Showmaker User Guide

Version 1.0

Copyright © 2018 Vizrt. All rights reserved.

No part of this software, documentation or publication may be reproduced, transcribed, stored in a retrieval system, translated into any language, computer language, or transmitted in any form or by any means, electronically, mechanically, magnetically, optically, chemically, photocopied, manually, or otherwise, without prior written permission from Vizrt. Vizrt specifically retains title to all Vizrt software. This software is supplied under a license agreement and may only be installed, used or copied in accordance to that agreement.

Disclaimer

Vizrt provides this publication “as is” without warranty of any kind, either expressed or implied. This publication may contain technical inaccuracies or typographical errors. While every precaution has been taken in the preparation of this document to ensure that it contains accurate and up-to-date information, the publisher and author assume no responsibility for errors or omissions. Nor is any liability assumed for damages resulting from the use of the information contained in this document. Vizrt’s policy is one of continual development, so the content of this document is periodically subject to be modified without notice. These changes will be incorporated in new editions of the publication. Vizrt may make improvements and/or changes in the product (s) and/or the program(s) described in this publication at any time. Vizrt may have patents or pending patent applications covering subject matters in this document. The furnishing of this document does not give you any license to these patents.

Technical Support

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at www.vizrt.com.

Created on

2018/04/12

Contents

1 Introduction....6
1.1 Related Documents....6
1.2 Customer Feedback and Suggestions....6
1.3 Customer Support Request....7
1.3.1 Submitting a Support Request....7
1.3.2 Content of a Support Request....7
1.3.3 To Submit a Support Request....8
1.3.4 Attach Log Files to a Customer Request....8
2 About Showmaker....9
2.1 Main Features....9
2.2 Typical Workflow....9
3 Installation....10
3.1 Requirements....10
4 Configuration....11
4.1 Startup parameters....11
4.1.1 loglevel....11
4.2 Settings....11
5 Showmaker User Interface....13
5.1 The Rundown Area....13
5.1.1 Rundown Info....14
5.1.2 Stories....14
5.2 The Story Area....15
5.2.1 Story Info....18
5.2.2 Story Editor....20
5.2.3 Item Editor....23
5.2.4 Sub Items Editor....24
5.2.5 Manual Assets....25
5.2.6 Favourites....25
5.3 The Views Area....26
5.3.1 Viz Pilot News....26
5.3.2 Clips....28
5.3.3 Viz Pilot Edge....30
5.3.4 Web....32

5.4 The Main Menu 33
5.4.1 Rundown 34
5.4.2 Edit 34
5.4.3 View 34
5.4.4 Studio Setup 35
5.4.5 Help 35
5.4.6 Settings 35
5.5 Mouse and Keyboard Shortcuts 37
5.5.1 Story Area 37
5.5.2 Video Clip Preview 37
5.5.3 Time Input Boxes 38
5.5.4 Dragging Clips 38
6 Working with Showmaker 39
6.1 Graphics from Viz Pilot Edge 39
6.1.1 Create graphics in Viz Artist 39
6.1.2 Importing the graphics into the Pilot system 40
6.1.3 Configure Showmaker 42
6.1.4 Set up a Preview Server 43
6.1.5 Use Viz Pilot Edge in Showmaker 44
6.2 Clips and Timelines 45
6.2.1 Install Media Service 46
6.2.2 Configure Showmaker and Pilot Edge to use Media Service as clip provider 46
6.2.3 Create a timeline in Showmaker 47
6.2.4 Create a timeline in Viz Pilot Edge 48
6.2.5 Preview a timeline in Showmaker 49
6.3 Creating a News Rundown 50
6.3.1 Creating and configuring a rundown 51
6.3.2 Opening the show with an intro clip 52
6.3.3 Saying hello from the studio with a camera 53
6.3.4 Presenting today's headlines with voiceover and overlay graphics 55
6.3.5 Creating a story with clips, DVE and live sources 58

Copyright © 2018 Vizrt

1 Introduction

Showmaker is a lightweight rundown creation tool used to build rundowns for a Viz Mosart studio automation system and Viz Opus compact control room solution. This User Guide gives the information required to install and configure Showmaker with a Vizrt Mosart or Viz Opus backend and build rundowns with automation elements.

1.1 Related Documents

- Viz Mosart User's Guide
- Viz Mosart Administrator's Guide
- Viz Opus Administrator's Guide
- Viz Opus Deployment Guide

This section contains information on the following topics:

- Customer Feedback and Suggestions
- Customer Support Request

1.2 Customer Feedback And Suggestions

We encourage suggestions and feedback about our products and documentation.

To give feedback and, or suggestions, please identify your local Vizrt customer support team at www.vizrt.com.

1. Click on **Contact** (top of page).
2. The Vizrt office which is nearest to your location will be shown, or select from the list of Vizrt offices.
3. Click on the Contact button for the office you want.
4. Complete the required details in the window that opens.

⚠ **Note:** If this message is for Customer Support, and there is a Support Contract in place, then click on the **For support requests, please visit our support portal** link in the message window.

A Vizrt representative will contact you as soon as possible.

Copyright © 2018 Vizrt

1.3 Customer Support Request

Support Requests are supported by Vizrt if Customers have a valid Service Agreement in operation. Customers who do not have a Service Agreement and would like to set up a Service Agreement should contact their regional sales representative (see Customer Feedback and Suggestions).

When submitting a Support Request relevant and correct information should be given to Vizrt Support, to make sure that Vizrt Support can give the quickest and best solution to your Support Request.

1.3.1 Submitting a Support Request

Before a Support Request is submitted make sure that you:

Read:

- The relevant User Guide or Guides
- The release notes

and Check:

- That the system is configured correctly
- That you have the specified hardware, tested and recommended versions
  Always refer to your Vizrt Service Level Agreement document.

When completing a Support Request, please add as much information as possible.

1.3.2 Content of a Support Request

The report should contain information about these topics:

- **Problem Description:** Include a good description of what the problem is and how to reproduce it. Remember to use simple English.
- **Screen Shots and Illustrations:** Use to simplify the message.
- **System Log Files:** Send the system log files (see Attach Log Files to a Customer Request).
- **Dump Files:** Send any dump files generated from a crash, if any.
- **System Viz Config File:** Send the system config file.
- **Software Configuration:** Add exact versions of software (-build) used.
- **Hardware Configuration:** Add exact versions of hardware used.
- **System Setup:** Describe differences in the installation, if any, from the recommended setup.
- **System Network:** Add a description of how the network, bandwidth, routers, and switches are configured.
  Always refer to your Vizrt Service Level Agreement document.

Copyright © 2018 Vizrt

1.3.3 To Submit a Support Request

1. Go to www.vizrt.com.
2. Click on Support.
3. Click on Report a case.
4. Click on **LOG IN**.
5. Log-in to the Customer and Partner portal.
6. Click on **Report a Case**.
7. In the online form complete the required minimum information (shown by a red asterisk):
   - **Contact:** Your name
   - **Account:** Your account
   - **Product:** The product the support request refers to.
   - **Case Type:** The type of support request required
8. Click **SAVE**.
9. In the saved Support Case that opens, complete the various text boxes and upload any required documents, files, etc. (see *Content of a Support Request* above).

   > ⚠ **Note:** The entered text or uploaded documents / files are automatically added.

   To track the status of open support tickets, log in to the Customer and Partner portal. Add information or communicate about the cases directly with the support team.

1.3.4 Attach Log Files to a Customer Request

Log files provide important information when dealing with an error situation or when diagnosing performance issues. Viz programs can write various log files that can be valuable when solving issues. Consult your customer representative when deciding which logs files to attach. As a general rule: the more log files the better. Always try to include log files for:

- The actual software/hardware configuration in use, as detailed as possible.
- The relevant log files.

Copyright © 2018 Vizrt

2 About Showmaker

Showmaker is used to build and amend rundowns and rundown elements within the Viz Mosart studio automation system and Viz Opus compact control room solution. With Showmaker, producers can script stories and edit graphics templates and videos through the graphical user interface. Showmaker also integrates with Viz Pilot, allowing producers to easily access graphics templates, and search videos clips and images in Viz One to add to show rundowns.

Showmaker lets you build rundowns without the need of a traditional newsroom control system (NRCS). It is perfect to use for smaller productions, live sports and entertainment events, and remote productions. Showmaker is a multi user system, meaning that any number of clients can collaborate on the same rundown, which is updated live in Mosart.

2.1 Main Features

- Creating and editing rundowns.
- Creating and editing stories in the rundown.
- Live updating the Mosart rundown on changes in Showmaker.
- Multi user environment where several users can edit the same rundown.
- Using the Viz Pilot Edge newsroom component to edit and create graphics.

2.2 Typical Workflow

- Showmaker is used together with Viz Mosart or Viz Opus, in situations where the user is not connected to a newsroom, but still needs to create and edit a rundown for a show.

Copyright © 2018 Vizrt

3 Installation

To install Showmaker, run the Showmaker installer file (Showmaker*<version>*.exe) to start the *Showmaker Setup Wizard*.

⚠ **Note:** Microsoft .NET 4.5.2 (or later) is required in order to run the Showmaker installer file.

3.1 Requirements

- **Software Requirements**: Microsoft .NET 4.5.2 (or later) is required in order to install Showmaker.
- **Hardware Requirements**: No special hardware requirements.
- **Network Requirements**: No special network requirements.

Copyright © 2018 Vizrt

4 Configuration

4.1 Startup Parameters

Showmaker supports the following startup parameters to the exe file:

4.1.1 loglevel

`-loglevel` specifies how much logging Showmaker will write to the log file. The log file is written to `%ProgramData%\Vizrt\Logs\Showmaker`. Possible values are:

- Debug
- Info
- Warning
- Error

The default value is `Info`. This means that all log messages specified `Info`, `Warning` or `Error` are written to the log file.

Example: `C:\Program Files\Vizrt\Showmaker\Showmaker.exe -loglevel Debug`

4.2 Settings

All settings that can be modified are described in the Settings Window.

Note: If the Viz Pilot Newsroom Component is being used as the graphics editor, it must be installed and configured. See the Viz Pilot User's Guide.

These are the settings that probably need to be configured in Showmaker:

- **The Media Sequencer host**. Showmaker talks to a Media Sequencer as the synchronization unit between Mosart and Showmaker. If the Media Sequencer runs on another host than Showmaker, the Media Sequencer host needs to be specified in Settings. When the Media Sequencer host is specified, the rest of the settings (the global settings) are loaded from that Media Sequencer.
- **Graphic Handlers**. This is a comma separated list of Mozart Overlay Graphics handlers. These handlers must be entered manually in Showmaker.
- **Graphics**. If graphics should be used in Showmaker, it needs either a URL to a Pilot Edge HTML component, or Viz Pilot News needs to be installed on the same PC as Showmaker.

Copyright © 2018 Vizrt

- **Viz Pilot Edge URL**. The URL to a Pilot Edge component, for instance http://pilot_data_server:8177/app/pilotedge/pilotedge.html

  > **WARNING!**
  >
  > Internet Explorer default browser security settings do not allow cross-domain data access. Searching for Viz One video clips through Viz Pilot Edge in Showmaker will therefore not work. To lower the security settings:
  > - Open Internet Explorer
  > - Select **Tools > Internet Options > Security > Custom Level**
  > - Browse down to **Miscellaneous**
  > - Click **Enable** for **Access data sources across domains**

- **Viz Pilot News**. No explicit configuration necessary. The component will appear in the Viz Pilot News view.

- **Clip Search URL**. This is the URL to the service document on either a Viz One MAM system, or a Media Service. See Settings on examples for the URLs.

> **Note:** If Media Service is used - the clip path should be the same as the clip root on the Viz Engine. There is no transfer of the video files - so the ingested highres files should be available directly for the Viz Engine. If a Viz One system is configured - it should be set up with an automatic transfer to the clip root of the Viz Engine.

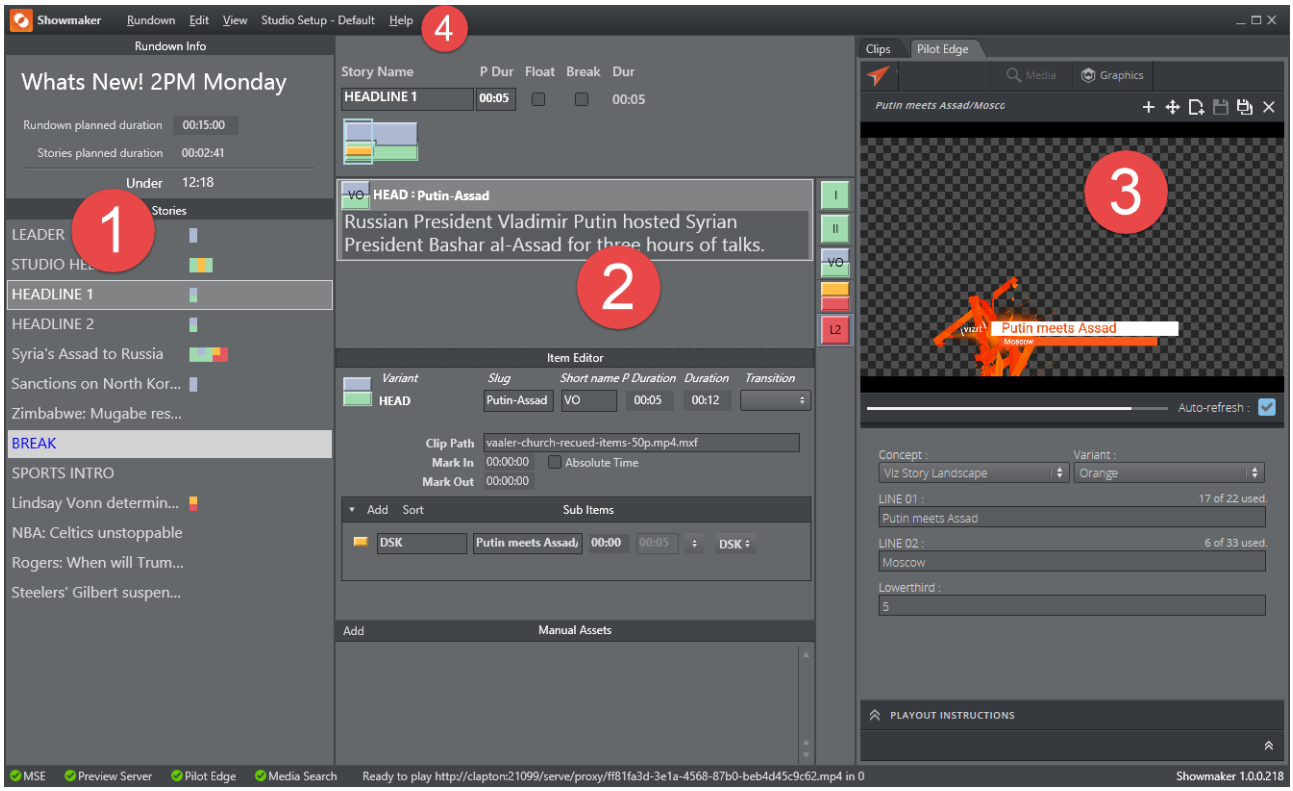
- **Preview Server URL**. The Preview Server is a service generating snapshots of graphics. It is not mandatory for Showmaker. Preview The Server needs a separate Viz Engine renderer (VGA mode is sufficient). The URL is usually `http://hostname:21098/`. The preview renderer needs to be connected to the same Graphic Hub as the playout system, to access the Viz scenes created in Viz Artist.

Copyright © 2018 Vizrt

5 Showmaker User Interface

The Showmaker user interface consists of the following main areas:

1. The Rundown Area
2. The Story Area
3. The Views Area
4. The Main Menu

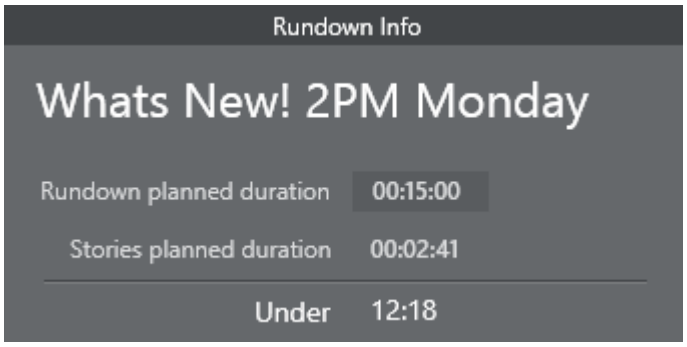


5.1 The Rundown Area

The Rundown Area contains a **Rundown Info** panel with timing information for the rundown, and the **Stories** panel with a list of all the stories within the current rundown.

Copyright © 2018 Vizrt

5.1.1 Rundown Info

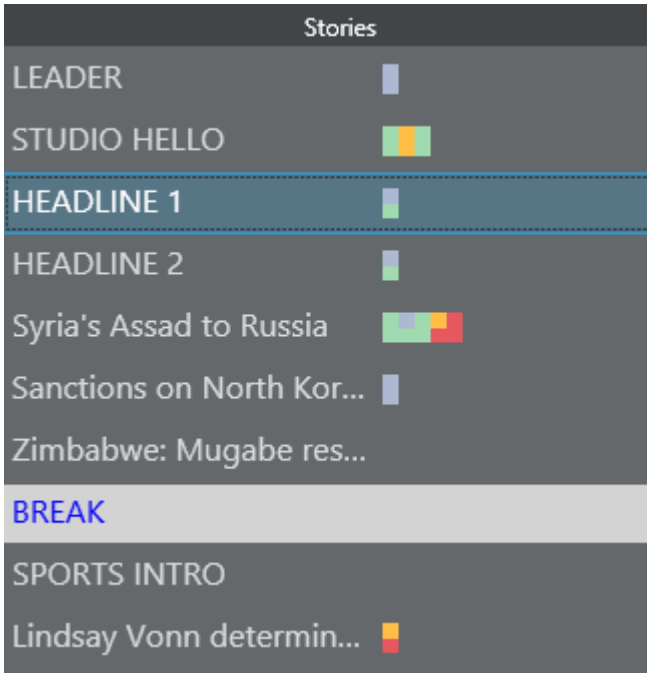


The Rundown Info panel contains the following information:

- **The name of the rundown.**
- **Rundown planned duration**. The total planned duration for the rundown in the format `hh:mm:ss`.
- **Stories planned duration**: The accumulated planned duration for all stories.
- **Under/Over**. The difference between the total planned duration and the total planned duration for all stories.

5.1.2 Stories

The Stories panel contains a list of stories within the current rundown, along with a condensed timeline with graphical marks for the content of each story.



Copyright © 2018 Vizrt

To insert a story

Either:

- When the keyboard focus is in the Stories panel, press the **Insert** key on the keyboard to insert a story below the one selected, or,
- Right click in the rundown area and select **Insert Story** and then select a story template.

> **Tip:** The *Default* story template is always available. If you have saved additional stories as templates, these will also be listed under the menu item **Insert Story Template**.

To save a story as a template

- Right-click a story in the rundown panel, and select **Save as Template**. This template is now available on the **Insert Story Template** menu item.

To re-order the stories

- Drag the entries up or down to change the order of your stories. The changes are immediately reflected in the Mosart/Opus GUI.

To rename a story

- Click a story. Click the Story Name text box in the Story Editor and enter a new story name, then press Enter.

5.2 The Story Area

This section contains the following topics:

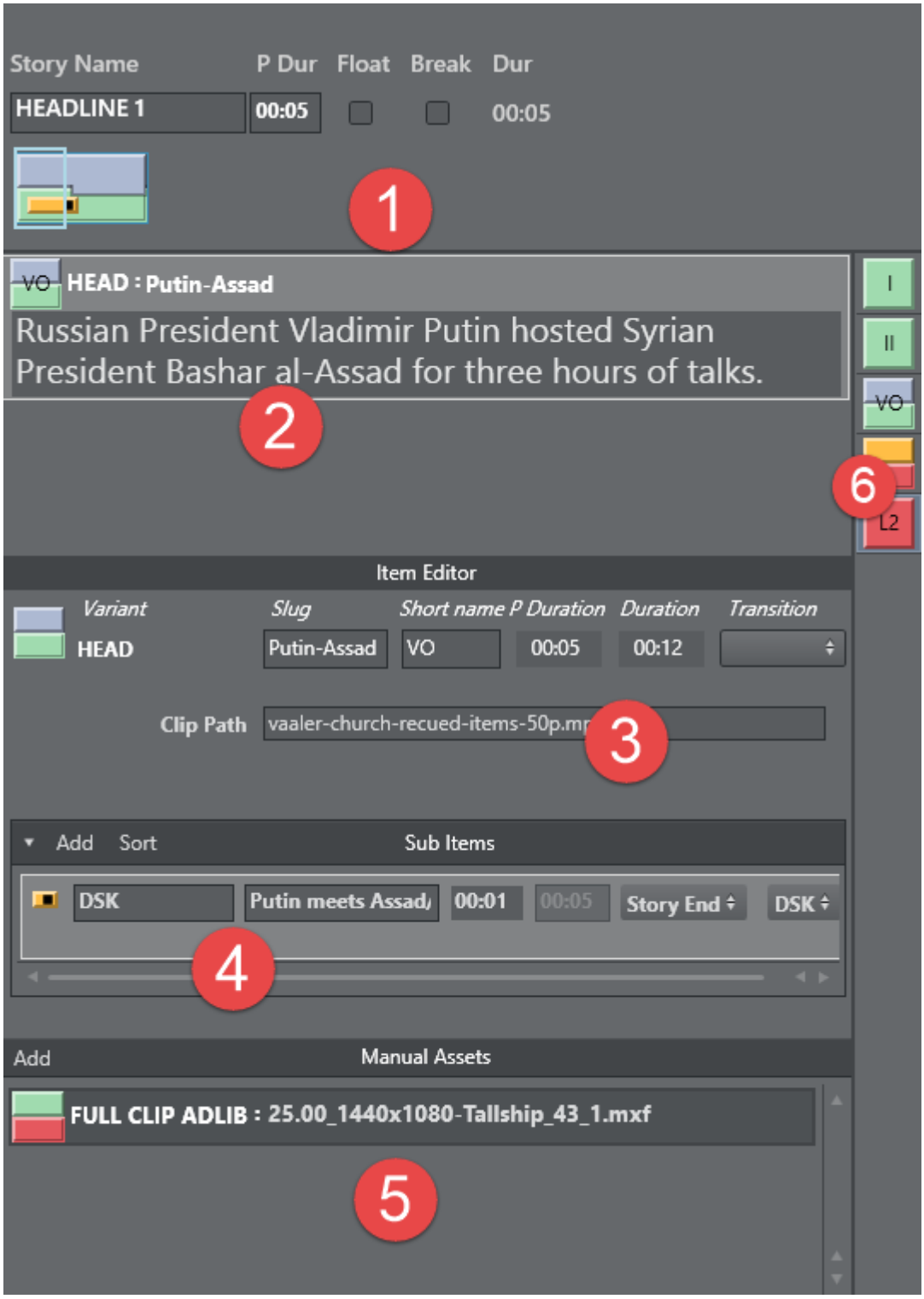
- Story Info
- Story Editor
  - Main Items
    - Camera
    - Package (clips)
    - Voiceover
    - Live (external source)
    - Graphics
    - Digital Video Effect (DVE)
    - Telephone
    - Break
- Item Editor
- Sub Items Editor

Copyright © 2018 Vizrt

        - Add sub items
    - Manual Assets
    - Favourites

The Story Area is where the different items can be used. An *item* is one of the main *template types* in the Mosart or Opus automation system: *Camera, Live, Package (video clip), Voiceover, Graphics, DVE, Telephone* and *Break*. Each of these items can have different *variants*, for instance the Camera item can have one variant per physical camera in the studio. These variants are defined in the Mosart or Opus automation server. When Showmaker is started, the set of possible variants are read automatically from the server. If the set of variants is changed on the automation server, the main menu item *Edit > Reload Channel Templates* can be used to update Showmaker.

Copyright © 2018 Vizrt



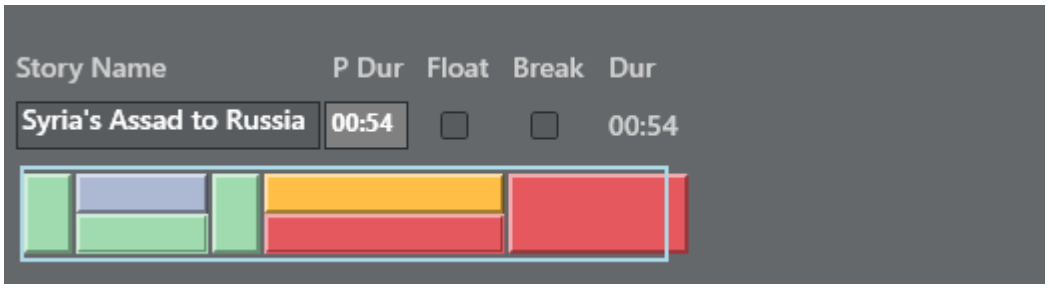
The Story Area contains the following areas:

1. **Story Info.** Edit story properties, like name and planned duration.
2. **Story Editor**. Build a timeline by inserting items, like cameras, clips, live sources etc.
3. **Item Editor**. Edit items.

Copyright © 2018 Vizrt

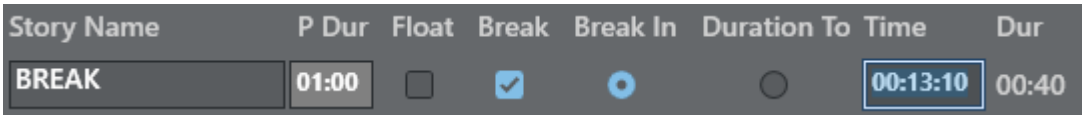
4. **Sub Items**. Edit secondary events attached to the main items.
5. **Manual Assets**. Add and edit free, additional media items attached to a story. These items will not be a part of the story timeline.
6. **Favourites**. Drag frequently used items to the Favourites bar. To use a favourite items, drag it to your story.

5.2.1 Story Info



The Story Info area contains information about the story, including a visual timeline of the items in the story.

- **Story Name**. The headline or slug identifying the story. Click the text box to rename the story.
- **P Dur**. The planned duration of the story in the format `mm:ss`. If this value is explicitly entered, it is fixed for the story. If not - the planned duration will adjust according to the actual duration of the story.
- **Float**. Temporarily suspend this Story. It will not be a part of the rundown, and the Stories Planned Duration will adjust to not include the floated story.
- **Break**. Indicates a break point in the show, eg. a commercial break. If clicked, the following options appear:

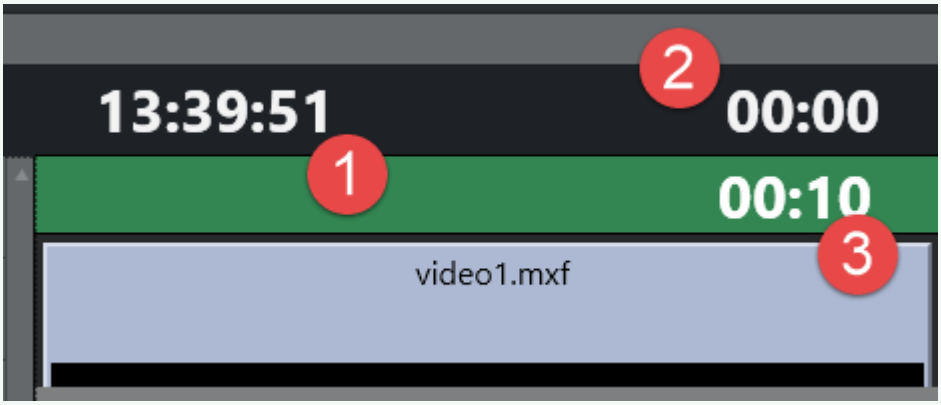


  - **Break In**. Set an absolute time when the break should start.
  - **Duration To**. Duration to the next break, counted from the start of the rundown, or the previous break.
  - **Time**. Absolute time or duration according to whether Break In or Duration To is selected.

> **Tip:** It is useful to create a story and turn it into a "Break" and place it into the rundown where the break should appear. Either the break should be scheduled on an absolute time (Break in), for instance 18.10, or the break should appear after a period of time (Duration to), for instance 10 minutes. The stories *before* the break should then fill out the time before the break - and the **Mosart/Opus**

Copyright © 2018 Vizrt

GUI will display two clocks: The time of the next break, and a counter whether the current rundown is over or under the estimated time to the next break:

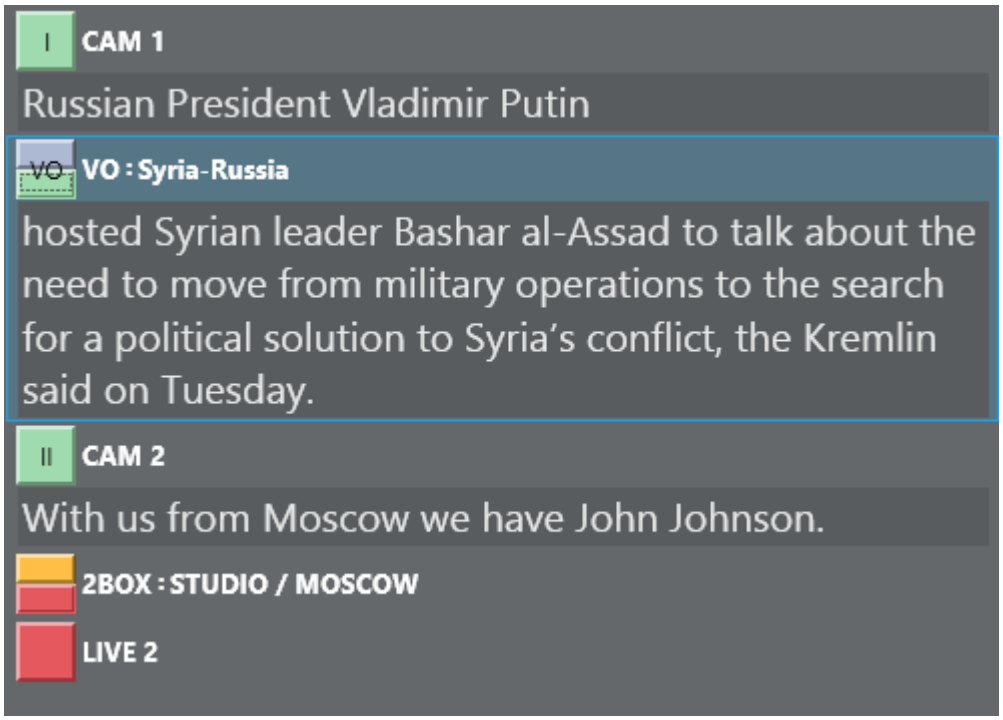


1: The absolute time when the next break should happen.
2: This counter should be 00:00 or close to zero. The counter will show how much time the current execution of the rundown is over or under the break time.
3: This counter shows the running time of the current item.

- **Duration**. The actual duration of the story, accumulated from the actual duration of the story items.
- **Timeline**. The lower half of the Story Info area contains a graphical layout of the events in the story. It reflects the planned duration (the bounding box) and the actual duration (the filled boxes inside the bounding box. Each item has a separate color and graphical expression.

Copyright © 2018 Vizrt

5.2.2 Story Editor



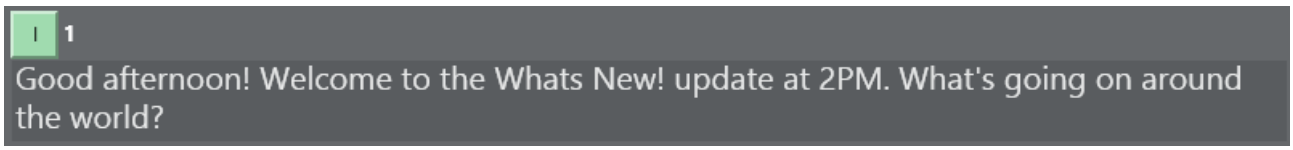
The Story Editor contains a list of items to be played out in sequence for the story. Inside all items (except a *package*) a free text script can be added. Click the small arrow on the lower half of the item icon to expand the script. The length of the script will increase the duration of the item according to the number of words in the script. The length of the script is calculated after a formula of 150 words per minute. It will never go below 4 seconds. Items can also have sub items (secondary events) which can have relative timing to the main item (the main event) - for instance lower third graphics on top of a camera or clip.

Main Items

- To add a *new item*, right click in the edit area, select **Insert**, and choose an item, or
- Drag an item from the Favourites bar, or
- Drag clips and graphics directly into the story from one of the views, like clips or graphics from the Pilot Edge tab. With this method, a default variant of the item type is selected.
- To change the *variant,* right click on the variant text (next to the item icon), and select from the list of available variants.

Copyright © 2018 Vizrt

Camera



Camera items are green, and the camera number (the variant) is indicated to the right of the Camera item. Inside the item, the Short name is displayed. The duration of the camera is calculated from the text script entered below the item. If no script is entered, the duration can be set in the *Duration* field in the Item Editor.

Package (clips)

The *package* item is displayed as a light blue element in the GUI. The variant of the template type is indicated with capital letters to the right of the icon. In the example above CLIP is the package variant, followed by the clip title. If a clip package is inserted as a placeholder (by right clicking the Story Area and selecting *Insert > Package > Variant)*, the clip title will be N/A. Then the length of the package item is calculated from the actual clip length when a clip is dropped on the package.

Tip: To preview a package (clip), place the mouse pointer over the clip icon . A Preview window will then pop up:

In this window, the overlay graphics (if added) is marked with yellow lines. To jump between the in points of the overlay graphics, press Ctrl on the keyboard. To play the last 5 seconds, press and hold Shift. When releasing the Shift key, the clip will play from the beginning.

Copyright © 2018 Vizrt

Voiceover

The voiceover item is a clip (package) with a voiceover on top of the clip. It is displayed as a light blue and green element in the GUI. The variant of the template type is indicated with capital letters to the right of the icon. In the example above HEAD is the voiceover variant, followed by the clip title. The duration of the voiceover item is calculated from the clip length.

> **Tip:** To insert a voiceover in a story, drag a clip from the Clips view to the story while holding Shift key down.

On the timeline in the Story Info are, the small notch in the green bar inside the item shows the calculated duration of the presenter text.

Live (external source)

The live/external source item is displayed as a red element in the GUI. The variant of the item is indicated with capital letters to the right of the item. The duration of the item is calculated from the text script entered below the item. If no script is entered, the duration can be set in the *Duration* field in the Item Editor.

Graphics

The fullscreen graphics type is displayed as a yellow element in the GUI. The variant of the template type is indicated with capital letters to the right of the item, followed by the title of the graphics. The duration of the item is calculated from the text script entered below the item. If no script is entered, the duration can be set in the *Duration* field in the Item Editor.

Digital Video Effect (DVE)

DVE items are yellow and red in the GUI. The variant is indicated with capital letters to the right of the icon. DVE items transform a video input, either a clip, a live source or a camera. Using a DVE item requires that a graphics is dropped onto the icon as a main item. The variant of the item (specified in the Mosart backend) will expose the different video sources available - and the graphics must contain areas displaying and/or transforming the video sources. A typical example

Copyright © 2018 Vizrt

is a butterfly graphics with two side-by-side frames containing video sources. In the Item Editor it is then possible to select which video source that should be displayed in the frames.

Telephone

The Telephone interview item is displayed with a yellow and white color. In a typical Mosart or Opus setup the telephone type attaches an audio source to a graphics. A full screen graphics should be dropped onto the icon as a main item. The duration of the item is calculated from the text script entered below the item. If no script is entered, the duration can be set in the *Duration* field in the Item Editor.

Break

The Break item is displayed as a white item. This item is an exit point from the show. The Mosart or Opus backend decides what operations to perform in the Break template.

5.2.3 Item Editor

- To delete an item or sub item, select it and press the **Delete** key
- Use the **mouse wheel** to adjust in-time and duration.
- To insert a sub item, press the **Add** button, or drag an element from the Graphics tab into the story item.
- To modify a sub item template
    - **Save as template**: Right click on the *sub item* to save it as a template
    - **Insert input field**: Right click on the *sub item* to insert a new input field
    - **Remove input field**: Right Click on an *input field* to remove the field

The following fields are common for the main items:

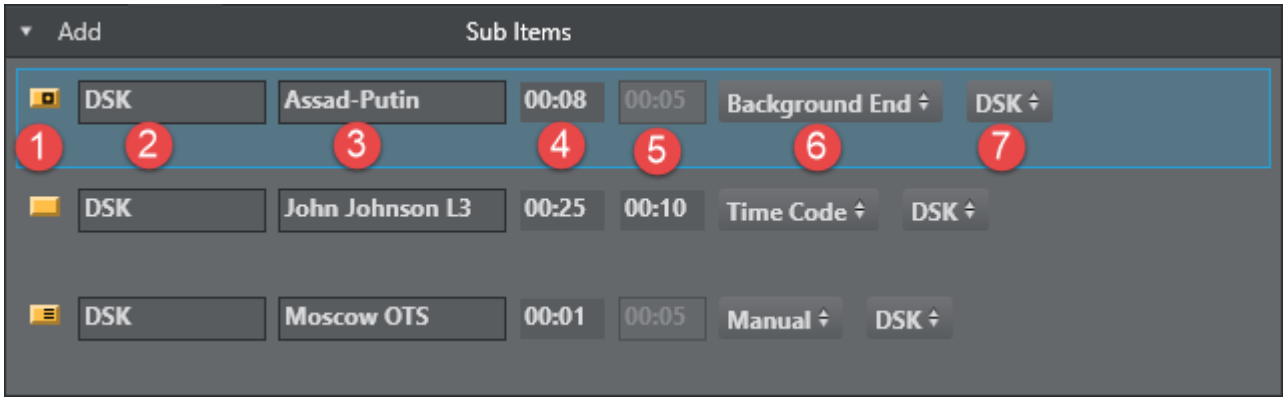
- **Variant**. The item variant as specified in the Mosart/Opus backend. Right click the variant text to change it.
- **Slug**. The description of the item.
- **Short name**. A short name displayed on top of the item icon. Handy if the item is dragged to the Favourites bar.
- **P Duration**. The planned duration for the item.
- **Duration**. The actual duration for the item.
- **Transition**. The in-transition for this item. The possible values are:
    - *Mix*. A cross fade between this item and the previous. *Rate* is then a number - specifying the number of frames for the mix. A cut is a mix with 0 frames.
    - *Effect*. Specifies a custom effect defined by the Mosart or Opus backend server. *Rate* is then a list of possible effects.
- **Rate**. Either a number (number of frames) or an effect, according to the *Transition* choice.

Copyright © 2018 Vizrt

5.2.4 Sub Items Editor

Sub items are normally overlay graphics. They are shown in the timeline as a yellow secondary element on top of primary items. Sub Items are executed relative to the primary item. The sub item is scaled to the duration of item relative to the duration of the main item.

When clicking a main item, the sub items appear in the Sub Items Editor:



1. **The sub item icon**. This icon can have a black mark indicating what type of timing exit this overlay item has. See below.
2. **The sub item variant**. Note. For overlay graphics from Pilot Edge, this field contains the graphics handler (see below). It should not be changed.
3. **The description** (slug) of the overlay graphics.
4. **The in point** in the format `mm:ss`. This time is relative to the start point of the main item.
5. **The duration** in the format `mm:ss`. This field is only enabled if the out method is *Timecode*.
6. **Out method**. Indicates how this overlay graphics is taken out. The values can be:
   a. *Time Code*. The item is taken in on the in time and stays on air for as long as specified in the duration field.
   b. *Background End*. The item stays on air until the primary element it is attached to is taken off air.
   c. *Story End*. The item is taken out when the story it is attached to is taken off air.
   d. *Manual*. The item stays on air until it is manually taken out by an operator.
7. **The graphics handler** used to play this overlay item out. The graphics handlers are defined in the Mosart backend, and must manually be entered in the Showmaker settings.

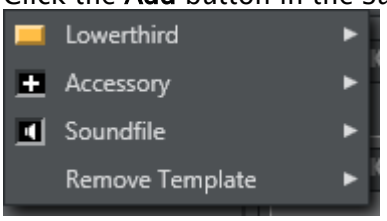
Add sub items

To **add** new sub items, either

1. Drag graphics from Viz Pilot Edge (remember to use the drag icon) or Viz Pilot News onto a clip or a voiceover, and drop it on the desired start time, or

Copyright © 2018 Vizrt

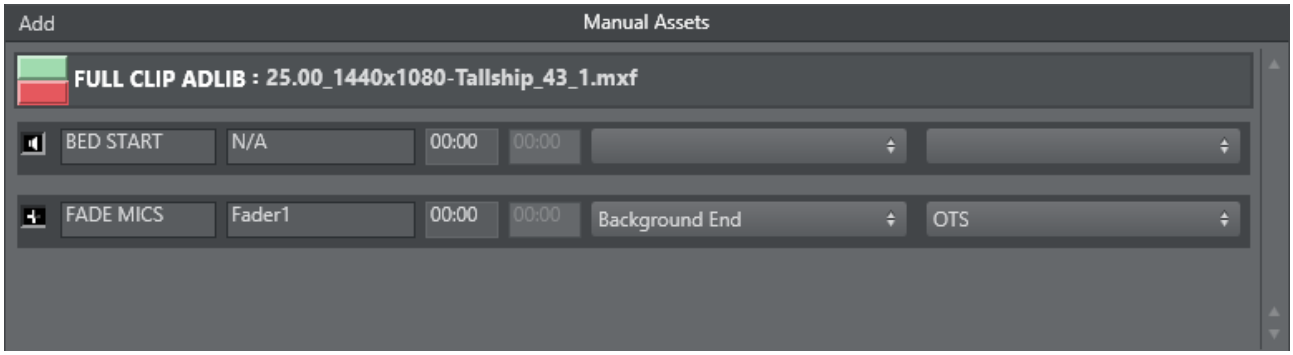
2. Click the **Add** button in the Sub Items header. This will open the following menu:



The sub menu items on **Accessory** and **Soundfile** are decided by the configuration in the Mosart backend. The **Lowerthird** menu is user defined. Here you can add your own favourite overlay graphics, not only lower thirds. When a graphics appears in he Sub items sections (eg. after dragging it onto the clip), right click it and select *Save As Template.* This will add the item to the Lowerthirds menu. To remove it, select *Remove Template* and select it from the sub menu.

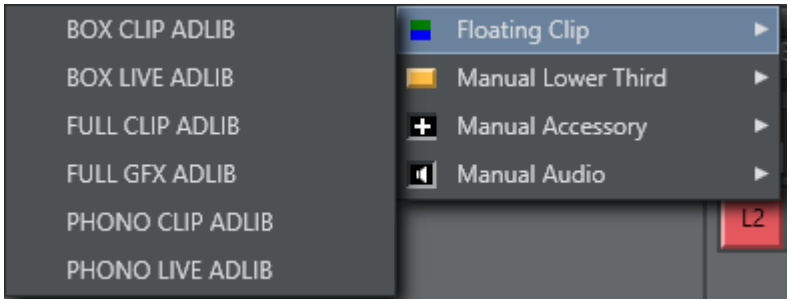
5.2.5 Manual Assets

The items in this area are free floating items attached to a story, but not inserted into the timeline. They can be taken manually on air at any time.



There are two ways of adding manual items:

1. Drag any item from Favourites or a story down to this area. The item will then become a manual asset.
2. Click the **Add** menu item. This will display a menu with the built in Ad lib / float templates configured in the Mosart backend:



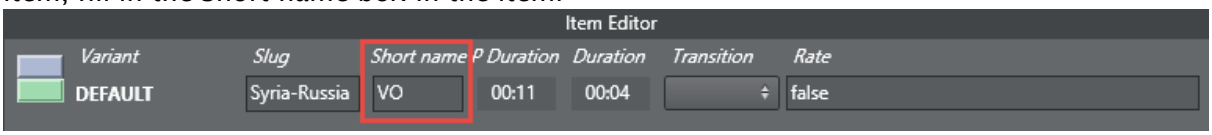
5.2.6 Favourites

The Favourites bar contains your personal favourite items, like cameras, graphics, clips or live sources you use often.

Copyright © 2018 Vizrt

To **add** an item to the Favourites bar:

- Drag any story item to the bar. Then it will stick. To display a short text indicator on the item, fill in the Short name box in the item:



To **delete** a Favourites item, click it and press Delete on the keyboard.

To **edit** a Favourites item, click it an start editing it in the Item Editor.

5.3 The Views Area

The right side of Showmaker is dedicated to an area with tabs. One view can be visible at the time, when clicking a tab. Showmaker contains 4 possible views that can be enabled on the View menu:

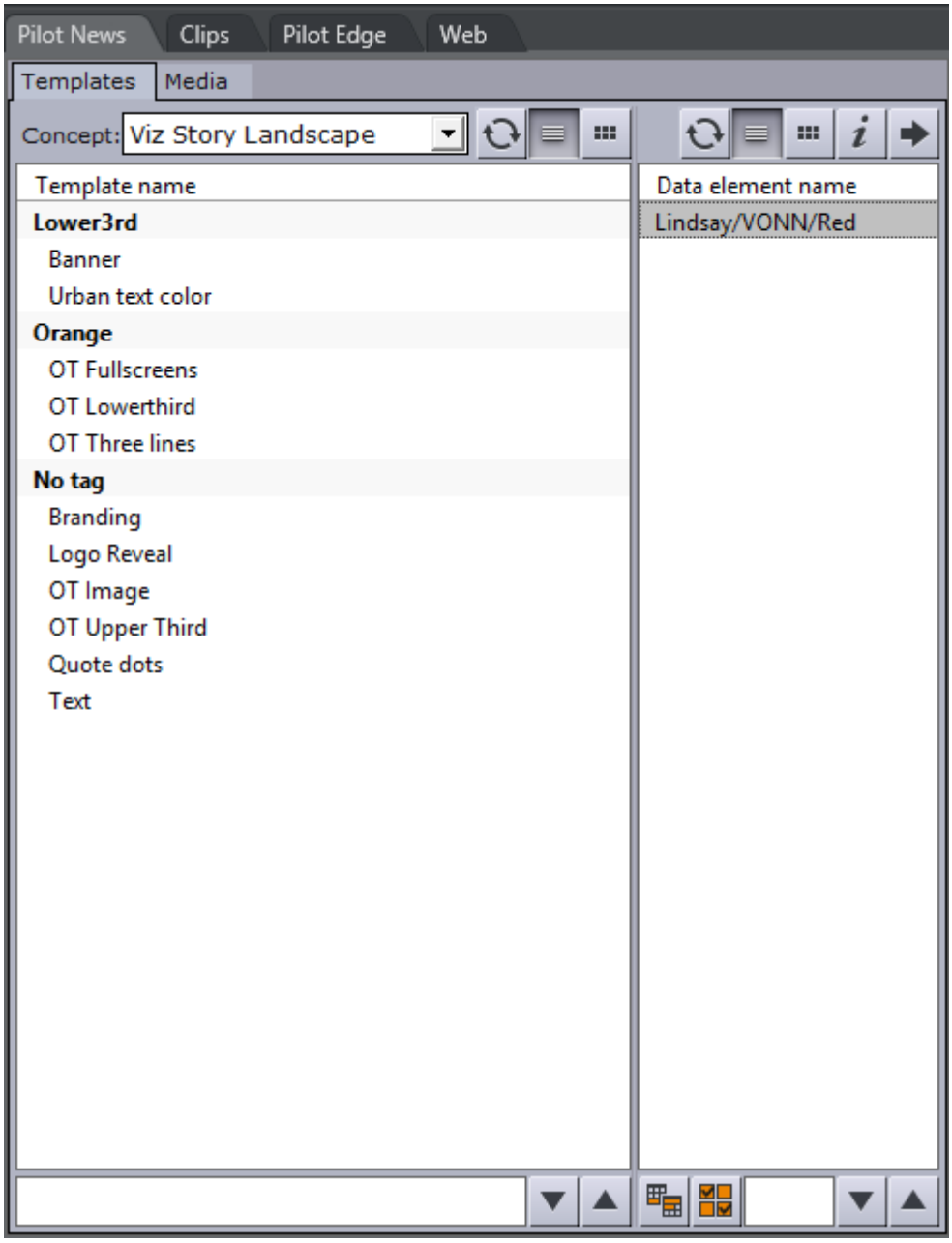
- Viz Pilot News
- Clips
- Viz Pilot Edge
- Web

5.3.1 Viz Pilot News

Viz Pilot News is the classic ActiveX newsroom integration delivered together with a Viz Pilot System. To make this component available in Showmaker, it needs to be installed on the PC running Showmaker.

See the Viz Pilot manual.

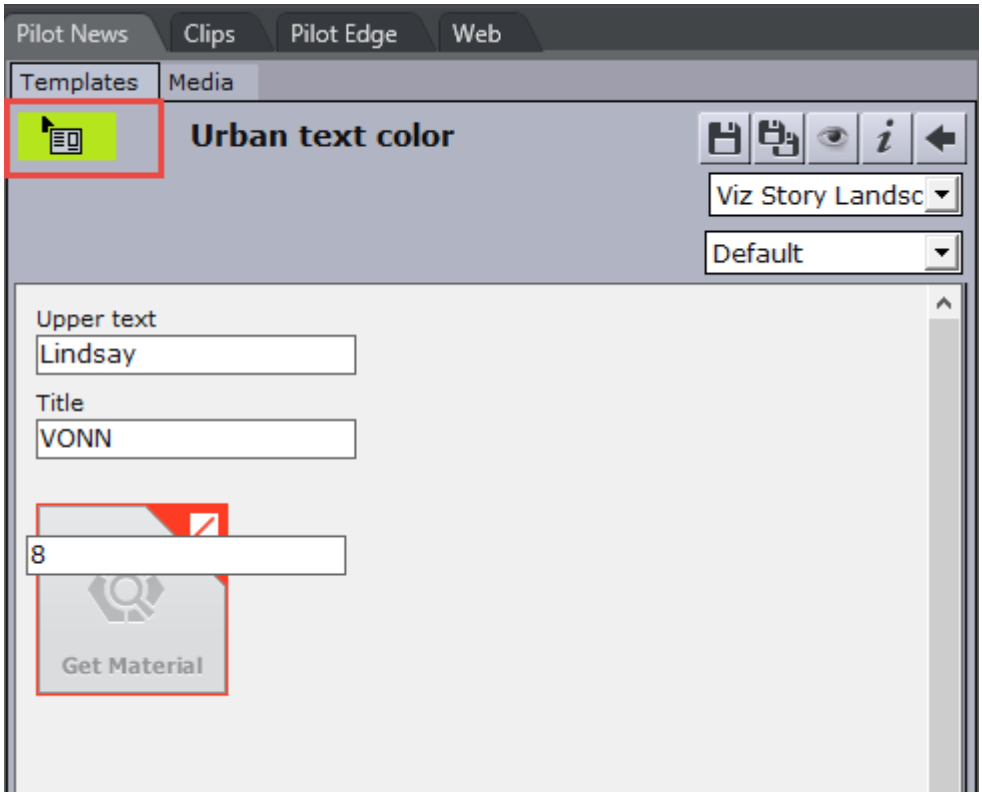
Copyright © 2018 Vizrt



To insert a graphic into a story

- Create a new element by double clicking a template in the leftmost *Templates* window, or
- Double click an element in the rightmost *Elements* window.
- Fill in data, if needed,
- Save the element.
- Then drag the graphics by dragging the drag symbol over to the story in Showmaker.

Copyright © 2018 Vizrt



5.3.2 Clips

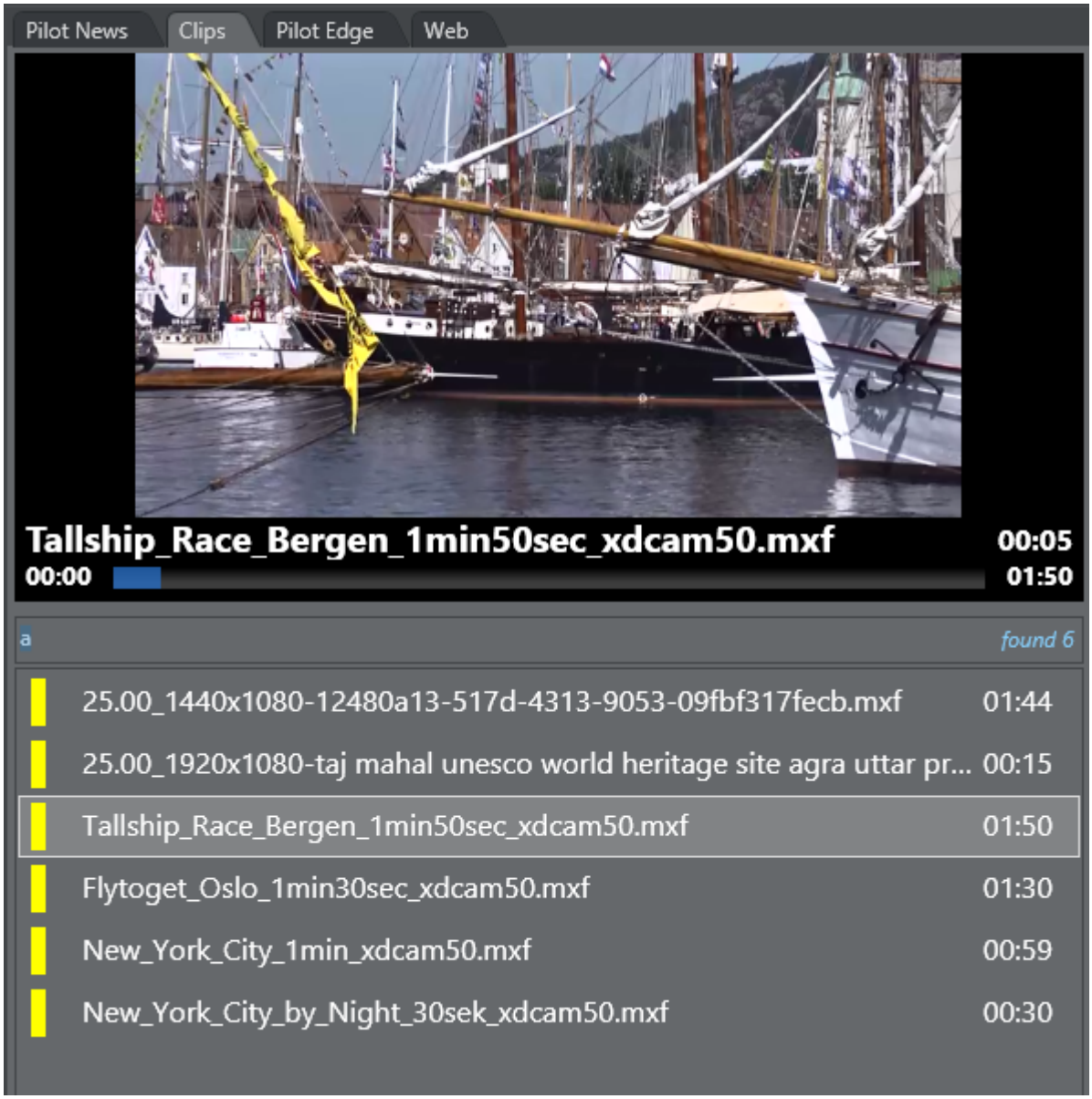
The Clips view contains a quick search in the configured Clip search provider, either a Viz One or Media Service. To configure a search provider, go to Settings and enter a Clip Search URL. The Clips view also contains a preview window, playing a low resolution proxy video of the original clip.

Tip: The Clip search URL normally has this format, depending on the clip search provider:

Media Service: `http://hostname:21099/api/service`
Viz One: `http://user:password@hostname/thirdparty`

... where the *hostname* is the IP address or host name of the Viz One or Media Service computer.

Copyright © 2018 Vizrt



To search for a clip

- Enter the search text in the text box below the preview and press Enter. The list will then contain all clips with a description containing the search text.
- Press Enter without a search text. The list will then contain all clips.

To preview a clip

- Click or select a clip in the list. The preview will auto start.

To use a clip in a story

- Drag the clip onto the story. The default Package variant will then be used, or
- Insert a Package or a Voiceover into the story first, then drag a clip onto the icon of the item.

Copyright © 2018 Vizrt

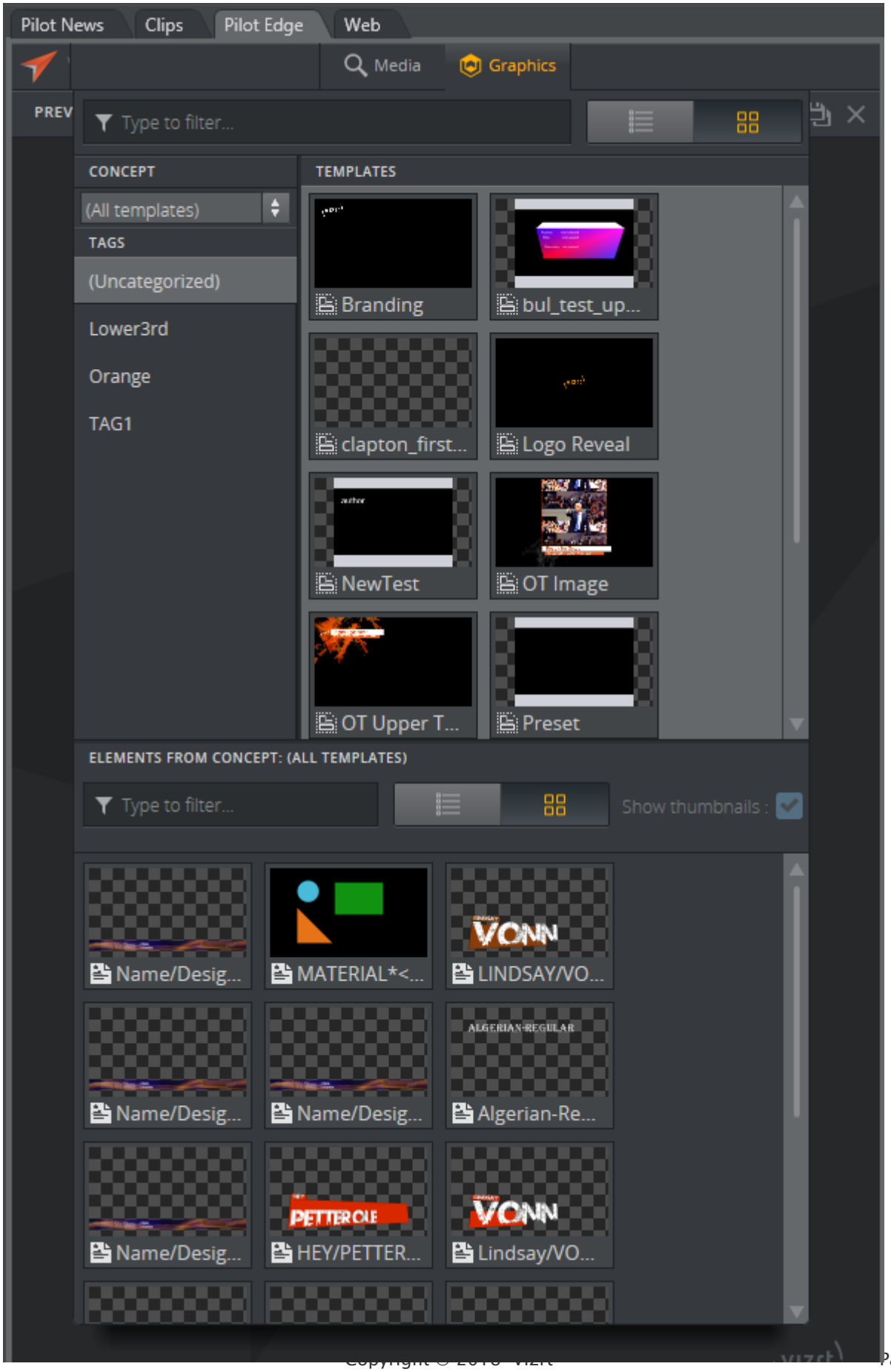
5.3.3 Viz Pilot Edge

Viz Pilot Edge is a HTML5 based web client served out from the Pilot Data Server. It is available when installing a Viz Pilot Data Server. This component provides access to the graphics in the Pilot Data Server, along with clips and timelines from the search provider configured in the Pilot system. Normally Viz Pilot Edge acts as a Vizrt plugin in external newsroom systems. In Showmaker, Viz Pilot Edge provides graphics for the stories.

See the Viz Pilot Edge manual.

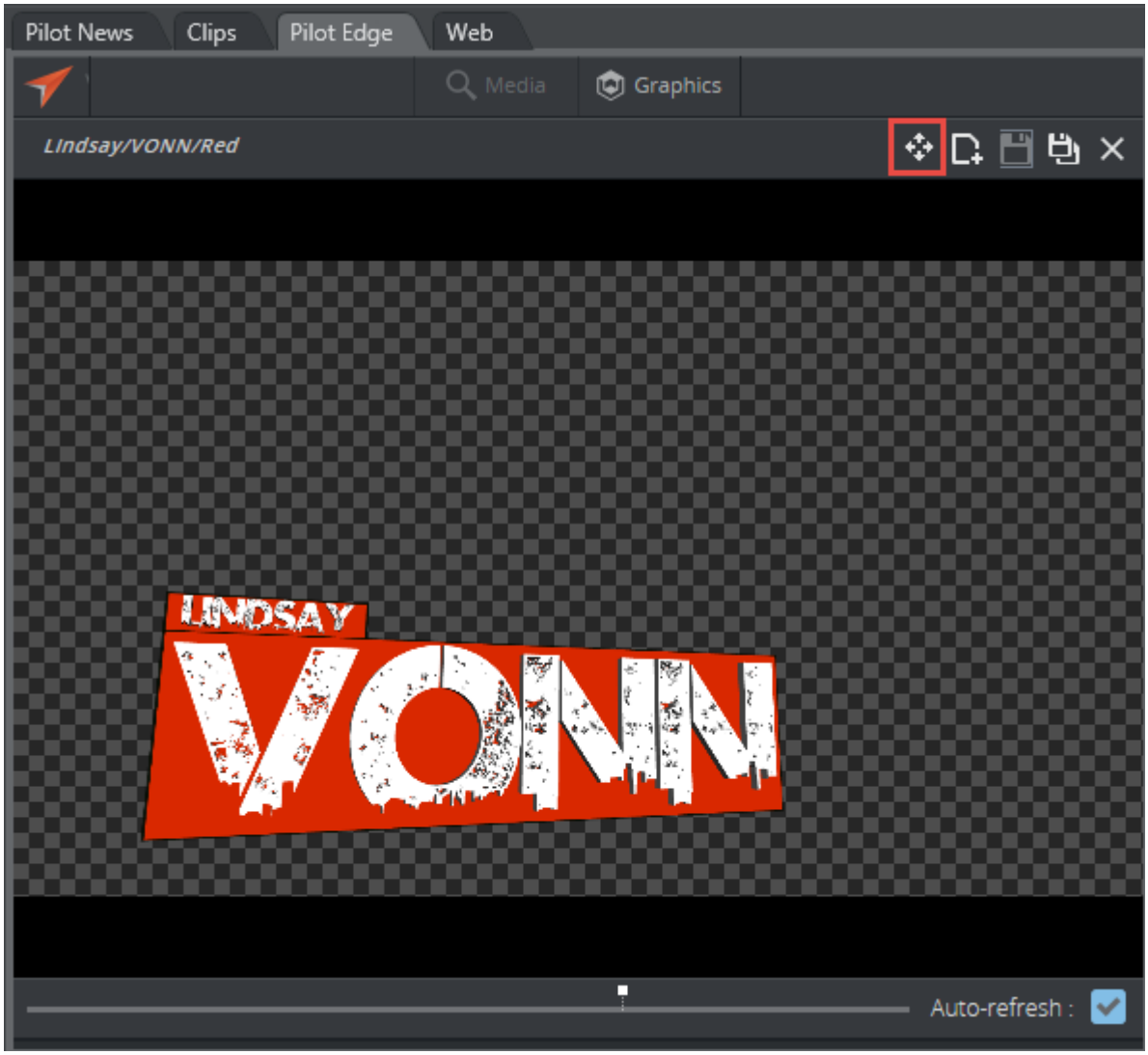
The upper window (the *Templates* window) in the Pilot Edge component presents the graphic templates with default values. Clicking on the templates will show all the instances of this template in the bottom window (the *Elements* window) - for instance name plates with filled in names. If no template is clicked, all elements of the selected concept and/or Tag will be shown in the *Elements* window.

Copyright © 2018 Vizrt


Pilot News
Clips
Pilot Edge
Web
Media
Graphics
PREV
Type to filter...
CONCEPT
TEMPLATES
(All templates)
TAGS
(Uncategorized)
Lower3rd
Orange
TAG1
Branding
bul_test_up...
clapton_first...
Logo Reveal
NewTest
OT Image
OT Upper T...
Preset
ELEMENTS FROM CONCEPT: (ALL TEMPLATES)
Type to filter...
Show thumbnails :
Name/Desig...
MATERIAL*<...
LINDSAY/VO...
Name/Desig...
Name/Desig...
Algerian-Re...
Name/Desig...
HEY/PETTER...
Lindsay/VO...

To insert a graphic into a story

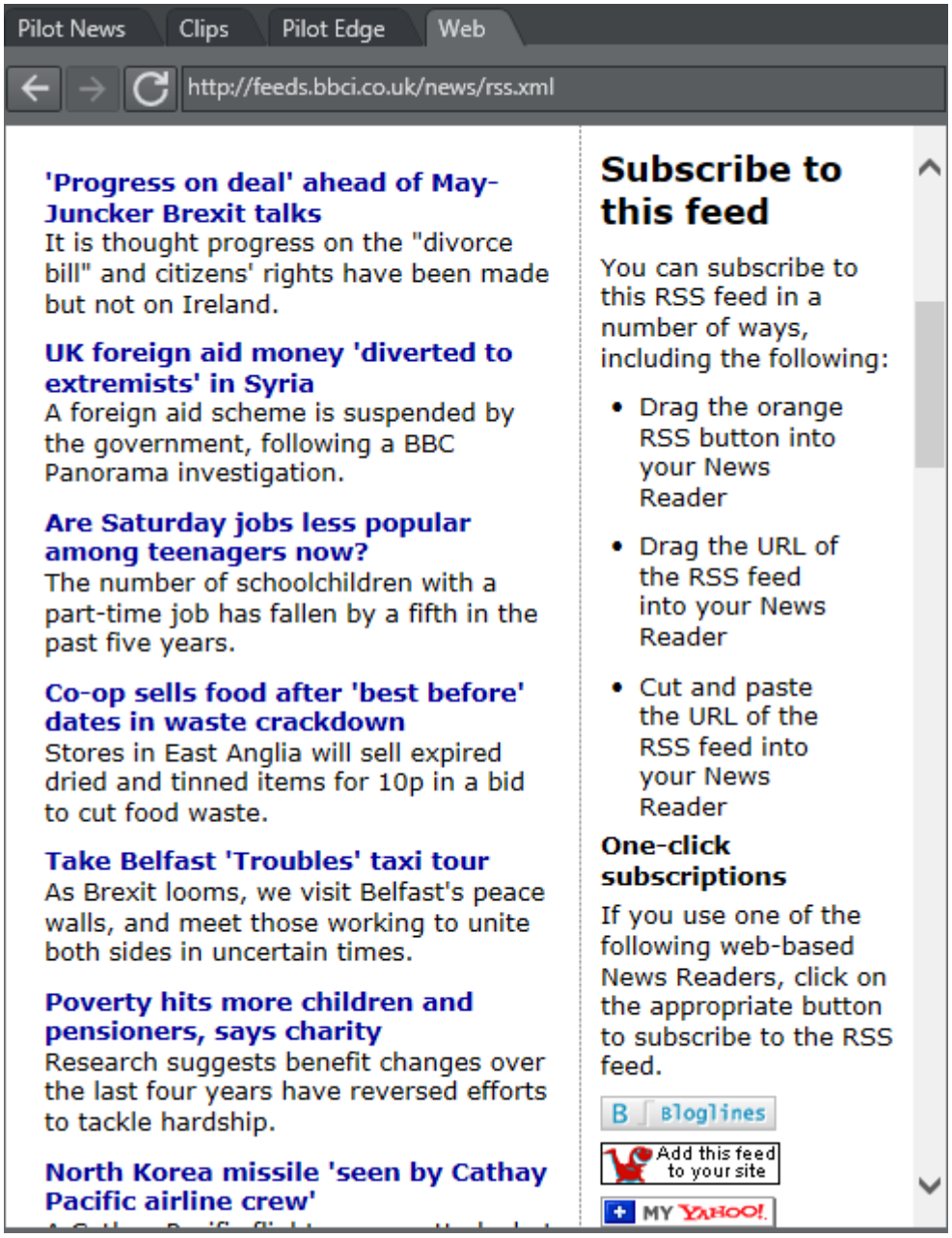
- Double click an element in the *Elements* window.
- Fill in data, if needed.
- Save the element.
- Then drag the graphics by dragging the drag symbol over to the story in Showmaker.



5.3.4 Web

The Web view contains a simple web browser window. Enter any URL in the address bar on the top. The web view is useful if you frequently need to copy something into Showmaker from a web page, like a news feed, an intranet page, a page with sports results or anything else.

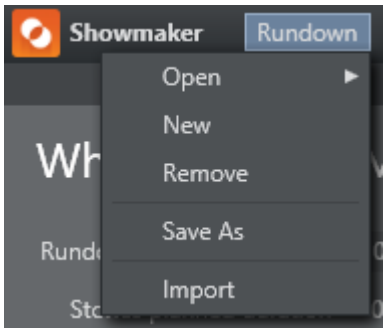
Copyright © 2018 Vizrt



5.4 The Main Menu

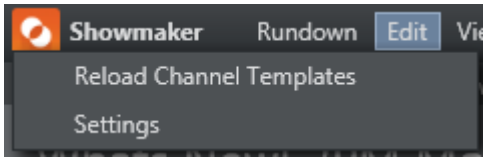
The main menu has the following sub menus:

5.4.1 Rundown



- **Open**. Open an existing rundown. The rundowns are sorted on last updated time.
- **New**. Create a new rundown.
- **Remove**. Remove the current rundown.
- **Save As**. Saving the current rundown with a new name.
- **Import**. Imports a rundown exported from the Mosart backend.

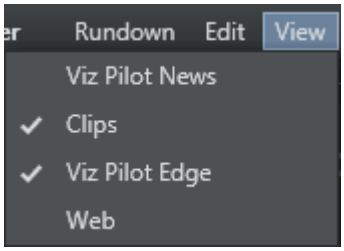
5.4.2 Edit



- **Reload Channel Templates**. When the configuration of the channel templates in the Mosart backend is changed, a manual reload is needed. This can for instance happen if a new camera or package variant is added.
- **Settings**. Opens the settings window.

5.4.3 View

The View menu determines which tabs should be visible in the View area.

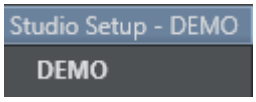


- **Viz Pilot News**. The classic Viz Pilot ActiveX newsroom component. Requires an installation of Viz Pilot on the same computer running Showmaker.
- **Clips**. The video clips window containing quick clip search from the Clip search URL configured in Settings.
- **Viz Pilot Edge**. The Pilot graphics component served out from a Pilot Data Server.

Copyright © 2018 Vizrt

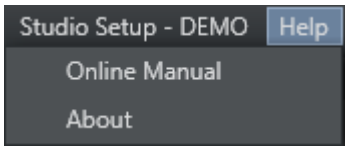
- **Web**. Any web page.

5.4.4 Studio Setup



- Select from the Studio Setups which are available. These determine the variants available in each item. The Studio Setups are created and managed in Viz Mosart. For more information see the Viz Mosart User's Guide.

5.4.5 Help

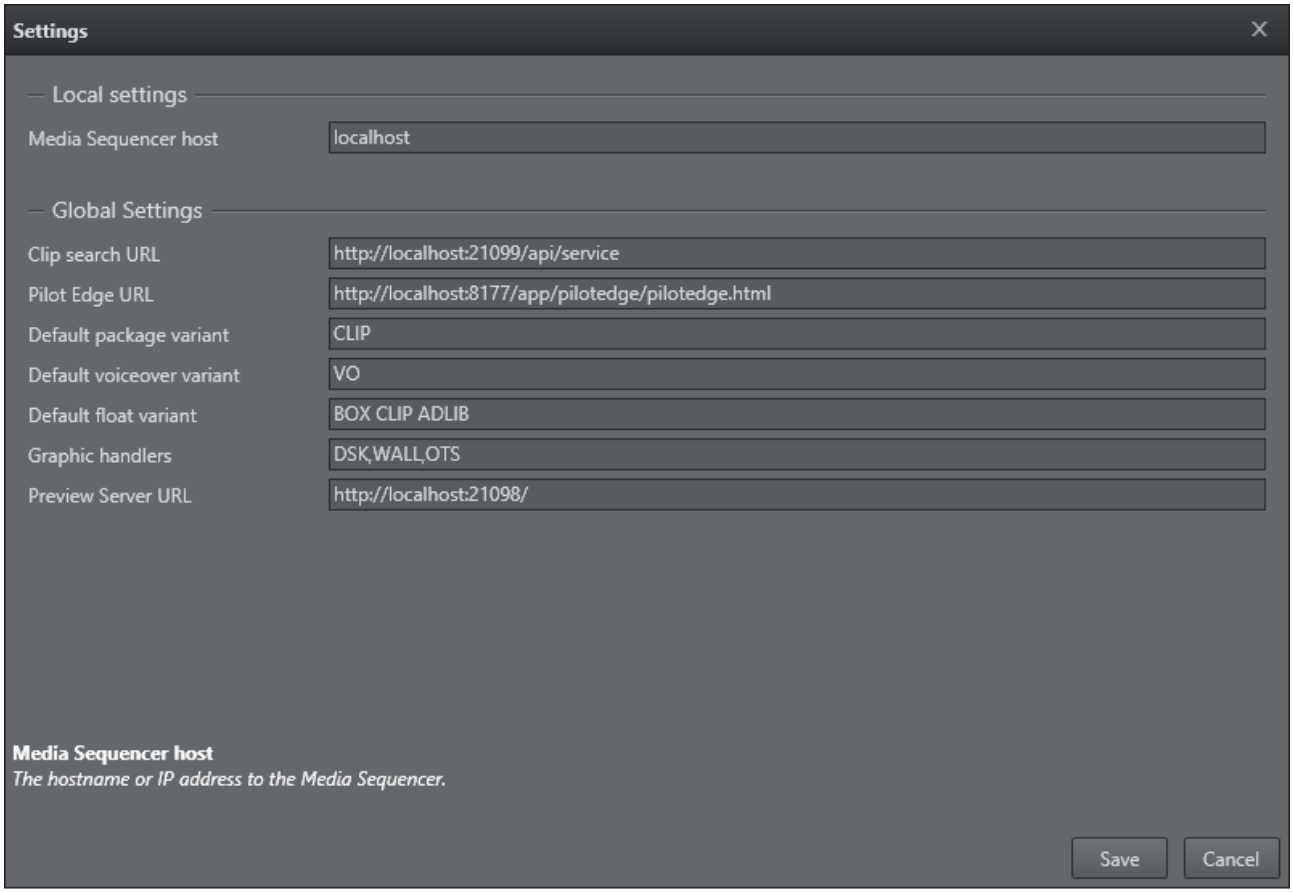


- **Online Manual**. Opens the updated manual from the Vizrt web pages.
- **About**. Opens the About box with version number and copyright text.

5.4.6 Settings

The Settings window contains local and global settings for Showmaker. To display a help text, hover the mouse pointer over the setting labels.

Copyright © 2018 Vizrt



Local settings

The only setting stored locally per Showmaker client, is the host name of the Media Sequencer to connect to. The same Media Sequencer must be used by the Mosart backend. The Media Sequencer is the central synchronization unit, making sure that all changes done in Showmaker are reflected immediately in the Mosart system.

- **Media Sequencer host**. The host name or IP of the Media Sequencer used to synchronize between Showmaker and the Mosart backend.

Global settings

The global settings are common for all Showmaker clients connected to the same Media Sequencer. The global settings are stored on the Media Sequencer specified in the local settings.

- **Clip Search URL**. The URL to the service document of a clip search provider - either Viz One or Media Service.
- **Pilot Edge URL**. The URL to a Pilot Data Server serving out the Pilot Edge web pages. Pilot Edge provides graphics from a Pilot system.

Copyright © 2018 Vizrt

- **Default package variant**. The default Mosart variant added to a video clip when dropped onto a story from a clip search.
- **Default voiceover variant**. The default Mosart variant added to a voiceover template type when a video clip is dropped onto a story from a clip search.
- **Default float variant**. The default Mosart variant added to a float template type when a video clip is dropped onto a story from a clip search.
- **Graphic handlers**. A comma separated list of Viz Engine handlers that are able to play out overlay graphics. These handlers are configured and listed in the **Viz Mosart Overlay Graphics Configuration**. The list of graphics destinations in this configuration contains Viz Engines with specific handler names - and the list in Showmaker should match or be a subset of this list.
- **Preview Server URL**. The URL to a Preview Server serving out snapshots of graphics when previewing full screen or overlays in Showmaker.

5.5 Mouse And Keyboard Shortcuts

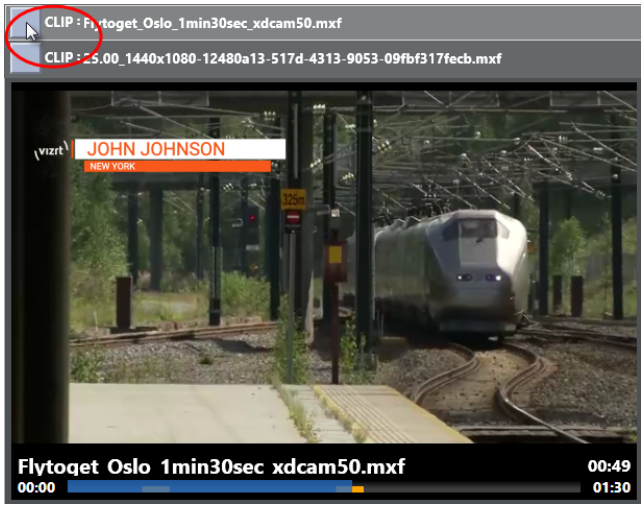
This section lists various keyboard shortcuts which can be used in Showmaker.

5.5.1 Story Area

Key	Function
Insert	Insert a new story after the currently selected one.
Delete	Delete the selected story.

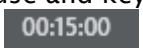
5.5.2 Video Clip Preview

When placing the mouse pointer over a video clip (Package or Voiceover) in a story, a window will appear playing a preview of the video clip:



Key	Function
Ctrl	Pressing Ctrl will make the video jump to the next overlay graphics. If the video has no overlay graphics, nothing will happen.
Shift	Holding the Shift key down will make the video play the last 5 seconds. Releasing the Shift key will make the video rewind to the beginning.

5.5.3 Time Input Boxes

The following mouse and keyboard shortcuts can be used in input boxes containing timing info (start or duration) 

Key/mouse	Function
Mouse wheel	Adjust the seconds up or down by 1
Mouse wheel + Shift	Adjust the seconds up or down by 10
Mouse wheel + Ctrl	Adjust the minutes up or down by one

5.5.4 Dragging Clips

When dragging a clip from the Clips view or from the Media view in Pilot Edge into a story, the following shortcuts can be used:

Key/mouse	Function
Mouse Drag	Insert the clip as a Package type into the story.
Mouse Drag + Shift	Insert the clip as a Voiceover type into the story.

Copyright © 2018 Vizrt

6 Working With Showmaker

This section contains some common Showmaker workflows:

- Graphics from Viz Pilot Edge
- Clips and Timelines
- Creating a News Rundown

6.1 Graphics From Viz Pilot Edge

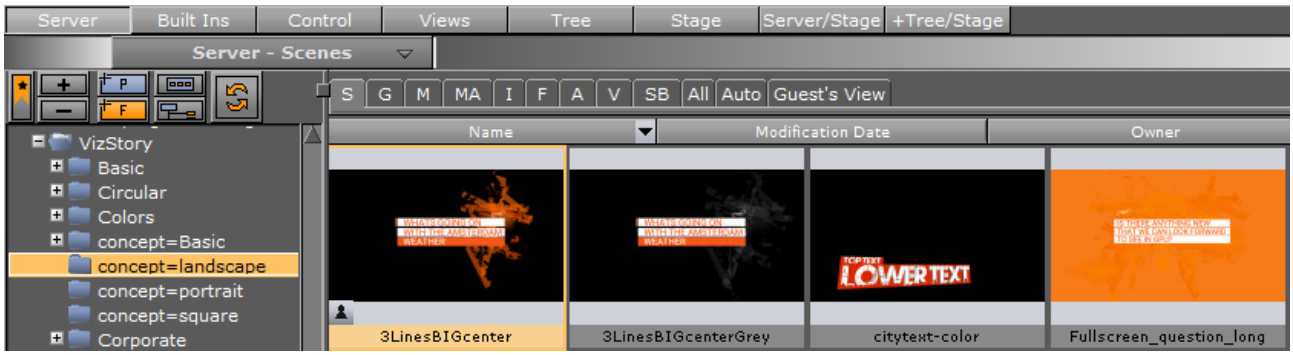
Using either full-screen graphics or overlay graphics, Showmaker needs to be configured with a system providing the graphics. This can either be a Viz Pilot system providing the Viz Pilot News newsroom ActiveX plugin, or a Viz Pilot Edge HTML component served out from a Pilot Data Server. Here, the Viz Pilot Edge HTML component will be used.

The Viz Pilot Edge HTML component is hosted from a Pilot Data Server. The URL is usually http://dataserver_hostname:8177/app/pilotedge/PilotEdge.html. The Pilot Data Server is a web server connected to a Pilot database backend containing the graphics. The backend can either be an Oracle database, or a **Vizrt Graphic Hub**. The advantage of using a Graphic Hub as the backend for the Pilot templates and elements is that any Vizrt system playing out graphics needs a Graphic Hub, so the component is already present in the system when installing the Viz Engine and the Graphic Hub.

- Create graphics in Viz Artist
- Importing the graphics into the Pilot system
  - Importing graphics
  - Install Pilot Data Server and Viz Pilot Edge
- Configure Showmaker
- Set up a Preview Server
- Use Viz Pilot Edge in Showmaker

6.1.1 Create graphics in Viz Artist

Each of the graphics created in Viz Artist is called scenes. One scene can represent a lower third, a logo, a clock, breaking news, headlines - or whatever the scene designer creates.



The scenes are saved in Viz Artist in the server tree which is stored on the connected Graphic Hub. The scene designer usually creates the visual expression of the graphics and exposes data fields

Copyright © 2018 Vizrt

which can be filled in by the end user, usually a journalist. In the following example, a 3 headlines overlay graphics with 3 lines to be filled out by the journalist will be used. This graphics has an *Autokey* setting which makes it suitable for overlaying a video or a live signal.

6.1.2 Importing the graphics into the Pilot system

After the graphics is created in Viz Artist - it needs to be imported into a graphics workflow. The Viz Pilot workflow will be used here. If Viz Opus is installed, the playout server already has the following products and components installed:

- **Viz Artist** or **Viz Engine:** (depending on whether the scene designer works on his own system, or needs to use the playout machine)
- **Viz Graphic Hub:** A database solution where all Viz Artist elements are stored. Files can be for example scenes, images, fonts and so on.
- **Viz GH REST:** This is the web interface making the Graphic Hub available over HTTP.
- **Media Sequencer:** Enables connection between devices.

In addition, the following components need to be installed to serve out the graphics to the control clients, like Showmaker:

- **Pilot Data Server:** This component is a web interface to the Pilot database, talking to the GH REST server. In our case, we use the Graphic Hub as the Pilot database.
- **Viz Pilot Edge:** The Web GUI for the graphics, served out from the Pilot Data Server.

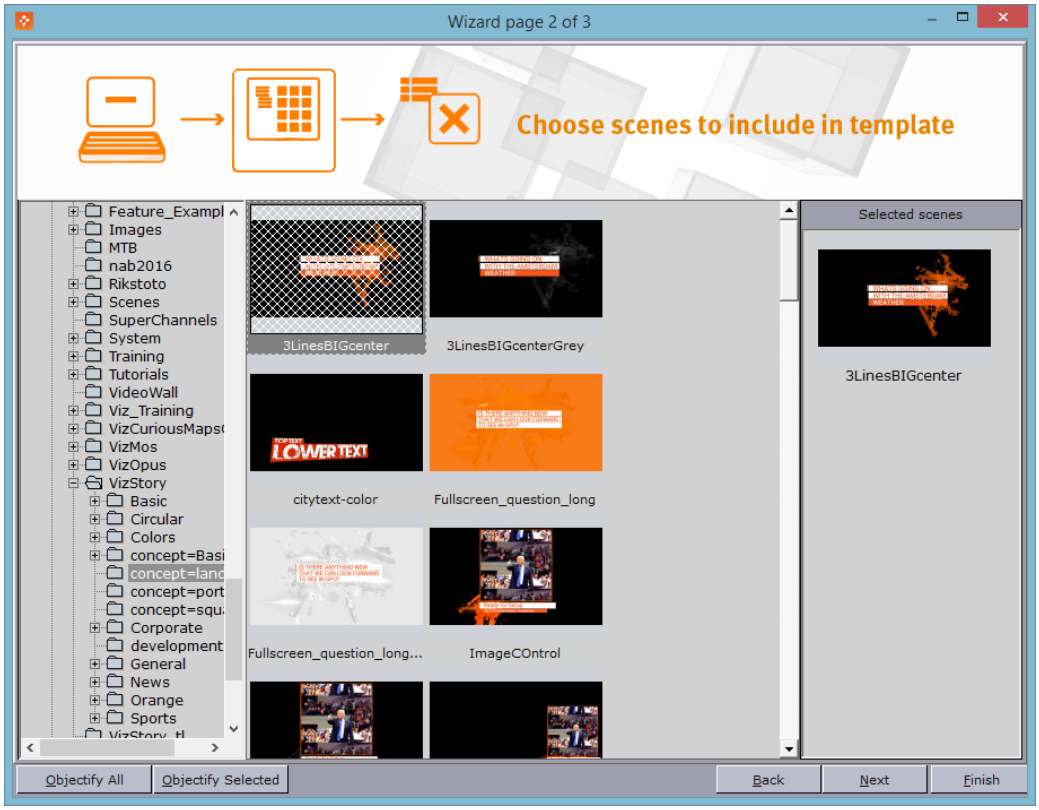
The following product needs to be installed on the client machine, but it can also be installed on the server:

- **Viz Pilot:** The only component needed from Viz Pilot is *Template Wizard*.
    - **Template Wizard:** A tool for auto-generating basic templates and for creating customized graphics templates

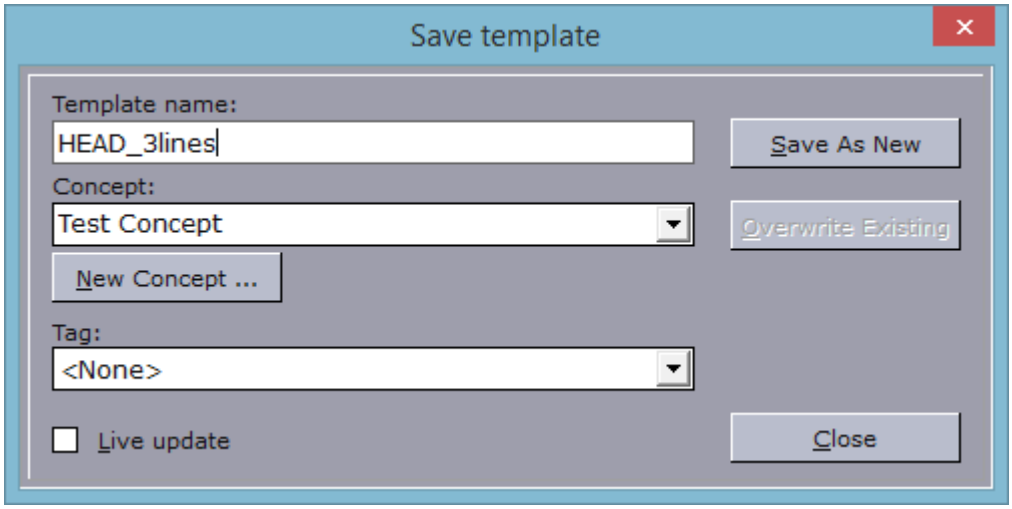
Importing graphics

First of all, the scenes to be used needs to be imported from Viz Artist into the Pilot system to be exposed to the end users. This is done in *Template Wizard*:

Copyright © 2018 Vizrt



In Template Wizard, it is also possible to decide which of the data fields (control fields) that should be exposed to the end user. In this case, three text lines should be exposed, one for each headline. Finally, save the template with a name:

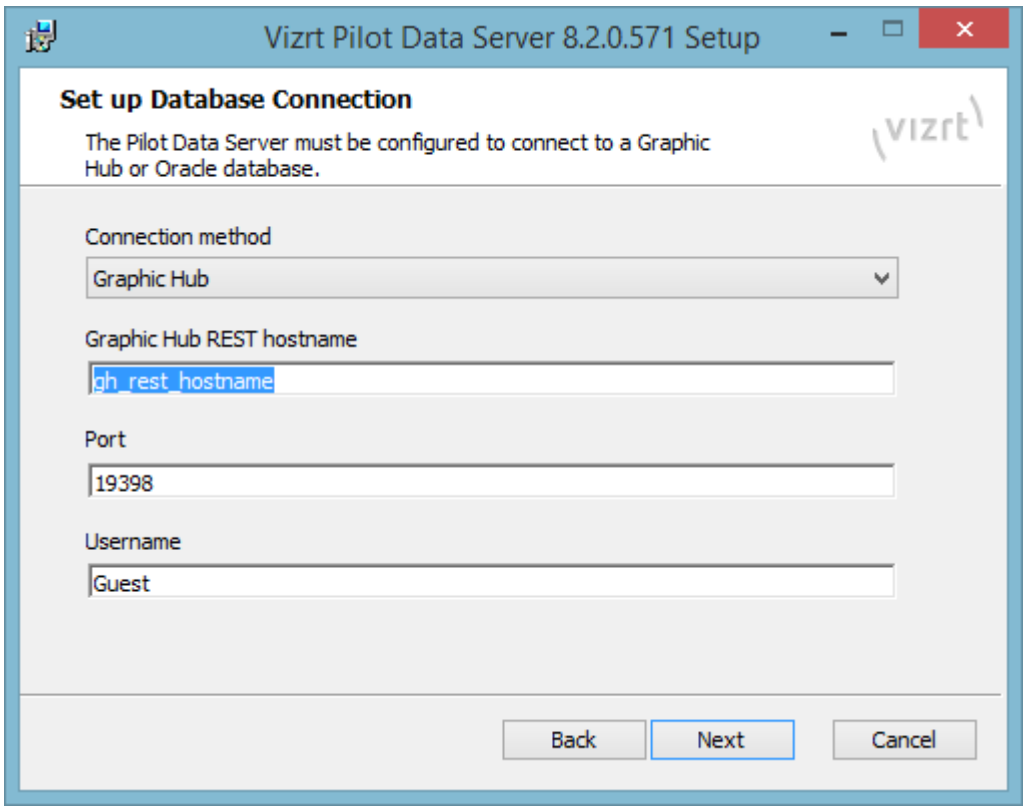


Now, the scene is represented by a new Pilot template called `HEAD_3lines`. This element can be accessed from Showmaker, but first, a Pilot Data Server must be installed and Showmaker must be configured to use it.

Copyright © 2018 Vizrt

Install Pilot Data Server and Viz Pilot Edge

During the installation of the Pilot Data Server, the hostname of the Graphic Hub REST server must be entered:



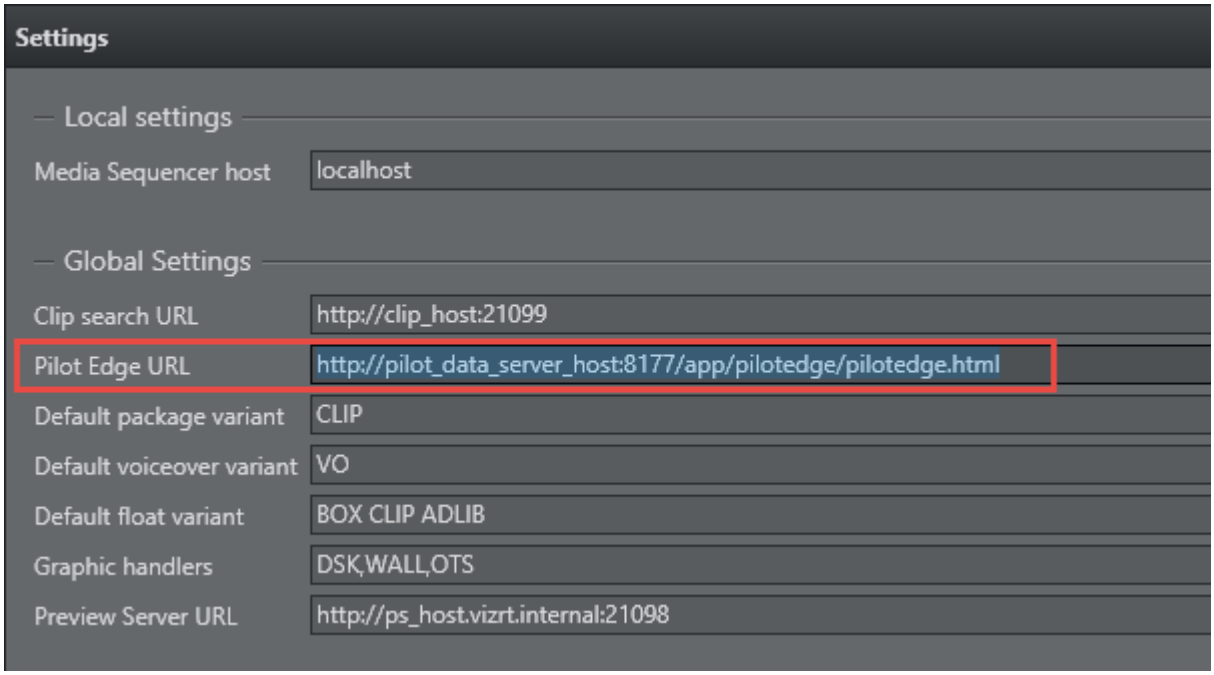
Also, install **Viz Pilot Edge** on the same computer as the Pilot Data Server. Viz Pilot Edge is an HTML newsroom component which will be served out by the Pilot Data Server after the installation.

6.1.3 Configure Showmaker

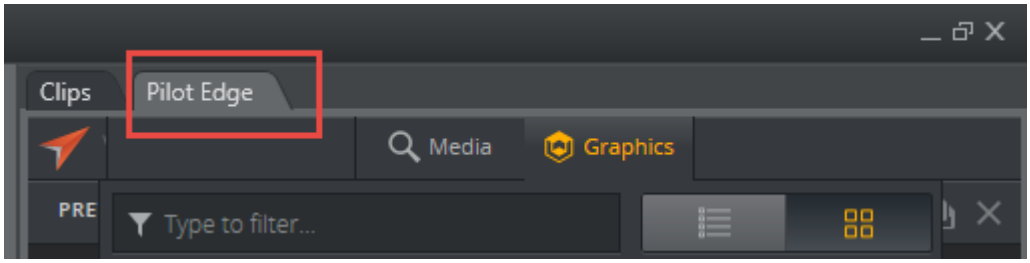
When the installation is done, a full graphics system is up and running. Showmaker can now be configured to use the Pilot Data Server as the graphics provider. Viz Pilot Edge is served out from the Pilot Data Server from this address: http://pilot_data_server_host:8177/app/pilotedge/PilotEdge.html. It can be opened in any browser for testing. This web page is hosted inside Showmaker.

- Open Showmaker
- Go to **Edit > Settings**
- Fill in the **Pilot Edge URL**
- Save the settings

Copyright © 2018 Vizrt



Checking **View > Viz Pilot Edge** from the main menu makes the Pilot Edge tab visible in Showmaker. This tab should now contain the HTML pages for the Viz Pilot Edge newsroom component:



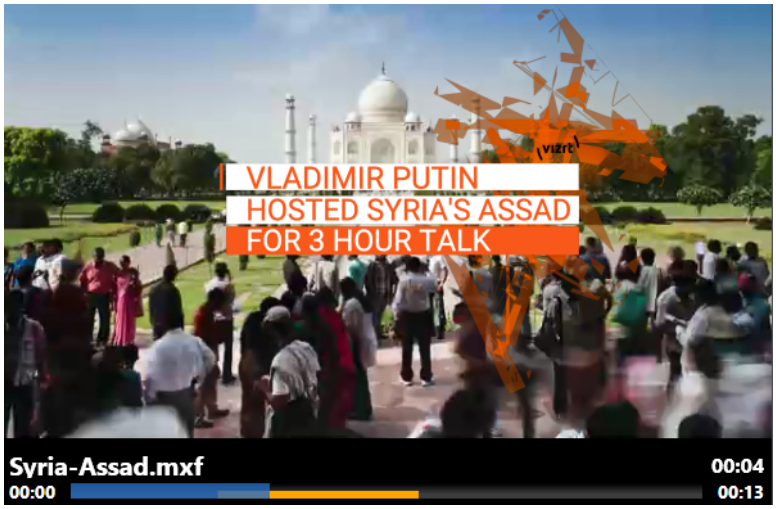
6.1.4 Set up a Preview Server

This step is optional but very useful. To generate thumbnails with a visually correct data representation, a **Vizrt Preview Server** is needed. This component needs a separate Viz Engine to generate the snapshots. It should not be the same Viz Engine as the playout machine. The preview renderer could be a Viz Engine standard VGA version connected to the same Graphic Hub as the playout renderer. The Preview Server should be configured to use the preview renderer. This configuration can be done through the web interface of the Preview Server on URL http://preview_server_host:21098/

The Preview Server URL should also be entered into the Showmaker settings. Go to **Edit > Settings**:

Now Showmaker should be able to display a visual snapshot of the templates and elements in Pilot Edge. It should also be able to display a snapshot when hovering over fullscreen graphics in a rundown, and when previewing overlay graphics in the preview clip player in Showmaker.

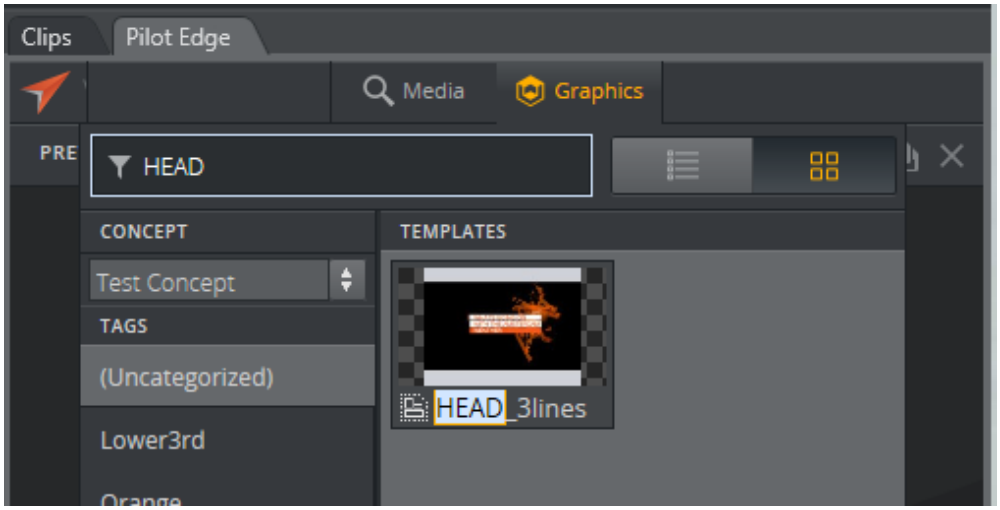
Copyright © 2018 Vizrt



6.1.5 Use Viz Pilot Edge in Showmaker

First of all, verify that the scene you imported in Template Wizard is accessible in Pilot Edge in Showmaker:

- Click the **Pilot Edge** tab.
- Click **Find Graphics** in Viz Pilot Edge.
- Select the Concept you saved the template in and verify that the template is listed in the templates window:



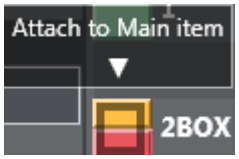
The workflow In Pilot Edge is as follows:

- Go to the **Graphics** tab.
- Decide whether to reuse an already created and saved element (in the lower window) or to create a new element based on a template (upper window).
- Double click the template or element.
- Fill in content.
- Click **Save** (for elements) or **Save As** (for templates).

Copyright © 2018 Vizrt

- Drag the graphics into Showmaker by dragging the small drag arrow in the top toolbar:

When inserting a graphics to a full-frame template or a DVE template, drop it on the icon for the template:



Or, if inserting the graphics as overlay graphics, drop it on the area to the right of a package (clip) or a voiceover, to place it as an overlay graphics on a timeline.

6.2 Clips And Timelines

A central part of any news, sports or entertainment production is to play a clip, or a part of it, and place overlay graphics on top, for instance, nameplates of reporters or people being interviewed. The overlay graphics can be timed visually or on a timeline in the graphics provider, to go in and out on specific places in the clip. The graphics can also be taken out in different ways; on a timecode, manually or when the clip or the story ends. A clip with one or more overlay graphics is called a timeline.

- Install Media Service
- Configure Showmaker and Pilot Edge to use Media Service as clip provider
- Create a timeline in Showmaker
- Create a timeline in Viz Pilot Edge
- Preview a timeline in Showmaker

To create a timeline, Showmaker needs to be configured with a system providing **graphics**, either a Viz Pilot system providing the classic ActiveX newsroom plugin, or a Viz Pilot Edge HTML component served out from a Pilot Data Server. In this documentation, the Viz Pilot Edge HTML component will be used. See Working with graphics from Viz Pilot Edge on how to set up a graphics system.

Copyright © 2018 Vizrt

A **clip provider** is also needed. Showmaker integrates with both the full-scale **Viz One** MAM system and **Vizrt Media Service**, which offers basic preview access to media stored on a single Viz Engine. Viz One is suitable for TV studios and large-scale productions, while Media Service is suitable for typical one box Viz Opus solutions or smaller productions. In this documentation, Media Service is used.

6.2.1 Install Media Service

Media Service provides low-resolution versions of media stored on a single Viz Engine for previewing in Showmaker and other clients. In a Viz Opus system, the Media Service is pre-installed. Media Service should have access to the same clip folder as the Viz Engine. When copying new clips to the Viz Engine clip folder, Media Service will create a low-resolution version of the clip and a thumbnail. These items are used to preview clips in Showmaker.

The main difference between a Viz One MAM system and Media Service is that Media Service is limited to monitoring clip files on one Viz Engine clip root - while Viz One is a full MAM system organizing the media - and transferring the high-resolution files to the Viz Engines when needed. The system administrator should set up a clip provider so that both Viz One and Media Service can expose the clips through their web APIs.

Their URLs are:

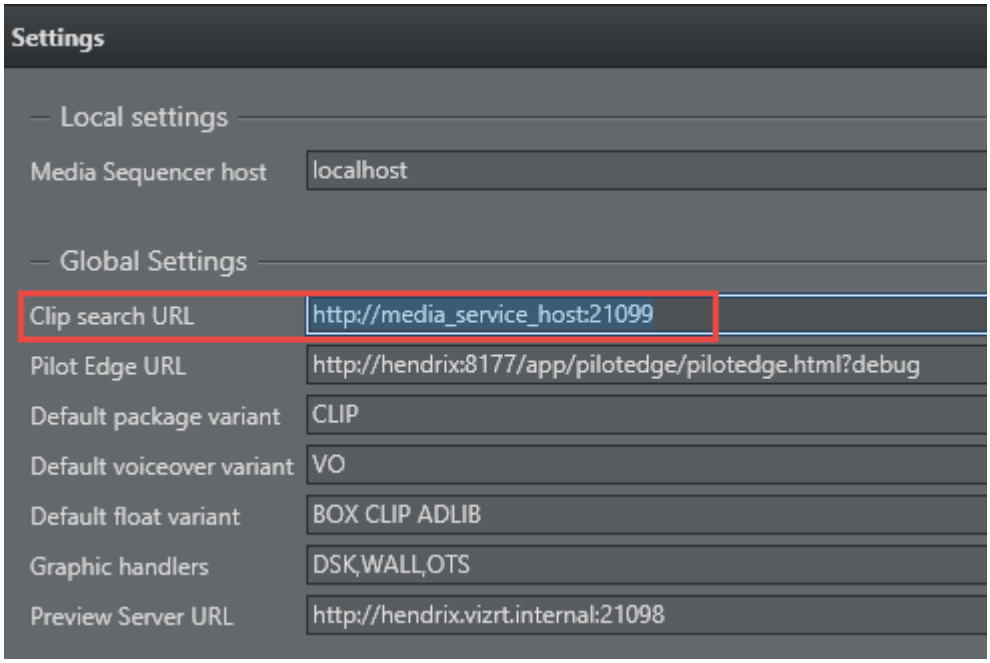
- Viz One: http://hostname/thirdparty - alternatively including credentials in the URL: http://user:pwd@hostname/thirdparty - where the default user on a Viz One system often is *admin/admin*.
- Media Service: http://hostname:21099

6.2.2 Configure Showmaker and Pilot Edge to use Media Service as clip provider

Showmaker and Pilot Edge needs to know where to look for clips.

- In Pilot Edge, the clip provider URL must be entered in the settings in http://pilot_data_server:8177/settings#Search. Add a new search provider and paste in the Media Service URL. No authentication is needed.
- In Showmaker, go to **Edit** > **Settings** and paste in the URL of the Media Service in the field **Clip search URL**:

Copyright © 2018 Vizrt



There are two ways of finding clips in Showmaker. The quick way with is through the Clips view, where the clip list only contains title and duration. The other way is inside Viz Pilot Edge, from the Media tab, where the clip list contains thumbnails and more information.

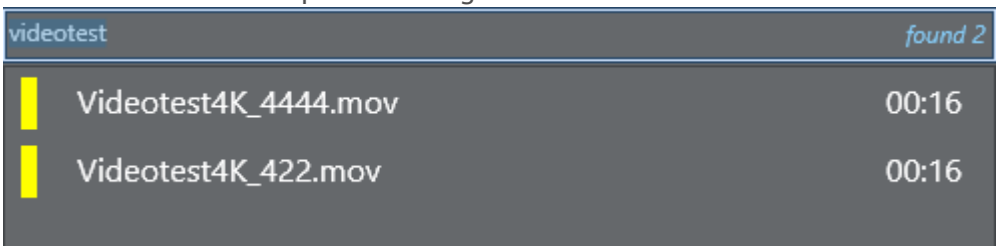
When searching for clips in both views, it is possible to press Enter without a search string. This will list all clips. While typing in the search window, a search will be done for all clips *containing* the search term.

6.2.3 Create a timeline in Showmaker

This section will give a quick and simple way of creating a timeline. It is useful when the overlay graphics do not need to be timed frame accurately, but can enter the main item on a fixed number of seconds. For instance a headline or a logo that should appear after *n* seconds and stay on air for *m* seconds. The main item can be a clip, a voiceover or a camera.

To create a timeline from a video clip, start by finding the clip:

- Enable the Clips view by checking View > Clips from the main menu.
- Find the interesting clip by searching for it. Press Enter to execute the search. The search results consist of all clips containing the search term in the title:



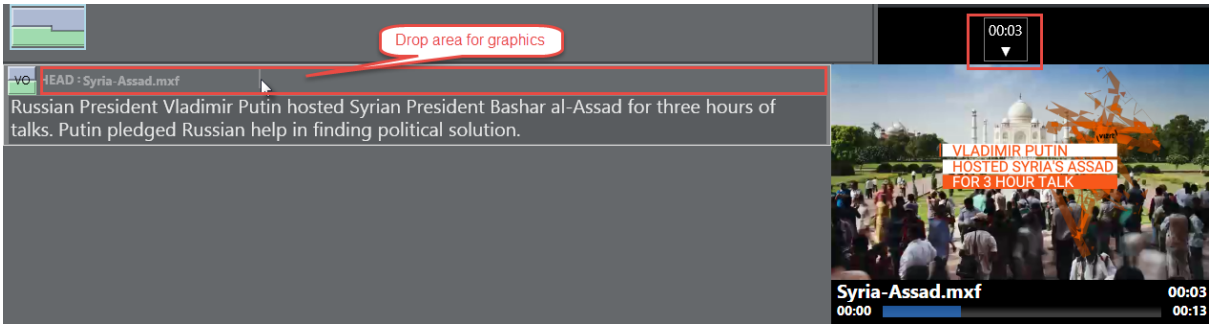
- Drag a clip to a story in Showmaker. The default package variant is then used.

Copyright © 2018 Vizrt

- Preview the clip either in the Clips view or by hovering the mouse over the package icon in the story:

Now find the overlay graphics in Viz Pilot Edge.

- Use the drag icon in Pilot Edge and drag the graphics onto the area to the right of the story item. This area is the timeline representing the full duration of the video. Drop it on the time the graphics should come in by watching the in point in seconds over the preview window as the mouse moves:

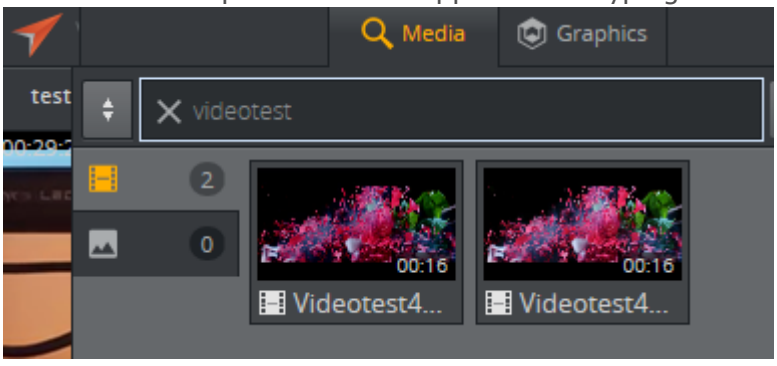


Info: The drop point can only be expressed in whole seconds with this method.

6.2.4 Create a timeline in Viz Pilot Edge

If finer control over the in and out points or trimming of a clip is needed, the timeline should be created inside Viz Pilot Edge and then dragged to Showmaker.

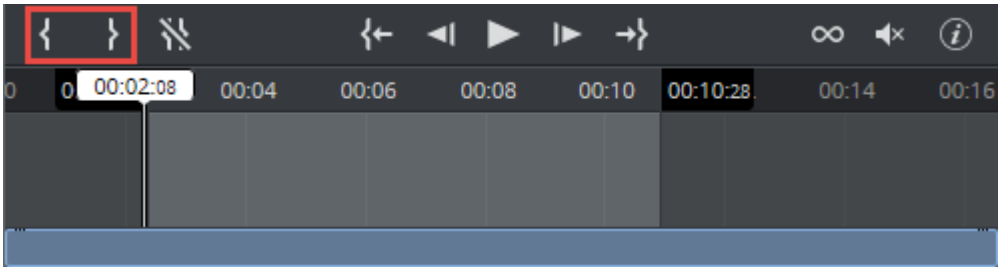
- Enable the Pilot Edge view by checking View > Viz Pilot Edge from the main menu.
- Go to the **Media** tab in Pilot Edge.
- Search for the clip. The search happens while typing:



- Double-click a clip to open it in the timeline editor in Pilot Edge.
- If needed, trim the video by setting **Mark In** and **Mark Out** on the video:
  - Move the timeline cursor to the in point.
  - Click the **Mark In** button.

Copyright © 2018 Vizrt

- Repeat for mark out.



- Now, while the video is open, click the Graphics tab in Pilot Edge.Find the overlay graphics, either among the templates (the upper window) or the elements (the lower window).
- Start dragging the graphics by dragging the thumbnail (do not double-click). The graphics tab will now close and the video timeline will appear.
- Drop the graphics on the suitable spot on the timeline.
- The in and out points for the graphics can be fine-tuned by moving the graphics on the timeline.
- Click **Save** when the timeline is created.
- Drag the whole timeline with the drag icon over to a story in Showmaker.

Warning. Saving a timeline in Viz Pilot Edge using the Media Service as backend does not mean that the timeline is saved back to the Media Service. This functionality is only supported by Viz One.

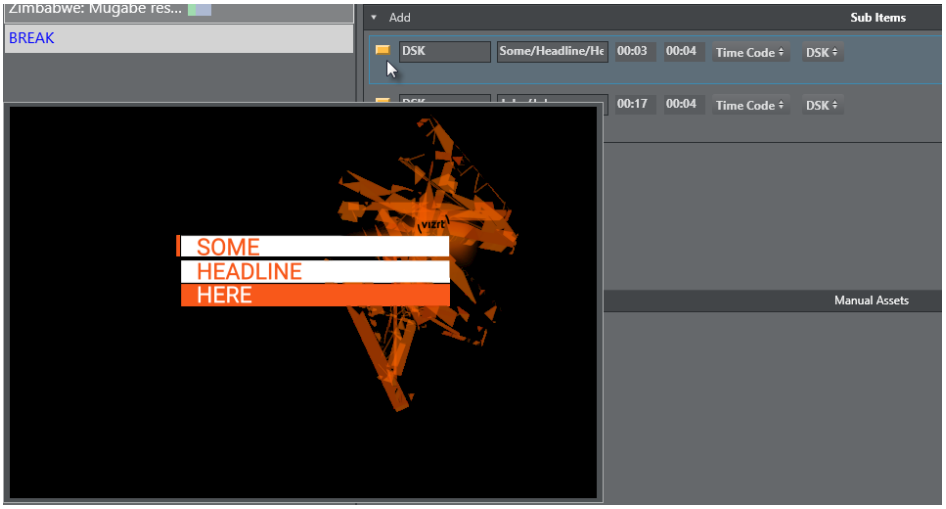
6.2.5 Preview a timeline in Showmaker

There are several ways to preview a timeline in Showmaker.

1. In the Story info area, when clicking a story - the overlay graphics is marked with yellow on-top boxes over the main items. This will give an indication of the in and out points of the overlay graphics:

2. To preview each of the overlay graphic items, click the video in the story and hover the mouse over the items in the **Sub Items** list:

Copyright © 2018 Vizrt



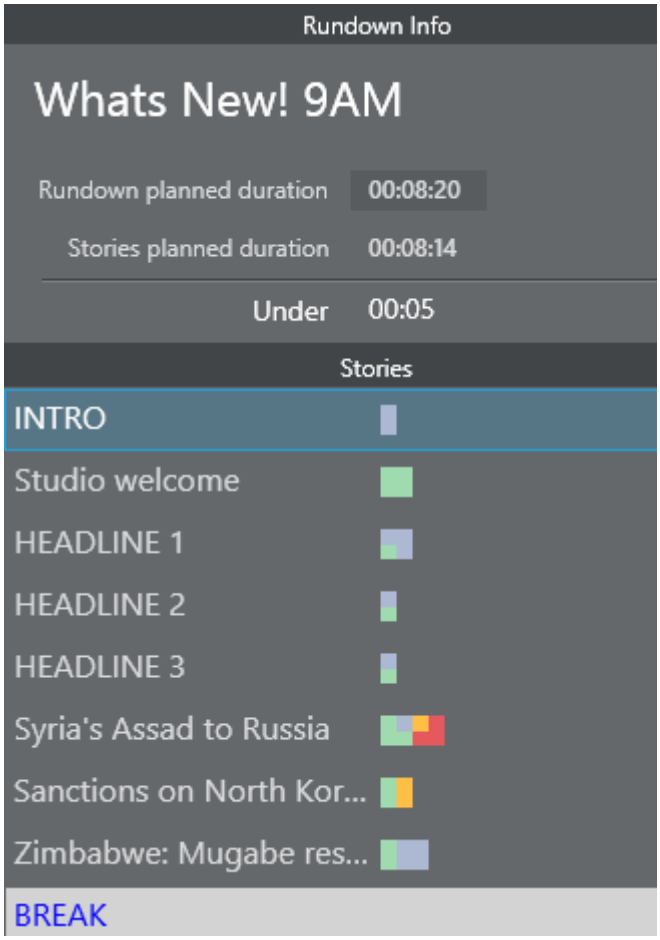
3. To preview the clip and the graphics together, hover the mouse over the clip icon in the story. The clip will start playing in a popup window. Press **Ctrl on the keyboard** to jump between the overlay graphics. Press and hold **Shift** to play the last 5 seconds of the clip and restart it:

6.3 Creating A News Rundown

In this section, a short news rundown is created with the most commonly used structure and items. The news rundown will start at 09:00 and precisely at 09:10 we will go into a commercial break. Content for the first section that has a 10 minutes planned duration must be created. A Break story indicates that we want to air the commercial at exactly 09:10. The Opus/Mosart automation system will show a timer showing whether we are behind or upfront the schedule while playing the individual elements in the stories.

The first story will contain a typical leader (a clip introducing the news), then the system switch to a camera with the presenter that welcomes to the show. Then we will go to today's headlines before we enter the actual stories.

Copyright © 2018 Vizrt



This section contains the following topics:

- Creating and configuring a rundown
- Opening the show with an intro clip
- Saying hello from the studio with a camera
- Presenting today's headlines with voiceover and overlay graphics
- Creating a story with clips, DVE and live sources

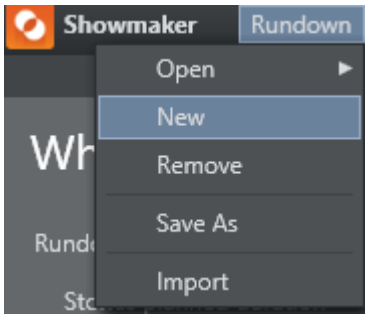
Info: The main items in Showmaker (Camera, Package, Graphics etc.) are called templates in the Mosart/Opus backend. These templates can have one or more variants. The camera template can, for instance, have a variant for each physical camera. It is important to understand that the backend system defines behaviour in the templates. The templates can control devices, send commands and combine actions. In Showmaker you will need some knowledge about the templates set up in the backend when you create the rundowns.

6.3.1 Creating and configuring a rundown

A rundown can be any structured sequence of actions executable in the Mosart/Opus system. The most common use is to use Showmaker for news rundowns, however, it is not limited to news. In

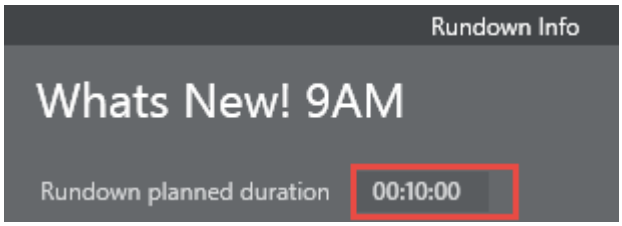
Copyright © 2018 Vizrt

this tutorial, we will use it for that purpose. The most common procedure is to create a rundown for each news show. Start by creating a new rundown with **Rundown > New** from the main menu:



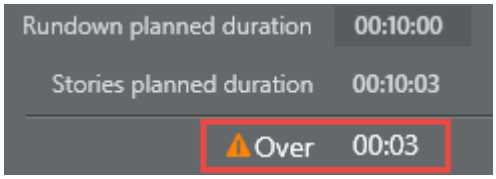
Enter a name and click **Ok**.

Now, we will first set the planned duration for the whole rundown to 10 minutes:



Tip: To easily change the value of a time input box, place the mouse pointer over the box and use the mouse wheel. This will increase or decrease the value with 1 second. Press the modifier keys to change steps: Shift (10 seconds) and Ctrl (1 minute).

When the stories are added to the rundown, each of them will have a **planned duration**. If a planned duration is not set explicitly to each story, the planned duration will adjust automatically to match the actual duration. Showmaker will continuously calculate the actual duration of the stories (**Stories planned duration**) and compare it to the explicitly planned duration (**Rundown planned duration**). Showmaker will display whether the actual duration is over or under the planned duration:



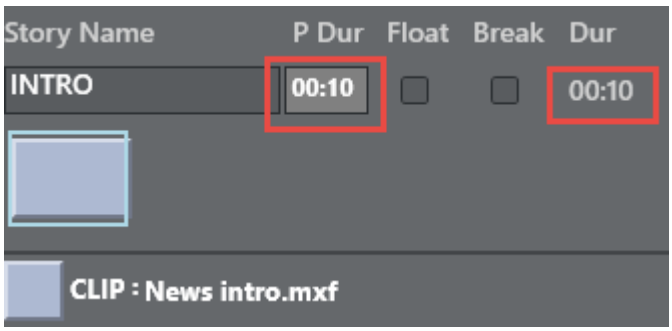
Tip: A good way to plan a rundown is to add empty stories first. The empty stories represent the structure of the rundown. Then, start explicitly filling in the planned duration for each story, so they accumulate up the **Stories planned duration** to match the **Rundown planned duration**.

6.3.2 Opening the show with an intro clip

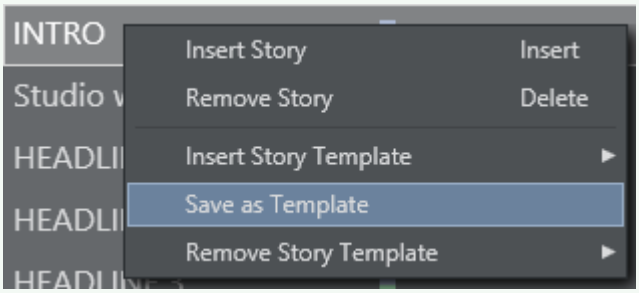
The rundown starts with a story containing an intro clip.

Copyright © 2018 Vizrt

- Add a story, and call it INTRO for instance.
- Find a clip in the **Clips** view.
- Drag it into the story. This will insert the clip with the default variant. If this is not the variant meant for the intro clip, right-click the variant (CLIP) and select a new variant. The clip could also be inserted by
  - Right-click the story
  - Select **Insert > PACKAGE**
  - Now a menu will appear, listing the package (clip) variants set up in the template system in Mosart. Select the correct one for intro clips.
- The planned duration of this story will now be the same as the actual duration.



Tip: Inserting a story with an intro clip is a task that probably needs to be done each time a rundown is created. To reuse the intro story, save it as a template. Right-click the Intro story and select **Save as Template**:

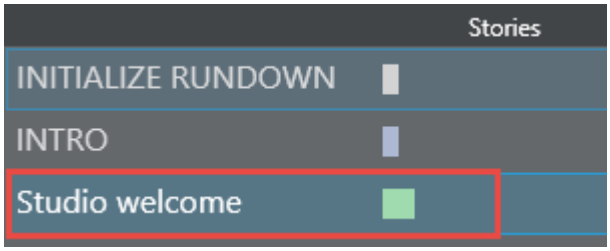


The next time this story is needed, insert it from the **Insert Story Template** menu.

6.3.3 Saying hello from the studio with a camera

After the rundown intro clip, we switch to a camera in the studio where the anchor wishes the viewers welcome to the show. After a short introduction, we switch to another camera, continuing the introduction and jump into today's headlines. First, we insert a story, which will contain the camera and the script for the anchor:

Copyright © 2018 Vizrt



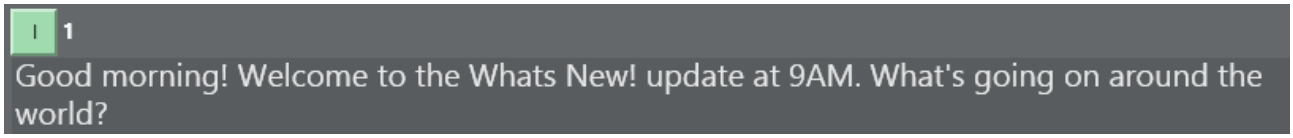
Insert a camera

- Right-click the empty story, select **Insert > CAMERA**.
- Now a new menu appears, containing the camera variants configured in the template system in Mosart/Opus, usually one for each camera:

- Click the camera to be inserted.
- Drag the camera item up or down internally inside the story to move it to another location.

Add a script to the camera

All story items except package (clip) can have a script attached to them. The script is usually what the anchor reads. The duration of the item will then adjust according to the length (number of words) in the script, minimum 4 seconds. For the studio introduction we add an opening line for the anchor to read:



The duration of the camera item (in the Item editor) is now 6 seconds, calculated from the length of the text. Hover over the camera icon with the mouse to make a small down arrow appear.

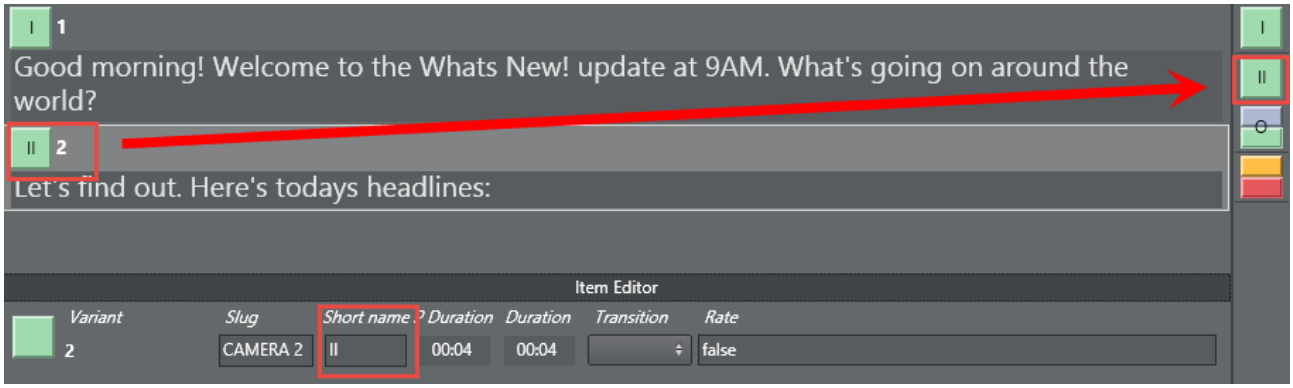
Clicking this will expand and collapse the script area .

Use the camera as an item template

All story items (cameras, packages, graphics, voiceovers etc.) can be accessed in a quicker way by dragging them out to the favorites area. Frequently used items can be placed here.

- Drag the camera icon from the story to the Favourites area.
- Enter a short name (1-3 characters) to identify the item.

Copyright © 2018 Vizrt



6.3.4 Presenting today's headlines with voiceover and overlay graphics

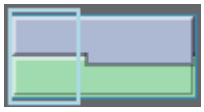
After the welcome lines, the anchor reads today's headlines while a clip is playing. Each of the headlines will be placed in a separate story, so it is easy to do last minute changes (taking a story out of the rundown or reordering stories). It is of course also possible to place all 3 headlines in the same story. When we want a video clip playing with narrated text above, we will insert a Voiceover item. This item consists of a video clip and a narrated script. There are two ways of inserting a voiceover:

1. Right-click the story - select **Insert > VOICEOVER** and select the Voiceover variant, then drag a clip from the Clips view into the Voiceover icon.
2. Find the clip in the Clips view, drag it to the story while holding Shift down. Then the default Voiceover variant will be used.

To insert a script

- Start typing the script in the area below the voiceover item.

The initial planned duration of a story containing a voiceover is zero seconds. While typing the script, the planned duration of the item will increase, up to the length of the clip. The planned duration will follow the length of the script - the planned duration is the blue frame:



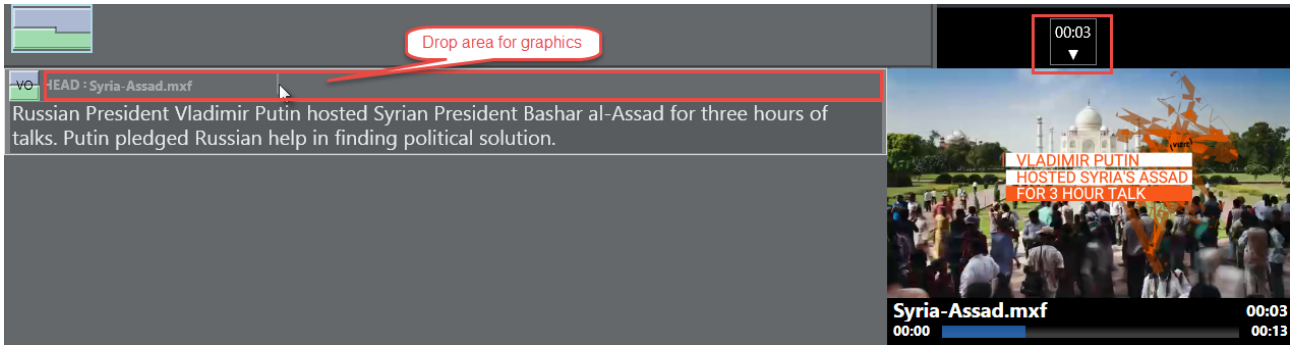
If the amount of text is less than the duration of the clip, a small notch in the green bar inside the item shows the calculated duration of the presenter text. This means that the clip lasts longer than the presenter text, which is sensible because you always want the presenter finish reading before the clip ends.

Insert overlay graphics

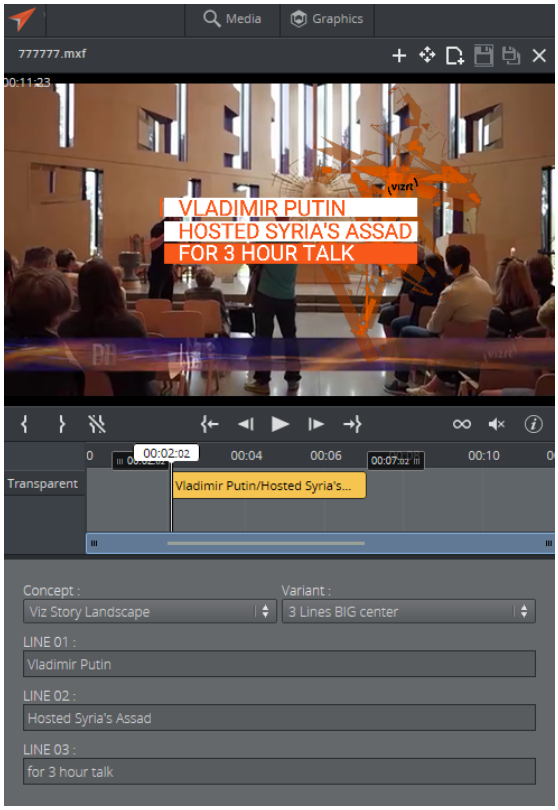
If the system is providing graphics (with Viz Pilot News or Viz Pilot Edge), it is possible to insert overlay graphics on top of a video clip. This is suitable for us when we want to present the headline as the anchor reads it and the clip illustrates it. The quickest way to place overlay graphics on top of the clip with Viz Pilot Edge is as follows:

Copyright © 2018 Vizrt

- Open the graphics template for the headline,
- Fill out the headline.
- Save the graphic element.
- Drag it onto the area to the right of the story item and watch the in point in seconds over the preview of the window as the mouse moves. The area is a timeline representing the full duration of the video. Drop it on the time the graphics should come in:

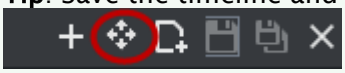


This way of placing overlay graphics onto a clip is good when the graphics should come in at a fixed time, for instance, a nameplate after 5 seconds. However, dropping graphics onto a video in this way is often not accurate enough. If the overlay graphics needs finer tuning, the timeline should be created inside the graphics system, for instance in the timeline editor in Viz Pilot Edge. Then it can be dragged into the story as one item with overlay graphics already present:



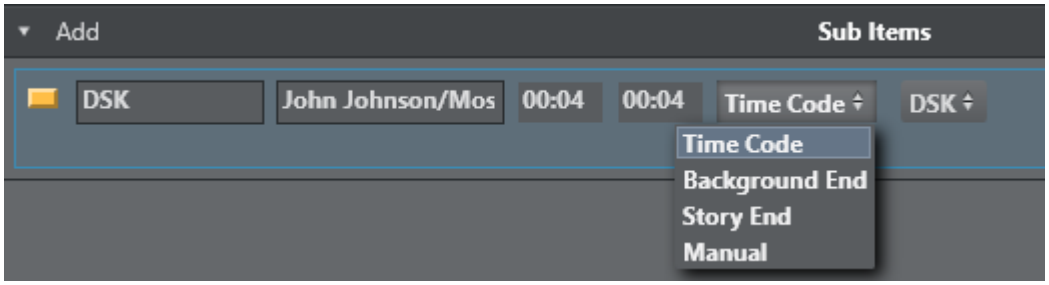
Copyright © 2018 Vizrt

Tip: Save the timeline and drag it into Showmaker with the drag icon.



Taking out an overlay graphics

How long should the overlay graphics stay on air? The default is that the overlay graphics has a fixed duration, which can be explicitly set in the **Sub Items** editor. But there are other ways of getting the overlay graphics off air. This is decided in the Sub items editor for the overlay graphics:



- **TimeCode**: The graphics go out after the specified duration.
- **Background end**: The graphics goes out when the parent item ends (the clip, voiceover or camera)
- **Story End**: The graphics follow the lifetime of the containing story.
- **Manual**: The graphics stays on air until it is manually taken out in the Mosart/Opus frontend.

Info: If using a graphics provider like Viz Pilot Edge, the media clips originate from the media asset provider URL configured in the graphics provider itself. This provider is usually the same as configured in Showmaker, but not necessarily.

Copyright © 2018 Vizrt

6.3.5 Creating a story with clips, DVE and live sources

In this story, we're going to start with an introduction read by the anchor in the studio, then show a DVE graphics with two inputs side by side, the studio on the left and live from Moscow to the right. Then, at one point, we go full screen with the video signal from Moscow, while we play out a lower third overlay graphics with the name of the person being interviewed in Moscow.

- Create a story.
- Insert a camera, along with the opening words for the anchor to read.

Then we want to continue with a clip with a voiceover.

- Drag in a clip from the Clips view and hold Shift when dropping.
- Add a script for the anchor to read.

Insert DVE item

At this point in the rundown, we want to play out a graphical scene with a DVE effect - showing two small windows, one to the left with the studio camera and one to the right, with the live signal from Moscow. A DVE template with the necessary configuration must be added to the Mosart backend to enable this functionality.

- Right-click the story and select **Insert > DVE**.
- A new menu appears with the possible DVE variants configured in the Mosart backend.
- Click a variant. In our case, the variant is called *2 BOX*:

Now, we have inserted the DVE template. The next steps are:

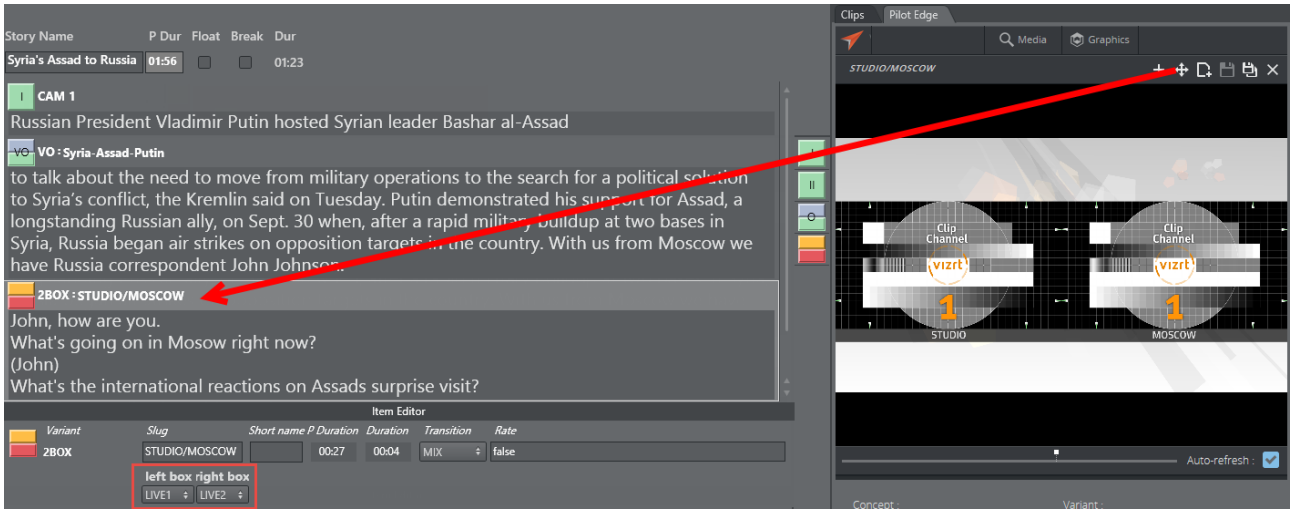
1. specify the graphics scene displaying the boxes
2. specify which input source that is going to be shown in which box.

Select the DVE scene

The system must be configured with a graphics provider, like Viz Pilot Edge.

Copyright © 2018 Vizrt

- Browse to the DVE template in Viz Pilot Edge.
- Open it and enter information, if anything. In our case, we enter the name of the city where the live signal is coming from.
- Save it and drag it from Viz Pilot Edge and drop it directly onto the DVE icon in the story.



Set the sources and add script

In the item editor, the DVE item will expose its possible sources. These are configured in the Mosart backend. Each source can have a newsroom tag, which is displayed above the dropdowns with the possible sources. In our case, the tags are **left box** and **right box**.

The script will be a helper for the presenter and the operator running the show. For a DVE item, the duration will not be decided by the script, because of the live situation. The duration of the DVE item is decided in the **Duration** box in the **Item Editor**.

Copyright © 2018 Vizrt