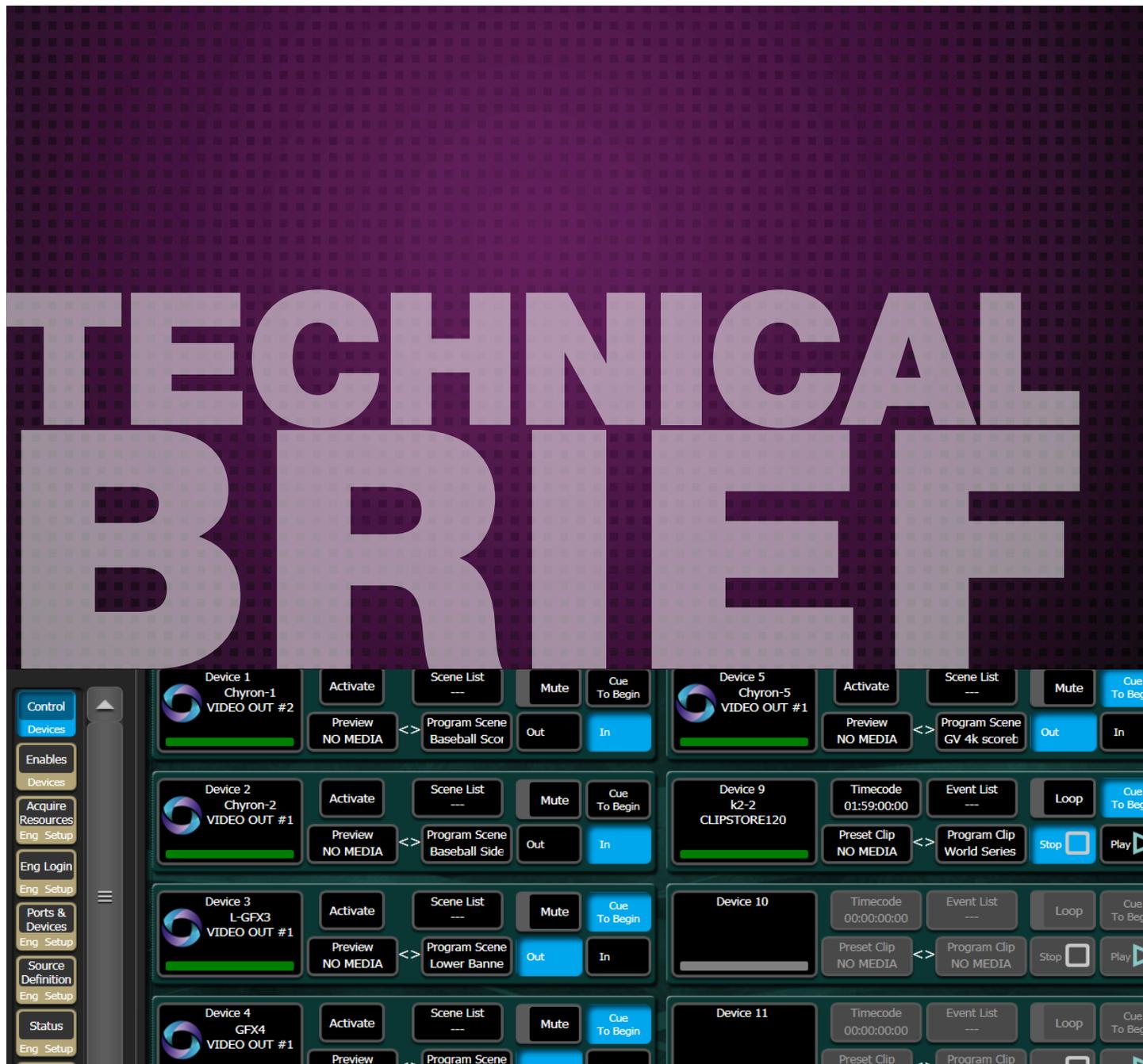




Integrated Graphics Control

A Joint Innovation by Grass Valley and ChyronHego



Grass Valley and ChyronHego accelerate direct switcher control of graphics with the introduction of Integrated Graphics Control (IGC), a plug-and-play innovation that allows a Director or TD to control ChyronHego graphics directly from your Grass Valley Kayenne, Korona, and Karerra Video Production Center user interface.

Arm's-Length Control

Tightly integrated graphics are a critical story-telling element in any video production. Some elements, such as a lower-third can be added whenever it seems visually appropriate. Other elements, such as a pre-produced title sequence or a bumper that introduces the rest of the show must be coordinated down to the frame to avoid on-screen errors.

In a typical production workflow, bringing graphics layers into the switcher for compositing involves multiple steps. This workflow introduces unnecessary delays in your production as the switcher must wait for the graphic, which hinders the Director's decision to take it to air.

IGC solves this problem by placing graphics control within your K-Frame Switcher UI. Now, ChyronHego graphics for broadcast and stadium fan engagement are literally within an arm's length of your TD. A ChyronHego logo, positioned within the K-Frame UI, provides fast visual identification and pinpoints the graphics solution under switcher control.

Whether you're switching in-studio or remotely and producing graphics, or you're lighting up LEDs in-stadium while engaging fans and highlighting sponsors, IGC makes the "taking" of graphics fast, easy, and accurate.

Synchronized Scene & Layer Control

IGC gives the TD added graphics control capability over keyframe actions, layers and elements. Simply pressing a single button individually controls any scene — or any layer within a scene — and has the ability to initiate a multi-system takeover including graphics, video, audio, and LED control.

Synchronization between complex shot changes and complex, statistically correct graphic layers are easily executed, and layered graphics fit the shows timing by design because they are synced to the switcher effects. Built-in Ethernet control protocol guarantees absolute repeatability. What you see during rehearsal is exactly what you will see on-air, every time.



Key Features

Integrated Control

- A single, TD-driven solution — effortless and quick configuration

Scene-By-Scene Control

- Any scene, or any layer within a scene, can be individually controlled

Layer-By-Layer Graphics Access

- Powerful key-frame actions, layers, and elements at your fingertips

Single-Button Multi-System Takeover

- Video, audio, graphics, LED control, routing — from a single button push

Automated Server Identification

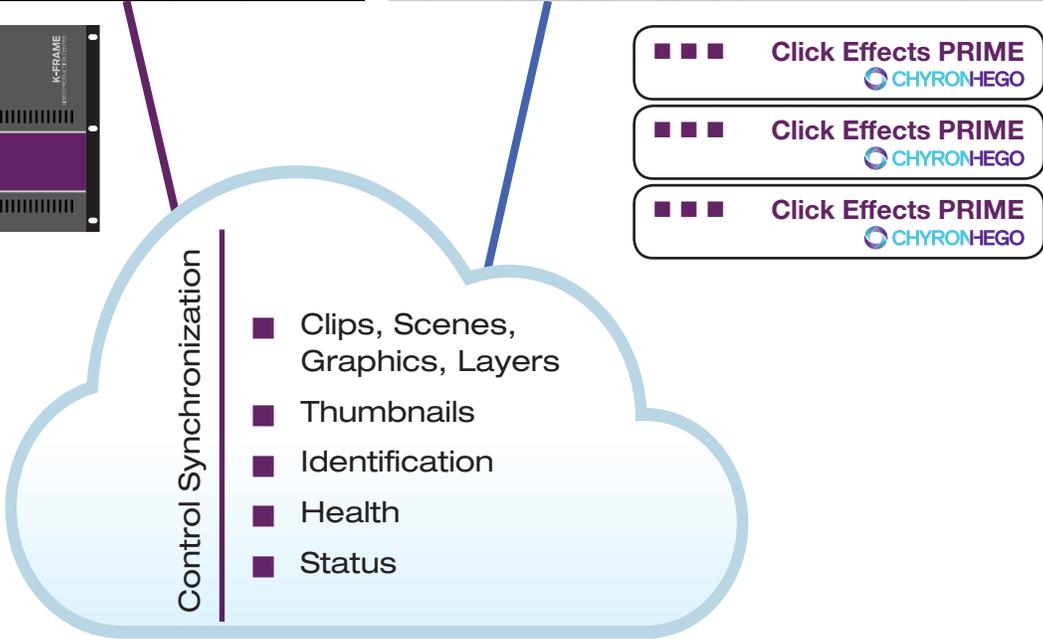
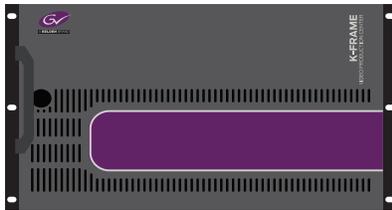
- Plug-and-play identification of ChyronHego servers reduces setup time

Absolute Repeatability

- What you see when you rehearse will match what you see on-air — every time

Stadium and In-Venue

Grass Valley/ChyronHego Integration



Benefits of Integration

K-Frame / Click Effects PRIME

Integrated Control

- Single solution, TD driven, no need for coordination with GFX operator

Scene-by-scene Control

- Any scene or any layer within a scene can be individually controlled

Layer-by-layer Control

- More control capabilities (key frame actions, layers, elements)

Simple, Single Button Control

- Video, audio, graphics, LED control, routing from one single button press

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