	End of Life Announcement –
	• **Viz graphic plug-in for FCPX (Final Cut Pro X)**
	• **Viz graphic plug-in Editor for MAC**
	• **Viz graphic plug-in for Rio from Grass Valley**

Vizrt announces the end-of-life for Viz graphic plug-in for:

- **Viz graphic plug-in for FCPX (Final Cut Pro X)**
- **Viz graphic plug-in Editor for MAC**
- **Viz graphic plug-in for Rio (Grass Valley)**

Customers with active support and maintenance contracts will continue to receive support from Vizrt until 31st of March 2023. Special customer agreements may supersede this notice.

Table 1 describes the end-of-life milestones, definitions, and dates. Table 2 lists the affected products and items.

Table 1. End-of-Life Milestones and Dates

Milestone	Definition	Date
End-of-Sale Date	The last date to order the product as part of a purchase order from Vizrt. The product is no longer for sale after this date.	11th of February, 2021
End of Software Maintenance Releases Date	The last date that Vizrt may release any final software maintenance releases or bug fixes. After this date, Vizrt will no longer develop, repair, maintain, or test the product software.	31st of March, 2023
End of New Service Attachment Date	For equipment and software that is not covered by a Support and Maintenance contract, this is the last date to order a new service-and-support contract or add the equipment or software to an existing service-and-support contract.	31st of March, 2022

End of Service Contract Renewal Date	The last date to extend or renew a Support and Maintenance contract for the product. The extension or renewal period cannot extend beyond the last date of support.	31st of March, 2022
Last Date of Support	The last date to receive service and support for the product. After this date, all support services for the product are unavailable, and the product becomes obsolete.	31st of March, 2023

Table 2. Products Affected by This Announcement

End-of-Sale Product Name	Product Description
Viz graphic plug-in for FCPX (Final Cut Pro X)	Viz NLE is a plug-in used to integrate Non-linear Editing (NLE) systems with Vizrt's control applications such as Viz Trio and Viz Content Pilot's Newsroom Component. Using the Viz NLE plug-in enables Apple's Final Cut Pro X user to add real-time rendered Vizrt graphics while editing video clips. This is basically done through a connection to Vizrt's industry leading graphics renderer Viz Engine.
Viz graphic plug-in Editor for MAC	For Mac users the Viz NLE plug-in has its own built-in graphics editor named Viz NLE Editor. The editor is capable of reading Viz Trio shows stored on an MSE and remote previewing the Viz Engine graphics as well as editing the text and image properties of graphic scenes; however, this does not apply for context-enabled shows. The Mac-based Viz NLE plug-in is unable to control or use Viz Trio and Newsroom Component remotely as a user interface, hence Viz NLE Editor.
Viz graphic plug-in for Rio from Grass Valley	Viz NLE is a plug-in used to integrate Non-linear Editing (NLE) systems with Vizrt's control applications such as Viz Trio and Viz Content Pilot's Newsroom Component.

	Using the Viz NLE plug-in enables Grass Valley Rio user to add real-time rendered Vizrt graphics while editing video clips. This is basically done through a connection to Vizrt's industry leading graphics renderer Viz Engine.

REPLACEMENT SOLUTION

Vizrt's replacement solution is available immediately which consists of either Adobe Premiere Pro or Avid Media Composer with Viz Pilot Edge on Mac or PC. The replacement will not be covered under existing support agreements. For more information please contact your sales account manager.

FOR MORE INFORMATION

For more information about the Vizrt end-of-life product policy, go to:
http://www.vizrt.com/end-of-life/