



Graphics Plugin Release Notes for Avid

Version 3.1



Graphics Plugin





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Antivirus Considerations

Vizrt advises customers to use an AV solution that allows for custom exclusions and granular performance tuning to prevent unnecessary interference with our products. If interference is encountered:

- **Real-Time Scanning:** Keep it enabled, but exclude any performance-sensitive operations involving Vizrt-specific folders, files, and processes. For example:
 - C:\Program Files\[Product Name]
 - C:\ProgramData\[Product Name]
 - Any custom directory where [Product Name] stores data, and any specific process related to [Product Name].
- **Risk Acknowledgment:** Excluding certain folders/processes may improve performance, but also create an attack vector.
- **Scan Scheduling:** Run full system scans during off-peak hours.
- **False Positives:** If behavior-based detection flags a false positive, mark that executable as a trusted application.

Technical Support

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

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1 Graphics Plugin for Avid 3.1.0

Release Date: 2026-08-13

These are the release notes for Graphics Plugin for Avid version 3.1.0. This document describes the user-visible changes that have been made to the software since release 3.0.3.

1.1 New Features

- Added Trio NLE Editor on MacOS (NLE-3467).
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1.2 Fixed Issues

- Fixed stop points from being ignored on subscene transition logic (NLE-3489).
 - Fixed error when using templates with subfields (NLE-3495).
 - Fixed issue with pre-rendering (NLE-3370).
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1.3 Compatibility Notes

- Added support for Media Composer 2025 on both Windows and MacOS (NLE-3482).

2 Documentation

Documentation for the Graphics Plugins is available at the Vizrt Documentation Center:

- [Graphics Plugin Administrator Guide](#)
- [Graphics Plugin User Guide](#)

3 Support

Support is available at the [Vizrt Support Portal](#).