

APPLICATION NOTE

Aurora 7 Integration with VizRT Graphics

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The VizRT integration in Aurora is a fantastic way to retrieve professional animations directly from the graphics department for use within the edit process. Linking the work of the journalist to the editor 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 VizRT graphic system from the journalist desktop to the editor. It's important to note that the feature outlined below represents a “burn-in” model of operation. This means that graphics will be rendered into the video prior to being sent to air. It does not account for on-air triggering of graphics downstream within the control room.

Software Prerequisites

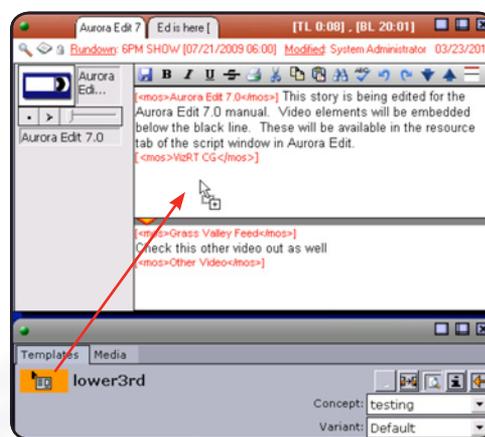
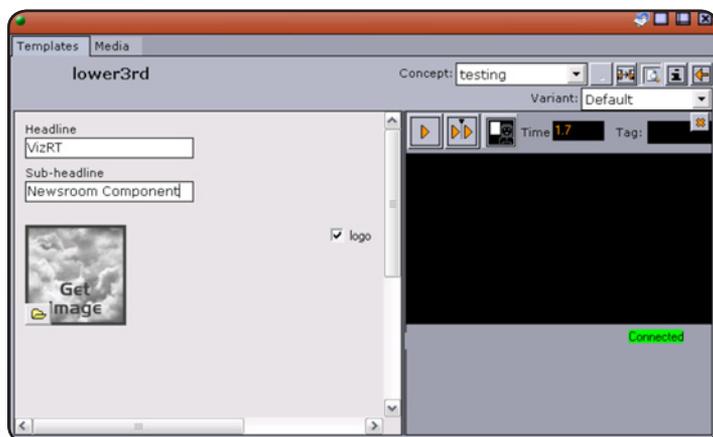
The table below is a summary of software prerequisites that are needed for Aurora/VizRT integration.

Application Component	Version	Host	Provider
Aurora Edit	>7.0	Aurora Edit	Grass Valley
AURORA-GFX License – Edit Seats	N/A	AURORA-GFX License - Edit Seats	Grass Valley
VizRT Engine		VizRT Engine	VizRT
VizRT Newsroom Component		VizRT Newsroom Component	VizRT
VizRT NLE Plug-in		VizRT NLE Plug-in	VizRT

Note 1 – The performance for retrieval of graphics from the VizRT server is based upon the specific video standard and video format across VizRT and Aurora. If the two are not the same (e.g., VizRT is SD while Aurora is HD), the retrieval will be slower than if the two were in agreement.

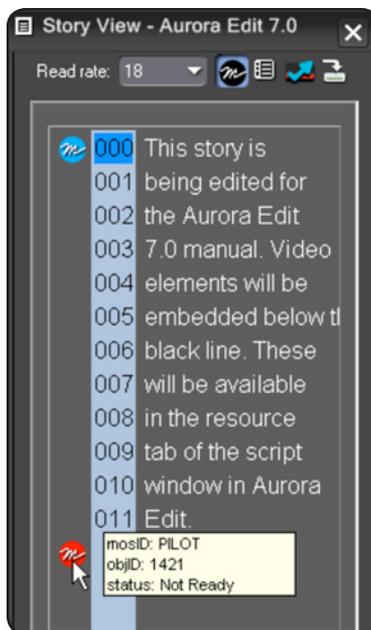
Journalist Desktop

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



Aurora Edit

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



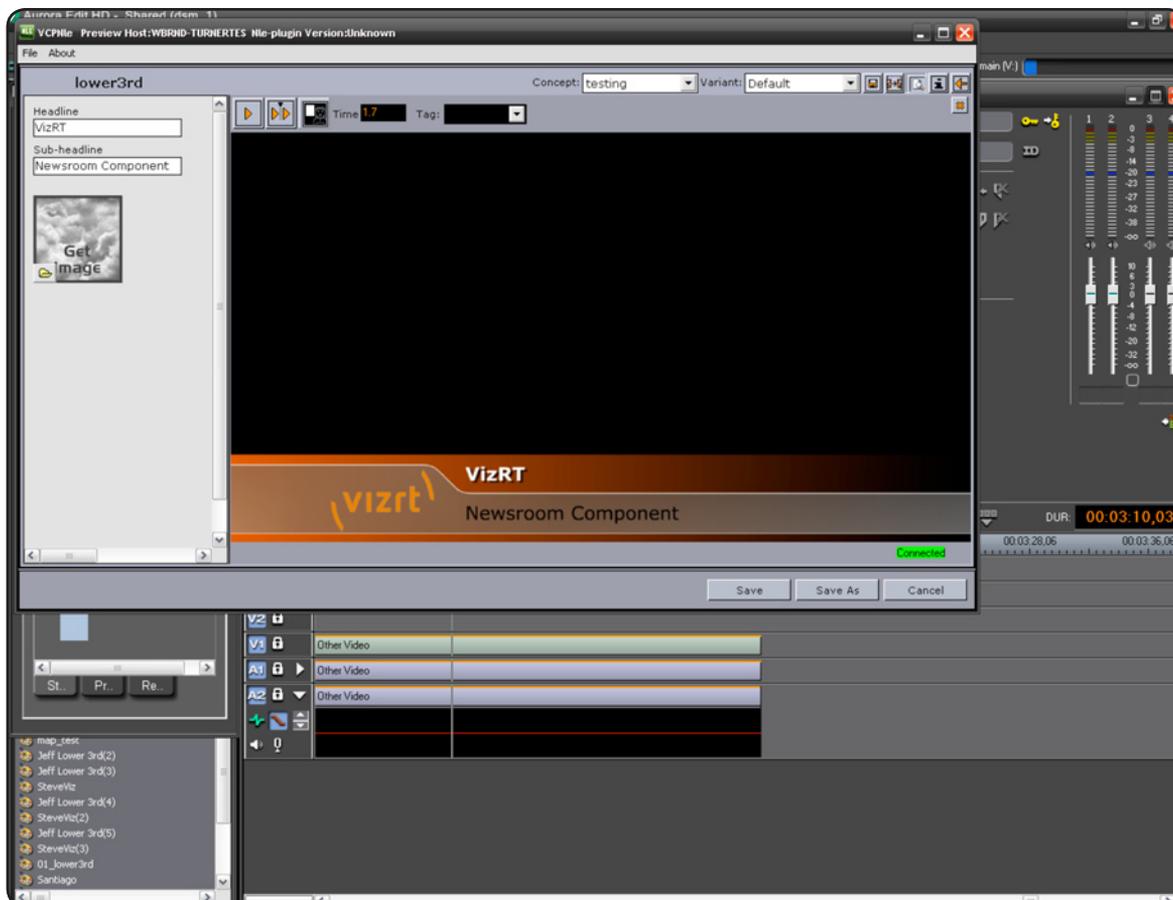
Copy to timeline then adds the graphics to the timeline with a default user definable duration. Once on the timeline, the editor may move, trim, extend, or delete the graphics. This is done through standard editing procedures prior to sending.



The graphic object is not viewable as a graphic overlay on playback of the timeline without retrieving it from the VizRT server. If the editor would like to preview the material, they may invoke the VizRT plug-in and preview the unrendered graphic. The VizRT NLE plug-in within Aurora Edit allows editors to change editable fields of text and update information accordingly. Once saved, the information is updated on the VizRT server.

Aurora Edit (cont.)

When satisfied with the graphic element, the editor retrieves the graphic from the server and the timeline updates with an actual video graphic file with an embedded alpha channel. The story is then ready to be sent to air, which will render the graphic into the timeline.



Summary

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

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