

6.2 Viz Pilot Edge

If Viz Pilot Edge has been selected in the Configuration Tool, the following Viz Pilot Edge window opens where the user can browse for graphics.

Click Find Graphics.



Select a graphics element or a template at the bottom of the dialog that appears by double-clicking it.

1	Viz Pilot Edge	🙁 Find	d Graphics			
	▼ Type to filter			E	•	ד /
	CONCEPT	TEMPLATES				
	(All templates)				-8	<u>.</u>
	TAGS	ASD (MARK)		adsted	8	
	(All categories)	😫 3LinesBIGC	🖳 3LinesBIGC	🖭 Adam	×	
	(Uncategorized)					
	02_Breaking	P L U G		*	18	V
	ELEMENTS FROM TEMPLATE:	3LINESBIGCENTER123				
	Type to filter		=	C Show	w thumbnails :	
	Ersan					
	asd					
	asd					
	asd					
	678678					
	asd					
	sven is live					
	dfahafd			Show thi	s on startup :	l∐irt\ ☑
						Cancel

The graphics open in a new window where you can edit the content of the graphics in the fill-in form to the left and preview the output at the right in the application. When your graphics is ready to be used, click **OK**. Viz Pilot Edge closes and the graphics appear in your NLE application.

▲ Note: If you edit a template or data element and then attempt to open a different one, a dialog appears which allows you to save the first template or element. Creating a new data element cannot be done in Viz Pilot Edge through the NLE application, but must be done separately in Viz Pilot Edge in a browser.

🜱 Viz Pilot Edge	G Find Graphics	
Name		8
Concept : Variant : Viz Story Portrait Grey More sensible : Name Browse LINE 02 : Designation ZXC: 0 of 2000 used. LINE 03 : Location Transparent : 8zxczxc276867867 S151 : 3 of 3 used. 768	LOCATION	
	No named preview points found. Auto-refresh	i: 🗹
test : 7867867 Browse	{← ◄! ► →}	
Browse		
	00:00:00	
	OK Canc	el

For more information on how to use Viz Pilot Edge, please see the Viz Pilot Edge User Guide.

6.3 Viz Pilot

If Viz Pilot NLE has been selected in the Configuration Tool, the following window opens where the user can browse for templates and data elements.

The left side of the window lists available templates in the database while the right side lists available data elements (saved templates).

Viz Pilot NLE Preview Host:bgostorybox Nle-plugin Version:0.0.0 - build 9224						×
File About						
Concept: <all></all>				0	== i	: >
Template name	~	Data element name	Creation date			
OT Image Double		Three Lines	14.11.2018 16.58			
OT Image Fullscreen						
OT Image Letterboxed						
OT Lowerthird						
OT Three lines						
OT Upper Third						
upperLeft	~					
OT Three lines						/
			Save Sav	ve As	Can	icel

Select a template or element by double-clicking it and edit the content of the graphics to the left and preview the output at the right in the application.

In order to use a template subsequently, you must save it as a data element by clicking **Save As**, giving it a name and clicking **Save as new**. This closes the Viz Pilot NLE application and the graphics element appears in your NLE application.

✓ Viz Pilot NLE Preview Host:bgostory	_		\times			
File About						
LowerThird	Concept: Viz	Story Landsc: Variant: Or	ange	- E E		+
LINE 01 Name	^ D	Time 0				*
LINE 02 Location	✓ Save			×		
Lowerthird 5	L3 □ <u>F</u> inished	🗖 🛆dd to library	<u>S</u> ave as Overwr	ite		
			<u>C</u> ance	<u></u>		
	_					
		Vizit ¹ Name Location				
	~		2			
<	>				Con	nected
			Save	Save As	Car	ncel

If you are using an already existing data element click **Save** to use the data element as is or to overwrite any changes. Click **Save As** to create a new data element. In both cases, the Viz NLE application closes and the graphics element appears in your NLE application.

✓ Viz Pilot NLE Preview Host:bgostorybox Nle-plugin Version:0.0.0 - build 9224						_		×
File About								
LowerThird	Concep	t: Viz Stor	ry Landsca 💌	Variant:	Orange	- - - -		+
LINE 01 Name	Â		Time 🖸					*
LINE 02 Designation								
Lowerthird 5								
			A 1	Nam				
			(vizit)	Name Designat				
<	~ ~ ~						Con	nected
					Save	Save As	Can	icel

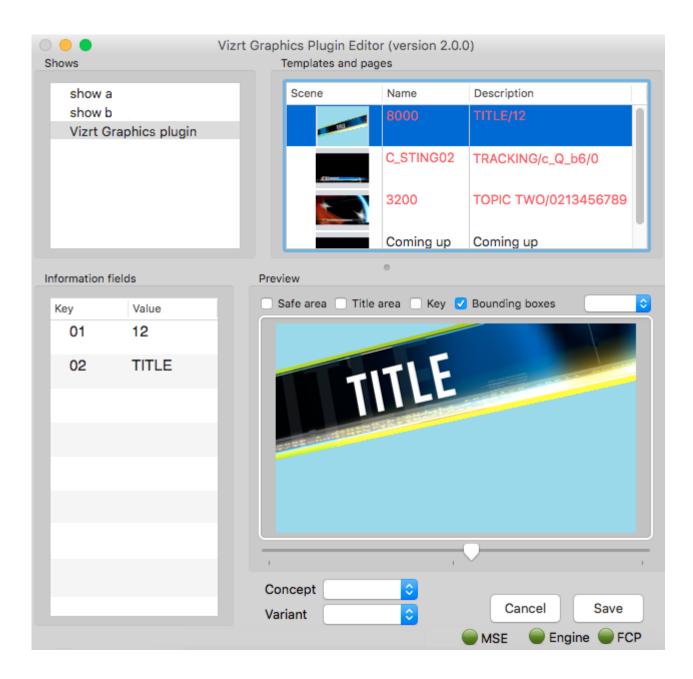
For more information on how to use Viz Pilot, please see the Viz Pilot User Guide.

6.4 Graphics Plugin Editor

This section describes the Graphics Plugin Editor's interface which is only available for Mac users. If you're using Viz Pilot Edge or Windows with Viz Pilot or Viz Trio, please see the relevant sections above.

This section covers the following topics:

- Menu Options in Graphics Plugin Editor
- Information Fields in Graphics Plugin Editor
- Preview Settings in Graphics Plugin Editor



6.4.1 Menu Options in Graphics Plugin Editor

The following menu options are unique to the Graphics Plugin Editor. Other options are generic options provided by the operating system.

- · Page
 - Save Page (CMD + S): Saves a page back to the Media Sequencer.
 - Next tabfield (CMD + DOWN ARROW): Selects the next tabfield.
 - **Previous tabfield (CMD + UP ARROW):** Selects the previous tabfield.
- · Show
 - **Import Trio XML Archive:** Imports an exported Viz Trio archive. The import recreates the exported show on the connected Media Sequencer.

Note: When performing an import you should always make sure that the scenes are available to the connected Viz Engine.

6.4.2 Information Fields in Graphics Plugin Editor

The Graphics Plugin Editor supports the most common control properties; however, it is only possible to input text, change numerical values, select images, geometries, fonts and materials.

There is no support for input of boolean values, editing of lists and tables or scrolls. However, the editor can use and render Viz Trio pages made using a regular Viz Trio even though they have these field types.

6.4.3 Preview Settings in Graphics Plugin Editor

The following may be set for the preview:

- Safe area: Shows the defined safe area configured by the current Viz Engine.
- **Title area**: Shows the defined title area configured by the current Viz Engine.
- Key: Shows the graphics' key signal.
- **Bounding boxes:** Shows the bounding boxes for the graphical elements in the scene.

7 Scene Design

When designing scenes in Viz Artist that are to be used together with Supported NLE Systems, you must follow specific design conventions for the output to render correctly.

Please be aware of the following when designing for the Graphics Plugin workflow:

- Key
- Stop Points
- Effect Plugins
- Transition Logic
- Lift and Extract

7.1 Key

When designing a scene, a *key* signal must be added to the scene for the graphics to blend correctly with the video.

7.1.1 Adding a Key Signal

- $\cdot\;$ Add the Key plugin to one or more containers in the scene.
- Enable Auto Key under the global scene settings.

7.2 Stop Points

If you are using stop points when designing a scene, they must be added to the directors at the root level of the Stage.

In a scene that contains only one stop point, the in-animation takes place on the left side of the stop point in the Stage, while the out-animation is visualized on the right side. The stop point is automatically converted to a pause point, and, if needed, is also stretched to make the entire animation (in, pause, and out) match the length of the graphics element in the NLE timeline.

7.2.1 Stretching Stop Points

The stop points in a scene are automatically stretched so that the animation matches the length of the graphics element in the NLE timeline.

Example 1

If an in-animation of three seconds and an out-animation of four seconds is stretched to ten seconds in the NLE timeline. The in-animation is shown for three seconds, then the stop point between the in and out-animation that's stretched is shown for three seconds, and finally the out-animation is shown for four seconds (totaling ten seconds).

Example 2

If the animation in example 1 above is shortened to five seconds: the in-animation is shown for three seconds, the pause point is skipped, and the out-animation is reduced to two seconds.

Multiple stop points are stretched evenly unless you have a modified stop point. If the animation contains two stop points and is stretched to 17 seconds, then the in-animation is shown for three seconds, the first stop point for five seconds, the second for another five seconds, and the out-animation for is lastly shown for four seconds.

Note: If you modify a stop point, any attempt to resize will only affect the rightmost stop point, if possible.

7.2.2 Directors and Stop Points in Viz Artist

Stop points that are used to pause and stretch animations must be placed in directors at the root level of the Viz Artist Stage. Stop points that are placed in sub-directors (not at the root level) are ignored by the NLE system.

Animations that are paused and stretched must also be placed in directors at the root level of the Viz Artist Stage. Any animations in sub-directors are not stretched, such as looping background animations and similar, should be placed here. These animations are played out continuously, regardless of the stop points in the root containers.

▲ Note: When making a scene for NLE, make sure that no empty directors are left in the scene. The main director that contains the in and out animation must be the very first director on top of the list of all directors. This main director must be on top and contain the stop point *pilot1*. If an empty director is left on top no output will be displayed.

7.2.3 Sound and Stop Points

There is no support for embedded sound effects in graphics being used in the Graphics Plugin workflow. Sound that is embedded together with graphics is based on the timeline used for the graphics, and there is no good and general way to stretch sound.

7.2.4 Video

There is no support for embedded video clips in graphics being used in the Graphics Plugin workflow.

7.3 Effect Plugins

Effect plugins, such as *RFxSmoke*, work in such a way that particles are emitted from a certain point and then moved in a random order in a direction until they eventually fade away. The output

of this random particle movement may be distorted when played out as part of the Graphics Plugin workflow. It's therefore recommended to use such effects with caution when designing for NLE.

7.4 Transition Logic

It's possible to work with Transition Logic scenes with certain limitations. Graphics templates can be modified and sent to air using the normal NLE workflow. A template that contains multiple elements, such as a banner, logo, and a lower third, can be animated to the various in and out states so that it matches the timing of the graphics event in the timeline.

7.4.1 Transition Logic Scene Design Limitations

- There is *no support* for graphics that are dependent on states of other graphics elements. For example, a normal Transition Logic scene can be designed to have a logo taken on air in the lower part of the screen and shift to the upper part of the screen when a lower third is taken on air. To achieve this type of behavior: use Viz Trio or Viz Pilot's Template Wizard to create a combination template to control the required layers, such as bug, clock, lower third, OTS, and so on.
- There is *no support* for multiple graphics stacked together, so-called *in-to-in* or *back-to-back* animations. For example, when showing two instances of a lower third straight after each other on the timeline, it's not possible to keep the backplate from object number one, and simply update the editable variables, such as the name of the interview objects. Instead, the first element must be animated out, and then the second element must be animated in.

7.5 Lift And Extract

When using Viz Pilot as your Editor, Lift and Extract lets you remove a portion of a clip from the timeline. This is usually set by the mark-in and mark-out points.

- Lift removes a portion of a clip while leaving the interval duration between the mark-in and mark-out points.
- **Extract** removes a portion of a clip, but does not leave the interval (cutting the portion of the clip out completely).

Although Lift and Extract modify the clip, no frames in the graphic are skipped. The portions of the clip before mark-in and after mark-out are entirely separate, and the graphic is also split.

7.5.1 See Also

- Viz Artist User Guide sections on Transition Logic
- The Viz Trio User Guide section on Combination Templates