

APPLICATION NOTE

Aurora 7 Integration with Orad Graphics

Jeff Broderick

August 2010

The Orad integration in Aurora is a fantastic way to retrieve professional animations directly from the graphics department for use within the edit process and then onto air. Linking the work of the journalist to the editor to the control room further enhances the efficient process that Aurora strives to deliver with each release of the product.

Introduction

This Application Note details how the Grass Valley™ Aurora™ 7.0 suite integrates with the Orad graphic system from the journalist desktop, to the editor, and then on through playout.

Software Prerequisites

The table below is a summary of software prerequisites that are needed for Aurora/Orad integration.

Application Component	Version	Host	Provider
Aurora Edit	>7.0	Edit client	Grass Valley
AURORA-GFX License – Edit Seats	N/A	License Server	Grass Valley
Aurora Playout	>7.0	Playout Client	Grass Valley
AURORA-GFX License – SDB Seats	N/A	SDB Server(s)	Grass Valley
3designer/Maestro Page Editor		Orad Server	Orad
Orad Page Browse AX – Plug-in		iNews/ENPS, Aurora Edit Client	Orad
Orad Maestro CG Server		Orad Playout Server	Orad

Note 1 – Creation rules exist for Orad graphics within an Aurora workflow. These are outlined within the Aurora 7.0 Installation Guide. Orad may also be contacted directly for specific questions regarding graphics creation.

Journalist Desktop

Orad has a standard plug-in, Page Browse AX, that is embedded within an Active X window for both iNews and ENPS newsroom computer systems (NCS). The Orad plug-in allows journalists to browse the Orad server for graphics, modify graphics, and link graphics to scripts as MOS objects.

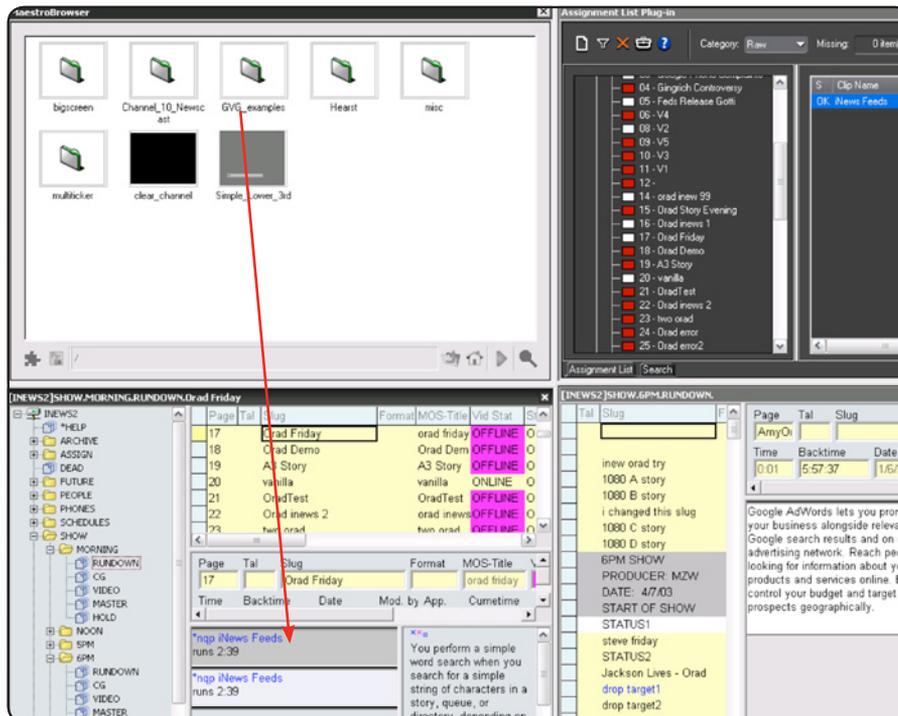
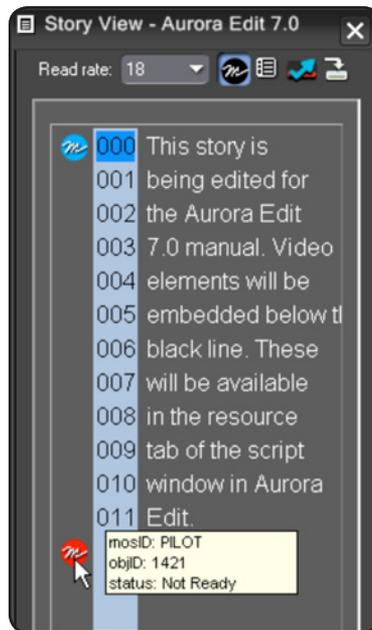


Figure 1 – Orad Maestro Browse within iNews.

Aurora Edit

Once the journalist has saved graphics within a story, the Aurora Edit user may then link to the story and view the script, which includes the embedded MOS objects.



Copy to timeline then adds the graphics to the timeline with a default user-definable duration. Once on the timeline, the editor may move, trim, extend, or delete the graphics. This is done through standard editing procedures prior to sending.



The graphic object on the timeline is not viewable as a graphic overlay on playback. If the editor would like to preview the material, they may invoke the Orad plug-in and preview the unrendered graphic. The Orad plug-in within Aurora Edit is the same module that is found within the NCS. Therefore, the editor may change editable fields of text and update information accordingly. Once saved, the information is updated on the Orad server and will be maintained through play to air.

Aurora Playout

Once Aurora Playout receives the story, the graphics column within the playlist indicates the number of graphic elements and the ID of the upcoming or current graphic that is on air.

Story Slug	Duration	Graphics	Clip Name
03 - Haiti Earthquake	00:00:22.28	1 of 1 000000AW	Haiti Qu
01 - Haiti SOT	00:00:22.28	1 of 4 000000B4	Haiti Qu
02 - Flood VO	00:00:10.10	1 of 1 000000AW	flooding

As Aurora Playout plays an event, its frame triggers the Orad CG to play the appropriate graphic, which is then mixed at the switcher for play to air.

Aurora Playout supports two types of triggering for graphics. The first, which is the default, is via standard play commands. This may be via the keyboard, user interface, or external device such as xKeys. The second is via GPI when Aurora Playout is notified of an on-air tally.

With the first method of triggering outlined above, the control room may require a method of previewing stories without actually triggering Orad. This preview mode is possible by programming a function key or external device key to "Play without graphics," which is configured through Aurora Playout settings. When selected, Aurora Playout will play the K2 media server, but it will not command Orad to trigger the graphic.

Licensing

When licensing a system for use with Orad, the setup will only require a single AURORA-GFX license for the editors. This single license will exist on the configured license server. For Aurora Playout, however, the AURORA-GFX license must reside on each of the SDB server locations.

Summary

The Orad integration in Aurora is a fantastic way to retrieve professional animations directly from the graphics department for use within the edit process and then onto air. Linking the work of the journalist to the editor to the control room further enhances the efficient process that Aurora strives to deliver with each release of the product.

SALES

Local and regional sales contacts can be found by visiting
www.grassvalley.com/sales

SUPPORT

Local and regional support contacts can be found by visiting
www.grassvalley.com/support