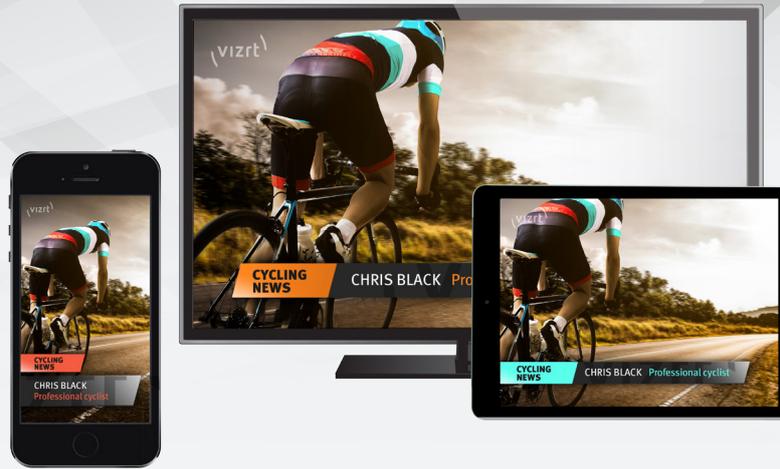




Meta-graphics

Linking graphics and video



- Graphics are saved as metadata throughout the production pipeline
- Graphics are previewed and timed with Viz One clips
- Graphics are editable up to the moment they air



The right mix of up-to-date graphics and compelling video is key to any good story. Making last minute changes and publishing that story with great looking graphics on any platform requires a sophisticated workflow to handle multiple graphics formats and video transcoding.

Vizrt's Meta-graphics workflow offers a new way of adding and storing graphics up to the time of playout. Rather than burning graphics into video and rendering a final version of the clip, Meta-graphics lets editors and journalists save the graphics metadata alongside clean newly-edited video, saving both to a MAM system. This non-burnt in workflow allows the graphics to be edited until the moment they are sent to air or online.

Advantages and Benefits

- Graphics can be edited for content and timing throughout the production process.
- Graphics can be previewed and timing adjusted through the Viz One's Studio browser-based interface saving time.
- The same graphic can be device adapted for multiple output formats.
- Graphics are archived as metadata with the associated clip for future editing.

Key Features

- Non-burnt in workflow
- Graphics stored as metadata
- Add graphics to a timeline
- Integrated newsroom workflow
- Avid, Apple, and Adobe NLE integration
- Multiplatform production
- Graphics preview in Viz One's Studio

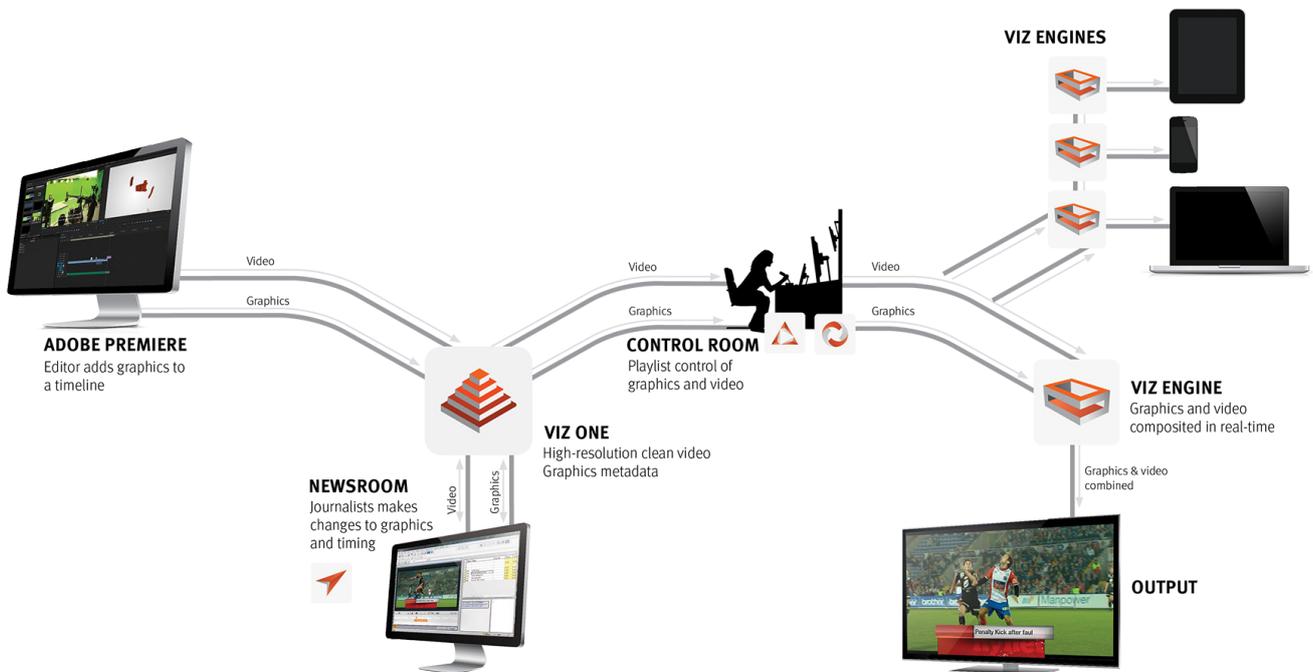
Newsroom production

The Meta-graphics enables journalists to use the same graphics templates they use today in their native newsroom control system (NRCS). In addition to graphics, the journalists choose videos using the NRCS integration with the Viz One MAM system. The filled in graphics templates are dragged onto the video timeline then adjusted for duration and timing. The combination of graphics and video are then dragged and dropped into the scripts for a MOS workflow, and saved back to the MAM system.

The journalists can recall the saved clips with the graphics embedded and change the graphics content and timing until the moment the graphics and video are sent to air.

Graphics and video in the edit bay

Editors using Viz Story, Adobe Premiere Pro, Apple Final Cut Pro X, Avid Interplay, and Avid Media Composer are able to access a library of Vizrt graphics templates and add them to the video timeline. Using the integration with Viz One, the graphics metadata alongside the edited video, are both saved to Viz One. Both elements can then quickly be moved into a playlist or rundown ready for on-air playout. This means journalists and operators in the control room can make changes to graphics right up until moments before air. The clean video and graphics elements can now be quickly composited and rendered as finished clips with graphics to be played out to air or sent to online.



Vizrt Support

- 24/7 support through phone or email
- On-site support
- Access to support portal
- Remote access to Vizrt systems
- Vizrt FTP for software updates
- Viz Secure monitoring
- Additional professional services
- On-site training
- Access to Viz University

Visit vizrt.com for more information about Meta-graphics

