



# Avid<sup>®</sup> Motion Graphics

User's Guide

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Avid Motion Graphics User's Guide v2.5 • 9329-65242-00 Rev B • March 2013 • 3/27/13

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# Using This Guide

Congratulations on your purchase of Avid Motion Graphics. Avid Motion Graphics is the foundation for reliable, high-productivity media production. It is designed for media facilities and broadcasters using the industry's most proven real-time storage software technology, delivering stable operation, high performance media access, and class-leading value. From character generation to full 3D animations, customers can create stunning imagery with a complete next-generation creative toolset, featuring an advanced 2D/3D real-time rendering engine accelerated by the latest GPU technology.

This guide contains all the task-oriented instructions, conceptual information, and reference material you need to get started using your new graphics system. It is intended for use by those responsible for using Avid Motion Graphics in your facility.




Unless noted otherwise, the material in this document applies to the Windows 7 operating system. The screen shots in this document were captured on a Windows 7 system.



*This document describes all the features available for the Avid Motion Graphics Server. Depending on your particular configuration, your system might not contain certain features that are covered in this documentation.*

## Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention	Meaning or Action
	A note provides important related information, reminders, recommendations, and strong suggestions.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
	A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.

Symbol or Convention	Meaning or Action
▶	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (Macintosh), or (Macintosh only)	This text indicates that the information applies only to the specified operating system, either Windows or Macintosh OS X.
<b>Bold font</b>	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
<i>Italic font</i>	Italic font is used to emphasize certain words and to indicate variables.
<b>Courier Bold font</b>	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.

## If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check the latest information that might have become available after the documentation was published.

New information would be found in the ReadMe file available online.

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## Accessing the Online Documentation

The Avid Motion Graphics online documentation contains all the product documentation in PDF format. You can access the documentation in the Avid Motion Graphics Documentation folder on the Avid Motion Graphics installer device.



*You need to download and install Acrobat Reader on your Avid Motion Graphics Server before you can access the PDF documentation.*

### **To access the online documentation from the installer device:**

1. Insert your Avid Motion Graphics USB flash drive (UFD) with the Avid Motion Graphics software into the USB port.
2. Navigate to the Avid Motion Graphics Documentation folder, and double-click the PDF file for the document you want to view.

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# 1

## Avid Motion Graphics Overview

Avid Motion Graphics is a product suite geared for media producers in the media enterprise, professional video, and education market segments who produce graphics for several applications including news, sports, live events (concerts, houses of worship), post production, channel branding, game shows, reality TV, corporate video, and educational purposes.

Avid Motion Graphics solutions can integrate industry-leading broadcast graphics systems and live production servers with both the newsroom and broadcast production. The result is facility-wide access to branded visual templates and elements—from traffic to the promotions department to the journalists—and a more consistent and competitive channel identity in all news, sports and entertainment programming.

This document describes the key features, product suite applications and their descriptions. Depending on your configuration, your Avid Motion Graphics system might not contain certain applications or features covered in this document. Information that applies to a specific application is covered in that particular section.

The following main topics describe:

- [Product Suite](#)
- [Key Features](#)

# Product Suite

The Avid Motion Graphics platform is built on a powerful rendering engine that lets everyone involved in graphics development make the most of their media. The product suite provides a foundation for a variety of applications, including news, sports, live events, post production, and channel branding. The following table describes the different Avid Motion Graphics applications.

Application	Description
Avid Motion Graphics	Avid Motion Graphics is one of three Avid Motion Graphics design applications. It is geared towards the high-end broadcast graphics designer who needs to produce differentiated broadcast graphics with the highest production value. This application has a state-of-the-art feature set allowing for advanced, real-time 2D/3D graphics creation and playout, integrations with common workflows and infrastructure, turn-key or distributed hardware and control architecture. It also has support for Deko graphics.
Avid Motion Graphics Production	Avid Motion Graphics Production is one of three Avid Motion Graphics design applications. It is for broadcast graphics designers who need a cost-effective, easy to use, graphics solution with a w/ 2D/3D production capabilities. This application allows simplified real-time 2D/3D creation, and playout with basic effects, turn-key or distributed hardware and control architecture, and including support for Deko graphics.
Avid Motion Graphics Creation	Avid Motion Graphics Creation is one of three Avid Motion Graphics design applications. It is for graphics departments where graphics designers need separate graphics creation for later playout. They can import and edit third-party graphics objects using the full Avid Motion Graphics feature set for creation in a software only package, which can be installed on a laptop with a powerful graphics card and plenty of memory. This application includes the Clips and Stereoscopic options and has support for Deko graphics.

<b>Application</b>	<b>Description</b>
Avid License Control	<p>Must be installed on any computer with a licensed component. For instance, the servers pass licenses to Journalist clients and News Control Clients.</p> <p>Installed on the Avid Motion Graphics computer, Avid Motion Graphics Journalist Server, Avid Motion Graphics Preview Renderer, and any Computers running 3DS, Photoshop, MAP or Avid Motion Graphics Control.</p>
AMG Advanced Device Manager	<p>Used for the iNEWS Command workflow or Automation and is installed on the Avid Motion Graphics Server.</p>
Avid Motion Graphics Control	<p>Avid Motion Graphics Control is for non-newsroom graphics and control room operators. For those who need to control sequenced or non-sequenced graphics, and need the ability to adjust graphics on-the-fly. This application provides full graphics control for playout flexibility. It is installed with Avid Motion Graphics or on a separate 3rd party system.</p>
Avid Motion Graphics Font Package	<p>Allows use of graphics previously created in Deko and users can create new graphics using fonts from this package in Avid Motion Graphics too. Installed on the Avid Motion Graphics Server.</p>
AMG Transcode	<p>AMG Transcode is an application that allows you to convert from multiple types of clips into a known usable format, which allows playback in real-time and has aligned audio.</p>
Deko Translator	<p>The DekoTranslator is an application that allows you to utilize your existing Deko Graphics assets and convert them into native AMG Compositions. DekoTranslator is a standalone application not requiring AMG or Deko to be installed to work correctly. However, to confirm that the all the assets required to process the Deko Graphics are available, you need some version of the Deko application. It is recommended that you use a single computer that has a version of both Deko and AMG installed.</p>

<b>Application</b>	<b>Description</b>
Deko Chart Designer	Allows use of Deko graphics previously created with Deko Chart Designer. Installed on the computer running Avid Motion Graphics with Deko Player or Deko Translator.
Deko Player	Deko Player is a component of Avid Motion Graphics that allows you to easily play your existing Deko graphics to air.
Avid Motion Graphics Journalist	Avid Motion Graphics Journalist is for the journalists who need template graphics for easy fulfillment of data. This application allows for use of the NRCS Integrated MOS plug-in along with flexibility in determining the level of functionality that journalists are exposed to for fulfillment of graphics data and adjustment of templates. Avid Motion Graphics News Control is also part of this installer.
Avid Motion Graphics News Control	Avid Motion Graphics News Control is designed for the news graphics operators who need graphics rundown automation with manual control. This application allows for automated graphics playout connected to the NRCS rundown, on-the-fly graphics adjustment, and third-party production automation integration. This application is part of the Avid Motion Graphics Journalist installer.

# Key Features

The following table describes some of the key features of Avid Motion Graphics.

Feature	Description
Real-time 2D/3D graphics processing and rendering	Graphics creation from basic CG functions up to highly advanced real-time compositions using effects and shaders. Switch between 2D and 3D without complexity.
Deko asset preservation	Saves resources, time, and money by letting you use all the same raw file assets. Includes a translator to bring the basic components of your Deko files onto the new platform.
Workflow integration	Enables you to integrate graphics into the newsroom and edit suite while transitioning to the new platform. Empowers you to create powerful newsroom graphics from advanced templates.
Object-based environment	Allows each object to contain its own parameters and animation properties, and to be combined in an infinite variety of ways.
Local or distributed controller	Enables you to bring graphics to air with all products within the Avid Motion Graphics platform. Includes full override capabilities and the fastest to air workflows.
Text editing and effects	Gets you to air quickly with all the standard text entry and editing functionality, as well as dozens of preset text effects and animations.
Primitives modeling and animation, environment lighting and atmosphere tools	Available plug-ins provide export from industry standard tools, such as Photoshop and 3D Studio Max, letting you create 3D objects and animations natively or from imported geometry with open integrations.
Intuitive user interface with traditional 2D and multiple 3D views on demand	Enables you to work more efficiently to create many types of graphic assets, from character generation to full 3D animations.
Enhanced materials with soft clipping planes, specular effects, bumpmapping, advanced materials, shaders and shadows	Provides a wide range of creative options to develop a differentiated look and feel for any application.

<b>Feature</b>	<b>Description</b>
Group effects	Lets you animate entire groups of objects, such as multi-line scoreboards with a variety of preset animations.
Clips and/or video input mapped to any object including text	Enables you to map graphics clips or input video to any object and play in combination with timeline animations.
Control via automation, external machines, or applications	Interfaces with automated graphics playout control systems to automatically trigger playout in a variety of workflows.
Data-driven graphics	Lets you dynamically update graphics, such as financial charts, sports scores, and election results via integration with ODBC sources, RSS feeds, XML files, and/or third-party data sources and applications.
Advanced GPU technology support	Supports the latest advances in GPU and I/O technology, as well as formats from NTSC up to 2K, including film resolutions and custom formats.

## 2

# Graphics Design Products

The following describes the Avid Motion Graphics design products user interface created for those users who produce graphics and compositions, which are used for news, sports, live events (concerts, houses of worship), post production, channel branding, game shows, reality TV, corporate video, and educational purposes.

The following main topics describe:

- [Design Products](#)
- [Understanding the Design User Interface](#)

## Design Products

You can use the Avid Motion Graphics design products to create graphics you want to present on-air, such as lower thirds, frames for text, clocks, leaderboards, full-screen bulleted lists, templates for interfaced data, and pops, for quickly popping partial graphics onto a master graphic. The graphics are saved as a composition. The composition contains all the objects and all the properties of those objects, including the animation.



*All graphics are built in 3-dimensional space, even if they are 2-dimensional objects. multiple objects can be grouped together to create a new object.*

In the Avid Motion Graphics product suite, there are three main design applications with which graphics and compositions are created. With some feature differences, the user interface for each of these design products is the same.



*For this topic, starting your Avid Motion Graphics application means whichever Avid Motion Graphics design application you are using.*

The following table describes the different Avid Motion Graphics design applications.

<b>Design Application</b>	<b>Description</b>
Avid Motion Graphics	Avid Motion Graphics is one of three graphics design applications. It is geared towards the high-end broadcast graphics designer who needs to produce differentiated broadcast graphics with the highest production value. This application has a state-of-the-art feature set allowing for advanced, real-time 2D/3D graphics creation and playout, integrations with common workflows and infrastructure, turn-key or distributed hardware and control architecture. It also has support for Deko graphics.
Avid Motion Graphics Production	Avid Motion Graphics Production is one of three graphics design applications. It is for broadcast graphics designers who need a cost-effective, easy to use, graphics solution with a w/ 2D/3D production capabilities. This application allows simplified real-time 2D/3D creation, and playout with basic effects, turn-key or distributed hardware and control architecture, and including support for Deko graphics.
Avid Motion Graphics Creation	Avid Motion Graphics Creation is one of three graphics design applications. It is for graphics departments where graphics designers need separate graphics creation for later playout. They can import and edit third-party graphics objects using the full Avid Motion Graphics feature set for creation in a software only package, which can be installed on a laptop with a powerful graphics card and plenty of memory. This application includes the Clips and Stereoscopic options and has support for Deko graphics.

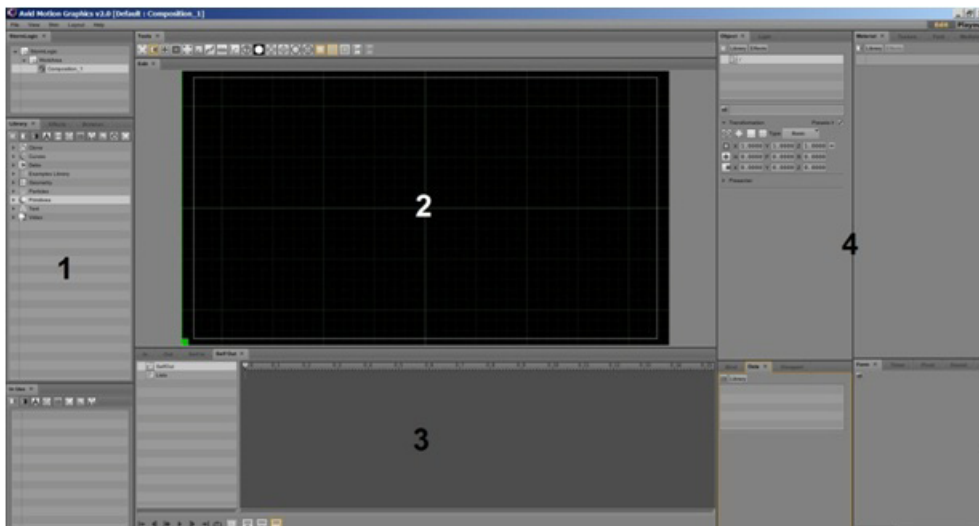
No matter which of the design applications you are using to create your graphics, many aspects of the workflow are the same. You can import or create assets or movies in a project. Those assets are then used to create layers and assembled in a composition. The properties of those layers can be modified by adding effects, textures, fonts or even animation. You can preview the rendered composition and export it for playout.

# Understanding the Design User Interface

The Avid Motion Graphics design user interface consists of a layout, which is a set of areas containing panes and tools that are installed with the product. The size and location of the areas and panes are set by default in each of the different basic layouts. Not all of the available panes are displayed in each layout, but users can customize which panes are displayed, their sizes, and where they are located in the window. You can name and save a customized layout so that it appears in the layout menu, and can be selected for use again. The following illustration shows the default layout for the graphics design user interface.



*Your user interface may look slightly different from that in the following illustration based upon your options and configuration. You are able to rearrange your personal user interface by dragging a tab, with a left-mouse click, to a different area, and releasing the tab when the area in which you want to place the tab is highlighted in white. You are also able to tear tabs off completely and have those individual tabs open in separate windows. A placeholder with the tab name will be held in the user interface, but no information will be held there until the external window is closed.*



In addition to the areas and panes, the application layouts feature menu bars and tools in the panes that offer additional information and functionality. The following table describes the areas and panes displayed when using the default layout.

Area	Description
1 - Assets	The Assets area displays different types of asset panes. The asset panes are tabbed libraries of graphic objects, materials, and effects, which can all be used in composition creation. This area also contains the Browser and StormLogic panes to help locate and navigate different assets used in compositions, and the In Use panes, which contains all of the assets that are in use in the current composition. For more information, see <a href="#">“Assets Area” on page 21</a> .
2 - Viewports	The Viewport area contains the Tools, Playout, and Preview panes and can contain more than one Viewport. This is the area where you layout your design and create your compositions. For more information, see <a href="#">“Viewports Area” on page 31</a> .
3 - Animation	The Animation area allows you to add timing or motion to a composition. For more information, see <a href="#">“Animation Area” on page 35</a> .
4 - Model	The Model area displays panes for used for modifying a selected object. It allows you to change object and effect values for the assets used in a composition. The object values are the sizes and shapes of assets used in compositions. The effect values are the colors, textures, reflectiveness, and so forth, on the surfaces of the assets in compositions. For more information, see <a href="#">“Model Area” on page 37</a> .

By default, panes are grouped into different areas in the user interface for basic ease of access. All panes can be moved to different areas, thereby creating custom layouts, depending on the user’s preferences.

## Assets Area

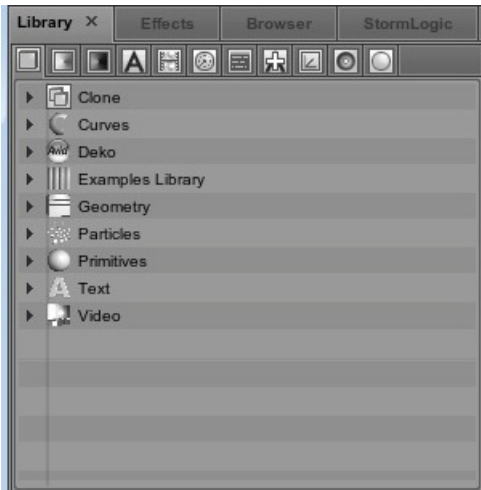
The Assets area contains the following panes by default:

- [Library Pane](#)
- [Effects Pane](#)
- [Browser Pane](#)
- [StormLogic Pane](#)
- [In Use Pane](#)

## Library Pane

The Library pane is comprised of preset library categories that contain different objects, shapes, graphic images, materials, textures, and so on, which are the fundamental building blocks of your compositions. You can also create custom images and add them to these different libraries.

Each library category is represented by a different icon displayed at the top of the Library pane. You can select an icon to display objects in that particular library. For instance, in the following illustration the Object library icon is selected and a list of object categories is displayed.



To view the contents of a library category, click the disclosure arrow to the left of the category name in the list. In the following illustration, the clicking the disclosure arrow next to the Basic category in the Materials library displays the available basic materials.














You can make these Icons larger by placing the pointer over the divider line between the disclosure arrow and the name of the category. This works for any divider line in the user interface.



The pointer becomes a cross hair, which allows you to drag the divider line to the right, enlarging the items, and making them easier to identify.

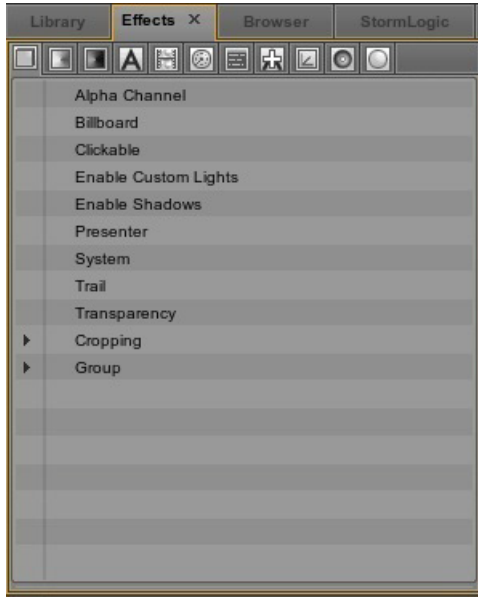


The following table lists the icons for the different libraries and their descriptions.


Library Icon	Description
	Object library - this is a library of different predefined objects that can be used in compositions. The objects categories, such as Curves, Primitives, Text and others are listed here.
	Material library - this is a library contains shader presets used to define the basic surface properties, such as glass, metal, plastic They determine how the light in a composition reacts on an object's surface. Materials that can be applied to objects or text, which are used in compositions.
	Texture library - this is a library of different predefined textures that can be applied to objects, fonts, and materials, which are used in compositions
	MediaIn library - This is a library of different predefined media-type file objects (.wav, .mov, and clips) that can be used in compositions.
	Font library - this is a library of different predefined fonts objects that can be used in compositions.
	Timer library - this library contains different predefined timers that can be used with objects in compositions.
	Map library - this is a library of different predefined map objects that can be used in compositions.
	Font Fix library - this is a library of different predefined font fix objects that can be used in compositions.
	Pivot library - this is a library of different predefined pivot objects that can be used in compositions.
	Sound library - this is a library of different predefined sound objects to which a particular sound can be assigned in compositions.
	Light library - this is a library of different predefined light effect objects, such as that can be applied to compositions.

## Effects Pane






The Effects pane is a collection of different preset effects that can be used in compositions. You can also create custom effects and add them to these different collections. The different effects are represented by a different icon displayed at the top of the Effects pane.



You can display the contents of each of the different effects collections by clicking on its icon. The following table lists the icons for the different preset effects and their descriptions.

Effects Icon	Description
	Object Effects - this is a library of different predefined object effects, which can be applied to objects and can be used in compositions.
	Material Effects - this is a library of different predefined material effects, which can be applied to objects and can be used in compositions.
	Texture Effects - this is a library of different predefined texture effects, which can be applied to objects and can be used in compositions.
	Font Effects - this is a library of different predefined font effects, which can be applied to fonts and can be used in compositions.
	MediaIn Effects - this is a library of different predefined media effects, which can be applied to objects and can be used in compositions.


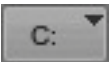



Effects Icon	Description
	Timer Effects - this is a library of different predefined timer effects, which can be applied to objects and can be used in compositions
	Bind Effects - this is a library of different predefined bind effects, which can be applied to objects and can be used in compositions
	Pipe Effects - this is a library of different predefined pipe effects, which can be applied to objects and can be used in compositions
	Modes Effects - this is a Library of the system modes.
	Light Effects - this is a library of different predefined light effects, which can be applied to objects and can be used in compositions

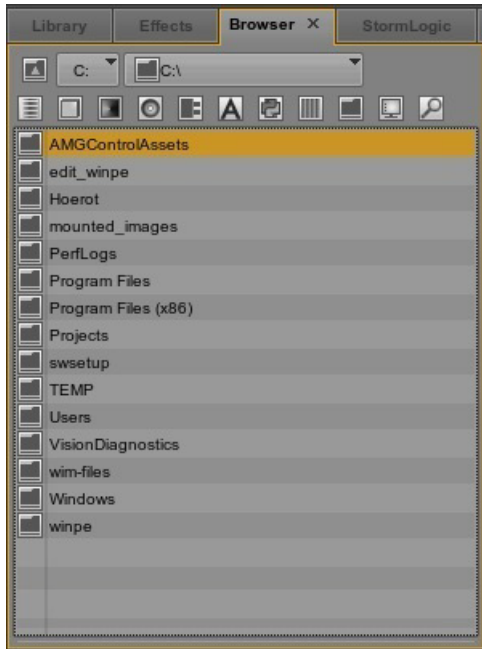
## Browser Pane

The Browser pane displays a collection of different preset file locations and their respective folder lists, containing assets, which can be used in compositions. You can navigate to different locations using the convenient navigation tools at the top of the pane.



Navigation Tool Icon	Description
	Move up one drive
	Select a Disk Drive
	Select a Drive path

You can also use the quick navigational presets to display the list of folders in each predefined location. Each predefined location is represented by a different icon, displayed at the top of the Browser pane just under the navigation tools.



The following table lists the icons for the different default locations and their descriptions. Currently all paths are `C:\users\\Documents` except for the fonts path which is `C:\Windows\Fonts`.

Browser Pane Icon	Description
-------------------	-------------



`\dbs - database path`










`\obs - object path`



`\imas - imas path`

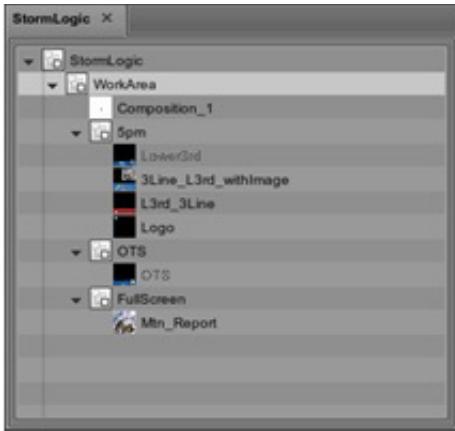


`sounds path`

<b>Browser Pane Icon</b>	<b>Description</b>
	\plg - plug-in path
	fonts path
	\python path
	\sets path
	\ipf path
	\desktop path
	Open Operative System Browser

## StormLogic Pane

The StormLogic pane displays all of the compositions in a project. A project can contain any number of different compositions, which you might want to keep in the same locations for convenience. For instance, It might be a good practice to keep all of the graphics used for a particular program in the same project location. The StormLogic pane displays, in a tree-like structure, the way a composition interacts with other compositions. It shows how objects act as part of a composition. The logic is built as you create a composition. The StormLogic pane allows you to quickly navigate to and open a composition so you can review it or make a change.



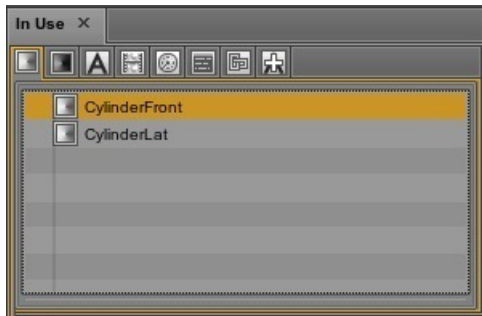
When you select a composition in the StormLogic pane, it opens and displays in the Viewport area.



*You can change the default name assigned to a composition on the StormLogic pane. Double-click the name of the composition, type the new, more meaningful name, and press the enter key on the keyboard. When naming projects, objects or compositions use only alphanumeric characters and underscores (\_). Do not use any special characters, such as asterisks (\*), at sign (@), dollar sign (\$), percent (%) back slash (\) or forward slash (/) marks.*

## In Use Pane

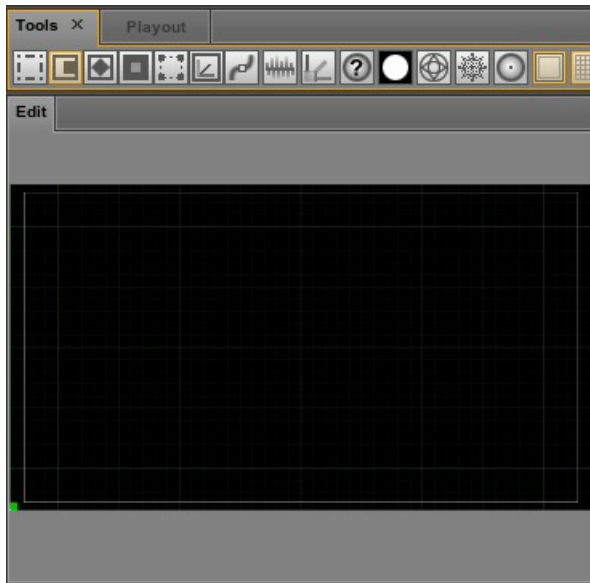
The In Use area contains the In Use pane, which is a tree-like structure that displays the assets that are being used in a particular composition.



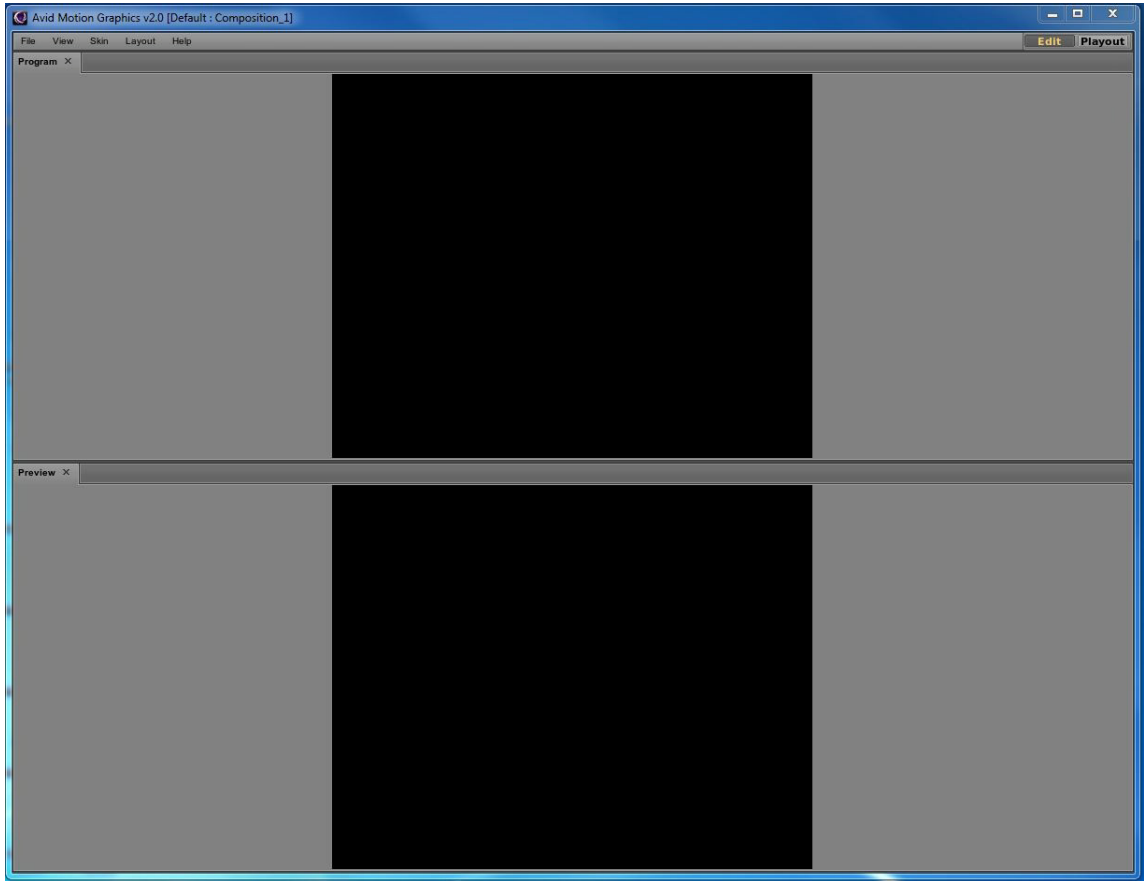
In the previous example, the Materials in use icon is selected and displayed are all of the material assets in use in this particular composition. Depending on the assets used in a composition, different icons appear on this tab. Clicking on the icon displays a list of those particular types of assets in use in your composition.

## Viewports Area

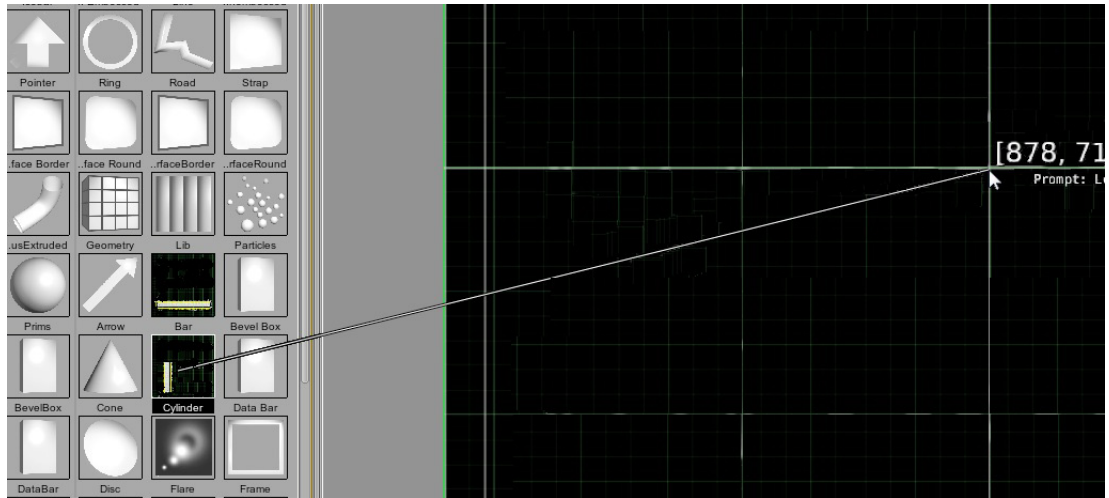
The Viewports area of the user interface is where you layout and design your compositions. The default layout includes the Tools, Playout and Edit panes with the viewport appearing on the Edit pane, as shown in the following illustration.



Depending the layout you select, there may be more than one viewport available. For instance, you may opt to work with the Playout layout when you are controlling playout remotely using Avid Motion Graphics Control or Avid Motion Graphics News Control. This layout affords you different simultaneous views of your composition including the Program and Preview panes, as shown in the following illustration.



Generally, when creating graphics, you select your asset object from one of the categories in the Library pane, and drag and drop it onto the Viewport area.


















As shown in the previous illustration, when you drag an object from the Library pane to the viewport on the Edit pane, a connection line clarifies which object you selected and where it will be placed in the viewport. The horizontal and vertical pixel coordinates appear next to the mouse pointer, providing the exact viewport location.

The Tool icons located at the top of the viewport on the Tools pane provide quick access to tools referred to as gizmos. The gizmos are used to directly transform the objects in the viewport. As you use the tools to transform an object in the viewport, the coordinates for the object are displayed in the Transformation section of the Object pane.

Tools Pane Icon	Gizmo Type
	Deselect (q)
	Move (w)
	Rotate (e)
	Scale (r)



Tools Pane Icon	Gizmo Type
	Box (t)
	Object Pivot (y)
	Path <u>
	Display Statistics <Alt+s>
	Display Global Axis <Alt+e>
	Display Camera Data <Alt+i>
	Display Alpha Channel
	Display Wireframe <Alt+u>
	Freezes Interface <Alt+f> Snowflake
	Reset Camera <Alt+r>
	View camera point of interest <Alt+m>
	Display Safety Frame
	Grid <alt+g>

Tools Pane Icon	Gizmo Type
	GridSnap
	Enable Video Input 1

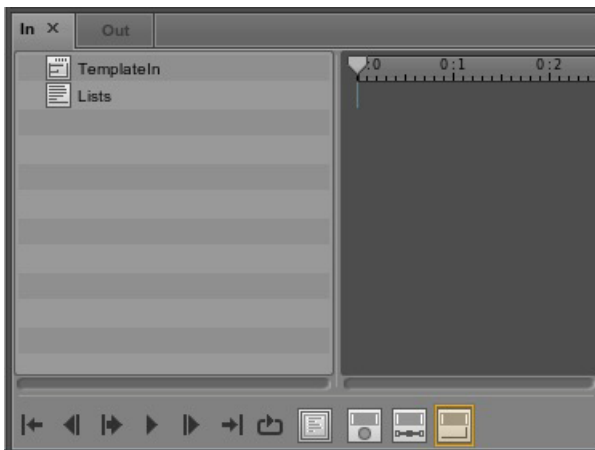
## Animation Area

Keyframe animation is one way to add motion to the objects in your compositions. This is the process of setting at least two values for a parameter on an object at two or more points in time. For instance, when at least two keyframes are assigned to an object for any given parameter, Avid Motion Graphics creates a transition between the keyframes, generating a smooth change between the two points in time.








The Animation area of the design user interface is used to add motion to your compositions. This Area contains the In and Out tabbed panes along with a timeline, controls, and tools.

Objects can be dragged and dropped into the timeline using the center wheel on the mouse.




The timeline has two modes, the default Lists mode, which displays as a locked hierarchy of actions and is automatically organized as Lists > Items > Editors; or the Actions mode which allows for line by line editing of actions due to the delineation of the hierarchy.



The following table describes the Animation area control icons.

<b>Animation Controls</b>	<b>Description</b>
	Go to Start
	Go to previous Keyframe
	Play Production
	Pause/Resume
	Go to next keyframe
	Go to end
	Loop mode

The following table describes the Animation area tool icons.

<b>Animation Timeline Tool Icons</b>	<b>Description</b>
	Frame window
	Autokeyframe
	Spline keyframing

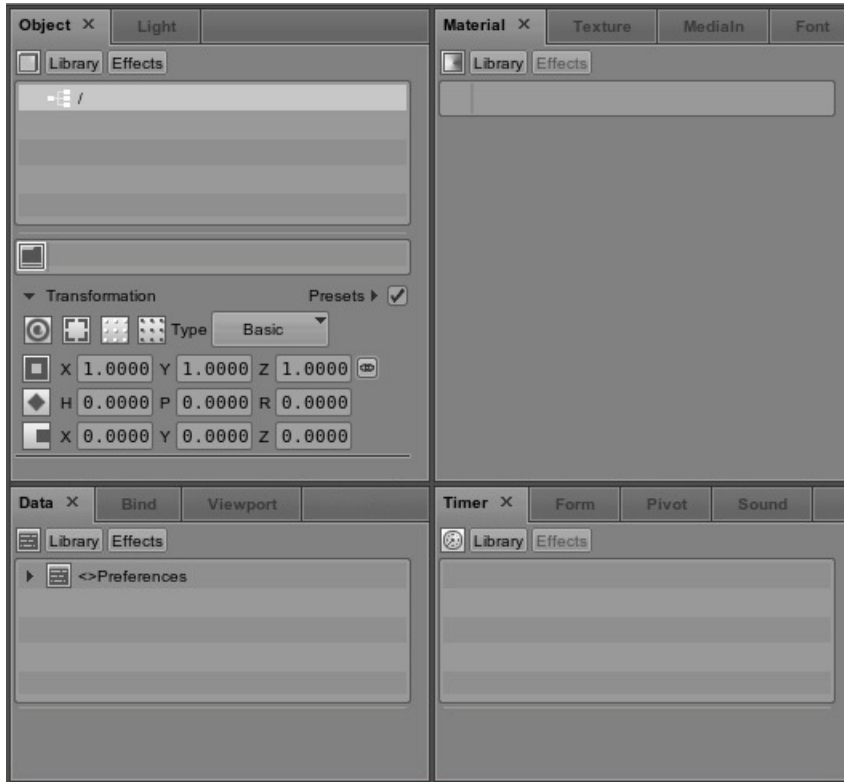
**Animation Timeline Tool Icons** **Description**

Autofit

**Model Area**

The Model Area contains various tabbed panes, which contain tools that appear as objects are added to the composition. The tools that are used to modify the size and shape of a selected object in your composition as well as the colors, materials, fonts, and textures used with that object. There are also tools that allow you to add timers and lighting. The following panes appear in the Model Area.

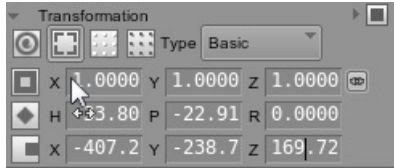
- [Object Pane](#)
- [Light Pane](#)
- [Material Pane](#)
- [Texture Pane](#)
- [MediaIn Pane](#)
- [Font Pane](#)
- [Data Pane](#)
- [Bind Pane](#)
- [Viewport Pane](#)
- [Timer Pane](#)
- [Form Pane](#)
- [Pivot Pane](#)
- [Sound Pane](#)







## Object Pane

As soon as you begin to create a composition and place an object in the viewport, you will notice a Transformation section open in the Object pane, located in the Model area. The Transformation section allows you to move an object around in the viewport. This section contains tools and controls, which enable you to modify coordinates of an object, to change its size, shape or position in your composition.

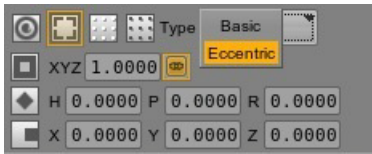
Within the Transformation section, coordinates of an object can be scaled with a left-mouse click and dragging the mouse left-to-right. If you click on the hundreds-digit, the coordinate will move to the order of one hundred, if you click on the ones, it will move in increments of one accordingly. You can also enter numeric values by double-clicking in a field, typing a precise digit and pressing the enter key. Lastly, you can copy a field value in the same manner as you would bind two fields--in order to copy a field value, click on it with the center mouse wheel and drag it into the field box which you want it copied into.



The four buttons at the top of the Transformation section affect the way an object appears in a composition. Even though you might change many of the coordinates of an object in your composition, you can simultaneously reset the values of your coordinates by right-clicking over the word Transformation and selecting Reset value from the menu. The following table describes the buttons found in the Transformation section.





Transformation Buttons	Description
	Cull button - allows you to remove a selected object within a composition without deleting it.
	Visible button - displays a bounding box around the selected object in a composition.
	Reset button - resets all of the matrix settings to the original coordinates.
	Matrix button - you can click this button and drag the current set of matrix coordinates to the timeline creating in and out points for adding animation to a composition.

You can select the type of preset coordinates that are available by using the Type selector down arrow.




The Basic type displays the Scale, Rotate, and Displace preset coordinates. The Eccentric type displays an additional set of preset coordinates for the Center presets of an object. The following table lists the icons for the preset coordinates.

**Preset Coordinate Icons Description**

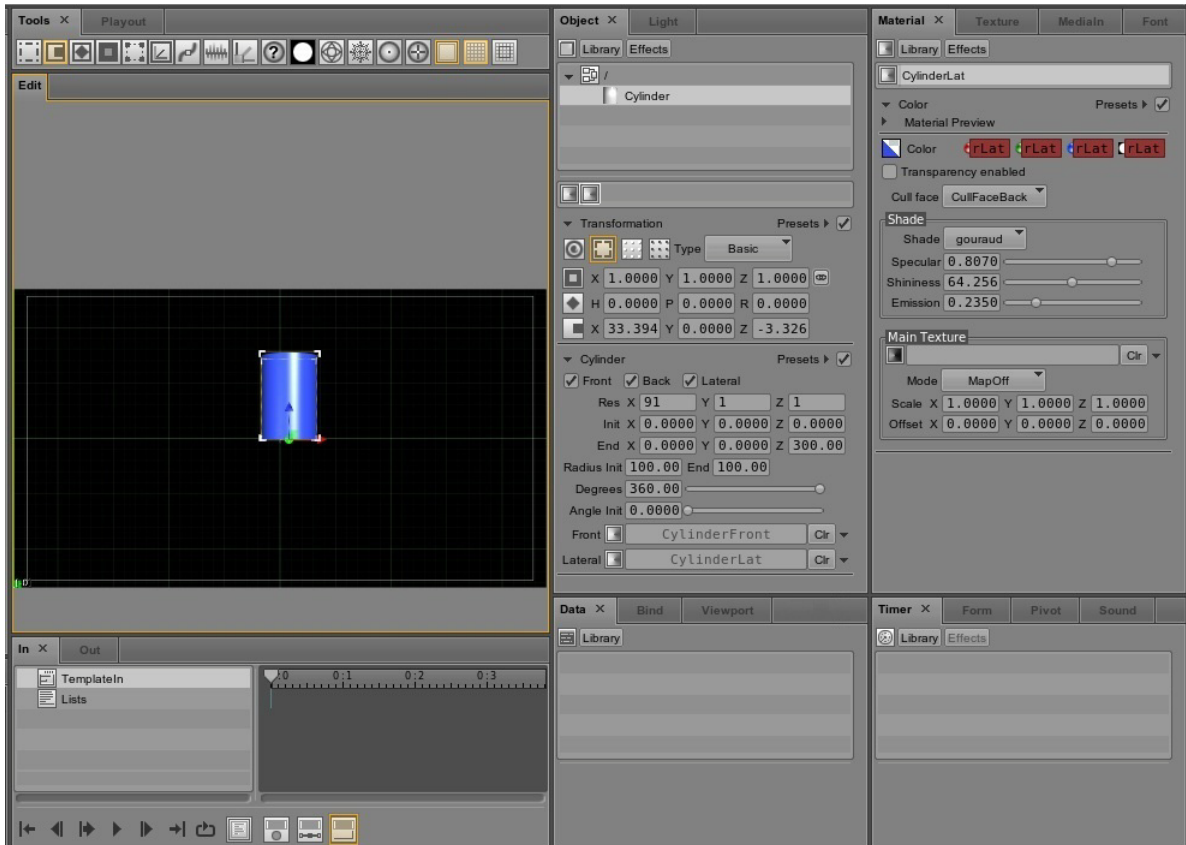
	Center coordinates
	Scale coordinates
	Rotate coordinates (H = Heading, P = Pitch, and R = Roll)
	Displace coordinates

Located to the right of the Scale coordinates is a Uniform Scale button, as shown in the following table.

**Uniform Scale Button Description**

	Pressing this button collapses the scale coordinate values so that you can uniformly scale the entire object at one time rather than scaling each axis coordinate individually.
---	---

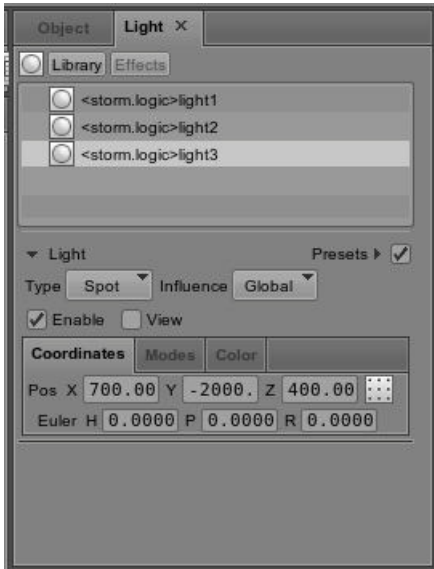
As you enhance and refine the graphics in your composition, more controls and tools become available with which you can work. In the following illustration, the object selected is a cylinder to which a color was added.



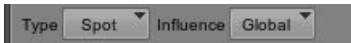
Notice that now there are tools and controls available on the Material pane with which you can make adjustments to the color. All of the adjustments you make to your graphics can be saved as presets so they can be reused in other graphics and compositions.

## Light Pane

The Light pane contains the tools and controls that allow you to add different types of lighting to objects and compositions. You can add lighting from the library pane when you select the Light library icon and double-click or drag-and-drop on a type of lighting in the list.

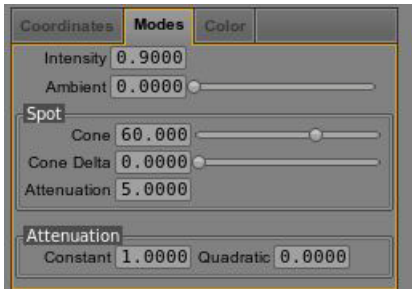


There are three global lights listed by default but you can also add a spotlight, local, and infinite type-light by selecting them using the Type button, as shown in the following illustration.

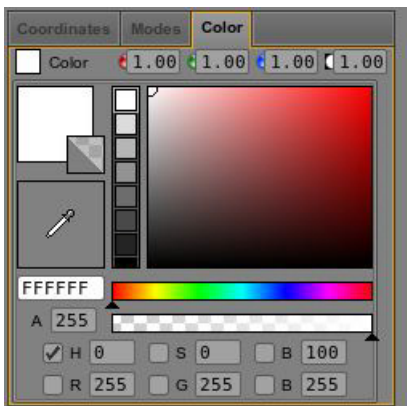


The Influence button, shown in the previous illustration, is used to select whether light influences all of the scenes, the scene to which the light belongs, or only to those objects which select the light.

You can move the lights on the X (horizontal), Y (depth), and Z (vertical) axis, and when you are using a spotlight, you can also adjust the euler coordinates with the tools located on the Coordinates tab. You can adjust the intensity of the light on the Mode tab.

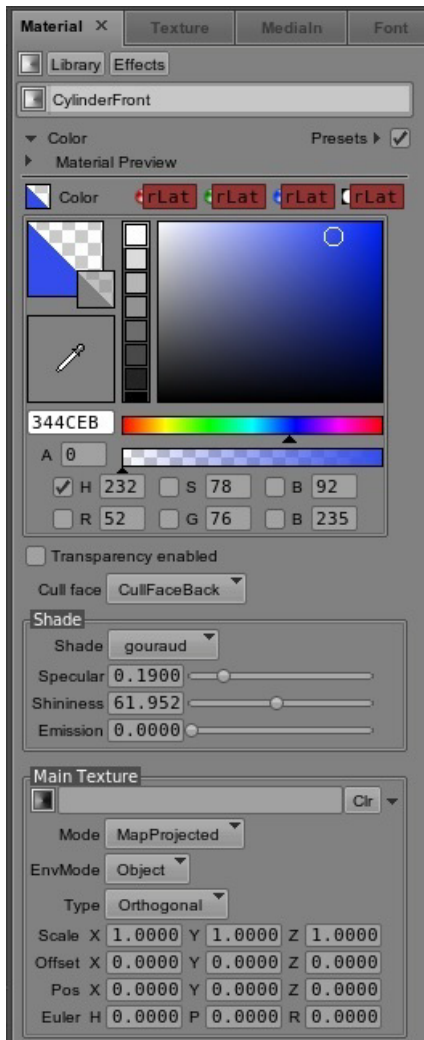


Color is added to the light from the Color tab.



## Material Pane

The Material pane contains the tools and controls that allow you to add color to, and modify other surface attributes of the objects in your compositions. In the following illustration, the Cylinderfront object is the focus of material work. A blue color has been applied to the object. From this pane you can adjust the shade properties specular, shininess, and emission of the material as well as the texture.



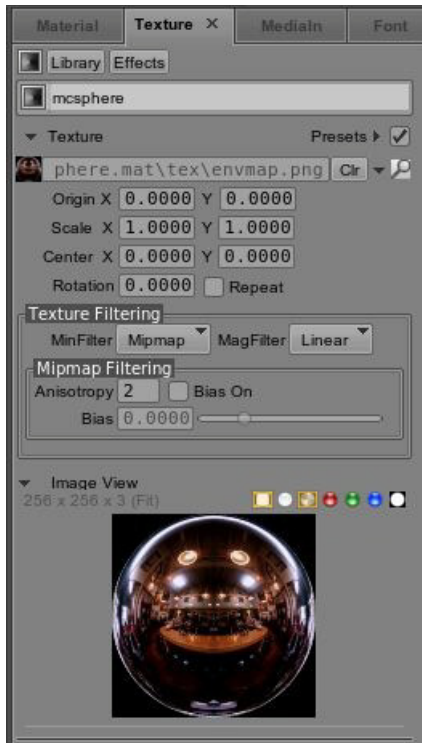
## Texture Pane

Textures are usually bitmap images. You can use the bundled textures included with AMG, find them from various Web sites or create them using a digital camera. Adding textures to the material of your object gives them the most realistic look. The Texture pane displays the textures applied to the material used on objects in a composition.

You can add a texture to material from the library pane. In the following illustration the Texture category is selected in the Library pane of the Assets area, a list of texture objects are displayed, and the mcsphere texture is selected.

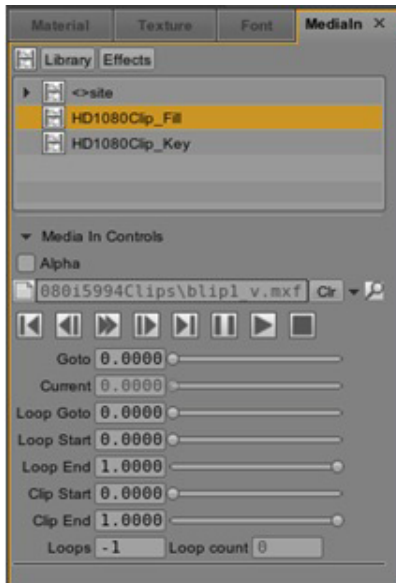


From the Texture library, drag the Texture file to the Main Texture selector at the bottom of the Material pane. The word Texture is displayed in the selector where you can select the actual image you want the map to use. After you have selected the texture, the Texture pane displays the coordinates and controls with which you can adjust the look of the texture.



## MediaIn Pane

The MediaIn pane displays a list of Media objects (clips or audio) coming into a composition. This pane contains controls you can use to direct the behavior of the media used in a composition.



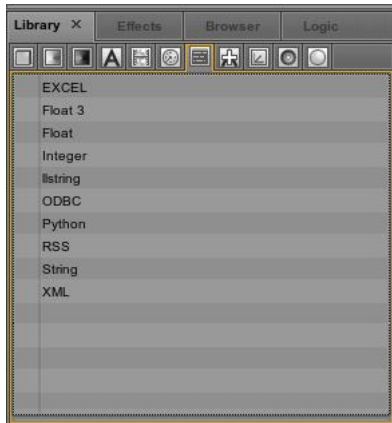
The control buttons allow you to; Start, Step Backward, Play Backwards, Play Forward, Step Forward, To End, Pause, Resume, and Stop the media object's action in the project. You can click these controls and drag the values to the timeline to animate them when the composition is played.

## Font Pane

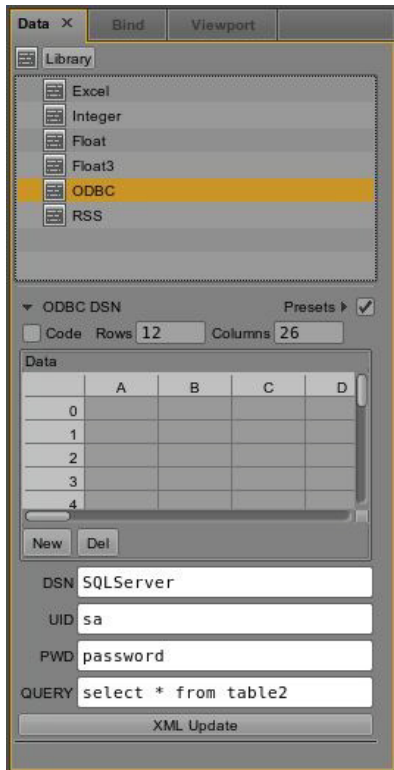
The Font Pane allows you to set a typeface for your text elements. After a text object has been assigned a 2 or 3 dimensional shader, a typeface can be selected from your computers available fonts.

## Data Pane

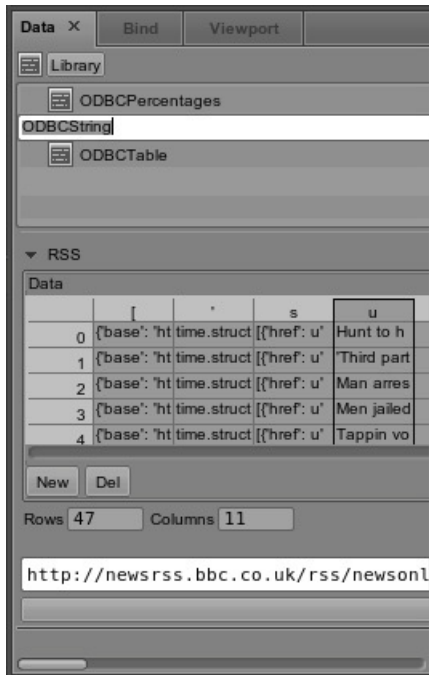
The Data pane contains the tools and controls that allow you to add different types of data objects to compositions. You can add a data object from the library pane when you select the Map library icon and double-click or drag-and-drop a type of data object from the list. Data objects in the Maps library can include those in the following illustration.



After adding a data map object to your composition, the object appears in the Data pane, where you can adjust the values for the object so that it displays the data correctly in the composition. The following illustration shows the focus on the ODBC data that was added to the composition.



You can customize the name by which a data object appears in the list by double-clicking the name and typing in a new, more meaningful name or description in the Text box, as shown in the following illustration.



After typing in the new name for the data object and pressing the Enter key on your keyboard, the name is changed, as shown in the following illustration.



Another example of data selected for use may be an Excel spreadsheet.

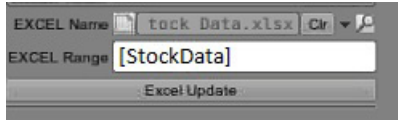


In the previous example, Excel was chosen as the source for data. To import an entire worksheet named NYSE, the Range format is [NYSE\$].

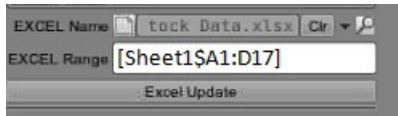


There are two formats that can be used to import a data range within a worksheet.

- Name the range in Excel. For instance, StockData. In Avid Motion Graphics the format used to reference that range is [StockData]. In the following illustration, the format is the same the same as the worksheet format except the \$ has been removed.)



- Another format that can be used is [Sheet1\$A1:D17], as shown in the following illustration.



## Bind Pane

The Bind pane allows you to bind two fields, such as x-displacement and pitch, or y-displacement and time. This is a highly useful and very powerful tool. The bound parameters will change directly with each other. In order to bind two fields, hold ALT, select the first field with the center control wheel, and drag to the second field.

## Viewport Pane

The Viewport pane of the Model area contains parameters that can set the x, y, z grids, visible panels, fog and pipe colors of the Viewport area. The pipe color determines the background color of your Viewport, and thus your animation; the default color is black. A fog color can be set as a three dimensional layer (remember, all things in AMG are three dimensional!) that depending upon its near/far location and the locations of the other objects in your viewport, may appear in front of or behind your objects. A fog color will appear as a blurry natural emulation of fog.

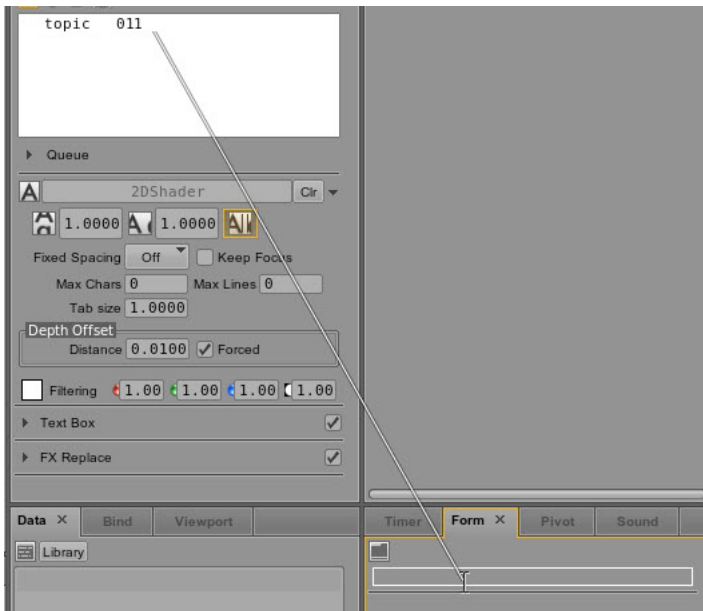
## Timer Pane

The Timer function allows you to create a timer on a single cycle, a loop, or an oscillating “loop swing” that when bound to an object functions as an automated animation. Without being bound to an object, the timer will simply count and not be a useful part of your animation.

## Form Pane

In the Motion Graphics design applications, the text you add here is a placeholder. It defines the placement and style but the actual text is entered from a playout system just before this graphic goes to air. This pane gives you a way to identify which text objects can be changed from the Newsroom or playout system.

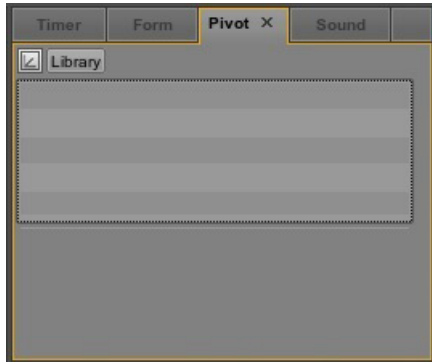
As shown in the following illustration, you select the text object from the Object hierarchy, press the Alt key on the keyboard, drag using the middle mouse button from the text entry section to the Form pane, and drop it in place.



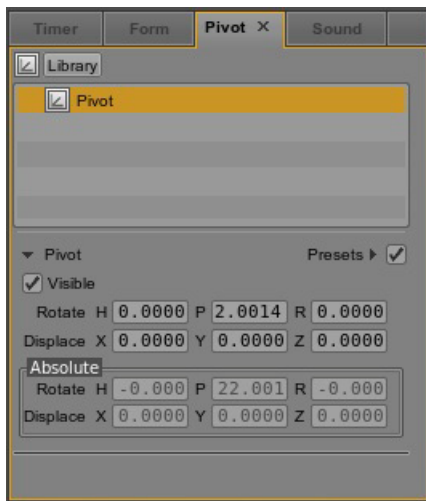
The object name and the placeholder text appear in the Form pane. When this template is opened in Avid Motion Graphics Control, the playout operator can modify the text for this text object.

## Pivot Pane

The Pivot pane is located in the Model area of the user interface. The following illustration shows the Pivot pane before a pivot is added to an object or composition.



You can apply a pivot to an object from the Library pane by clicking the Pivot icon, dragging and dropping the pivot on to your object. After a Pivot is added to an object, the Pivot pane provides the tools for controlling the pivot's values, as shown in the following illustration.



Pivots are another control point for an object or a composition. For instance, if you want to move an object when another object moves or reaches a certain point. You add a pivot, from the Pivot library, to the second object and then animate that pivot from the first object's timeline. This way you don't run the risk of inadvertently changing the original values for the second object.

## Sound Pane

The Sound Pane allows you to control the sound and delays of .WAV files from the Model area of the AMG User Interface.

## Saving Presets

From the Materials pane you can name any material object that you have used in order to make it distinct. After you have made an object distinct from an original preset, you can then drag and drop it to the Material library to save it. You can also do this with shaders, texts, and most other objects that appear in the Model pane.

## Working with Layouts

The application is installed with some preset layouts. When you open the application the default layout is displayed. You can select a layout from the Layout menu, located near the top left side of the window.

The following table lists the preset layouts and their descriptions.

Layout Type	Description
Animation	The Animation layout provides a larger viewport in the Edit pane providing a most efficient workspace for those users working with motion and animated graphics.
Default	The Default layout exposes the most panes, for the most functionality, for immediate use.
Design	The Design layout is similar to the default view with an extended timeline intended for the most common design workflows. This layout puts the Logic pane at the top of the Assets area so that a user can see the list of compositions they created, and can easily navigate between them as they work.
Playout	The Playout layout provides the user with the Preview pane to allow the user confidence in the graphic being sent to air. Playout mode is reserved for external control only.
Snap Renderer	The Snap Renderer layout only lists the Program viewport. It is intended to run only on the Snap Renderer computers in Avid Motion Graphics News workflow systems.

When you use a preset layout, the next time you open the application, the last preset layout that was used is the layout that opens. You can start with a preset layout and customize it. You can add other functionality by opening other panes and then save the layout that you have created.

When you save a new layout, the name of the layout is added to the list of preset layouts from which you can select the next time you open your application. Only the custom layouts that you create can be deleted from the list of preset layouts.

**To change to a different predefined layout:**

- ▶ Select a layout from the Layout > Select drop-down menu.

**To close a pane:**

- ▶ Click the X on the pane's tab.

**To open additional panes:**

1. Select the View menu.
2. Select the menu option corresponding to the pane you want to open.  
The pane you select opens in the active area.

**To reset a layout to its original configuration:**

- ▶ Select Default from the Layout > Select drop-down menu.

**To reset all layouts to their original default configurations:**

- ▶ Select Reset All Layouts from the Layout drop-down menu.

**To save a custom layout:**

1. Select the Save Now option from the Layout menu.  
a dialog box opens.



2. Type the name for your custom layout.
3. Click the Ok button.

The new custom layout now appears in the Layout drop-down list of preset layouts from which to choose.

## Panes and Areas

The user interface is customizable because of the multiple areas in to which panes may be moved. Any single area can contain one or more panes, and when multiple panes are positioned into a single area, the panes appear in a tabular format with one pane on top of the others.

If the number of tabbed panes within an area exceeds the area's space within the window, a scroll bar appears, enabling you to scroll through all of the panes.

You can move panes around to save screen space and reconfigure panes in a way that best suits your particular workflow. You can save your favorite layout and select it the next time you sign into the application. For more information about layouts, see [“Working with Layouts” on page 55](#).

Each pane has its own unique tools, controls and shortcuts available to the user. For instance, if you are working in the Edit pane, the keyboard stroke, `Alt+h` presents a list of keyboard shortcuts that can be used.

## Menus

The Avid Motion Graphics user interface has a menu bar located near the top of the window that includes the following:

- **File** — this menu contains all of the actions you can perform with respect to projects and compositions within the window. You also have a Preferences option that allows you to configure properties for Viewports, text, paths, desktop shortcuts, and other miscellaneous settings for the Avid Motion Graphics design products. For more information about preferences, see the *Avid Motion Graphics Setup and Configuration Guide*.
- **View** — this menu has options to open or close the various panes in the window.
- **Skin** — this menu allows you to change the appearance of the user interface from the default to a lighter or darker color scheme.
- **Layout** — this menu allows you to select your preferred work layout or create your own custom layouts and save them to use over again. When you create a custom layout, it appears as a selection in the Layout menu.
- **Help** — this menu displays product version information.

# Creating a Composition

The graphics you create are saved as compositions and listed in the projects folder in your C: drive. Each composition contains all the objects and all the properties of those objects. You can create and save your composition before you actually add graphic objects to it.

## To start the Avid Motion Graphics program:

1. Do one of the following:
  - ▶ Double click the Avid Motion Graphics desktop icon.



*In this documentation, starting your Avid Motion Graphics application means whichever Avid Motion Graphics application you are using.*

- ▶ Select the Avid Motion Graphics application from the Windows Start menu.

The Avid Motion Graphics workspace opens and displays an empty composition. A composition is a template which contains graphic elements and object animations.

## To create a composition:

1. In the Assets area, select the Library pane.
 

Twelve icons for the various asset libraries further divide the Library pane: (Objects, Materials, Textures, Fonts, Media In, Timer Data Source, Font Fix, Pivot, Sound, and Lights). You can click an icon to view its contents.
2. Select an asset from one of the Library categories, click and drag the object to the Viewport area and drop it in the viewport on the Edit pane.

At any time you can save the composition. For more information, see [“Saving Projects and Compositions” on page 59](#). After the composition is saved you can continue to build your graphic.

Now that you have an object to work with in your composition, you can move or modify it changing the size and shape or by adding a material, texture, text or color to the object. You can add, clone, duplicate and group objects in a composition.

# Saving Projects and Compositions

It is important to develop a naming convention that is unique to your workflow so that recalling projects and compositions can be done efficiently.

**To save all the current compositions that are open in the StormLogic pane:**

1. From the File menu select `File > Project > Save`.

The FileLoader dialog box opens allowing you to name the project and select a directory for the project containing the compositions.

2. Type a name for the project in the Name Text box.

The default directory for saving projects and compositions is the same location entered as the User Projects path in `File > Preferences > Paths`:

`C:\Users\\Documents\Avid\AMG\Projects`.

3. Do one of the following:

- ▶ Accept the default drive location.
- ▶ At the top of the FileLoader dialog box, you can change the drive location.

4. Click the OK button at the bottom of the dialog to save the project and compositions.

## 3 Avid Motion Graphics Journalist

Avid Motion Graphics Journalist is a solution for journalists and producers to add graphics to the rundowns that they create. This application allows for use of the NRCS Integrated ActiveX plug-in along with flexibility in determining the level of functionality that journalists are exposed to for fulfillment of graphics data and adjustment of templates.

The following main topics describe:

- [Avid Motion Graphics Journalist Client Overview](#)
- [Creating Graphics from Templates](#)
- [Working with Database Graphics](#)
- [Using Avid Motion Graphics Journalist with iNEWS](#)
- [Using Avid Motion Graphics Journalist with ENPS](#)

### Avid Motion Graphics Journalist Client Overview

Depending upon your newsroom computer system, the Avid Motion Graphics Journalist client user interface (UI) may look slightly different from the UI described in this documentation. For information about Avid Motion Graphics Journalist with ENPS, see [“Using Avid Motion Graphics Journalist with ENPS” on page 79](#).

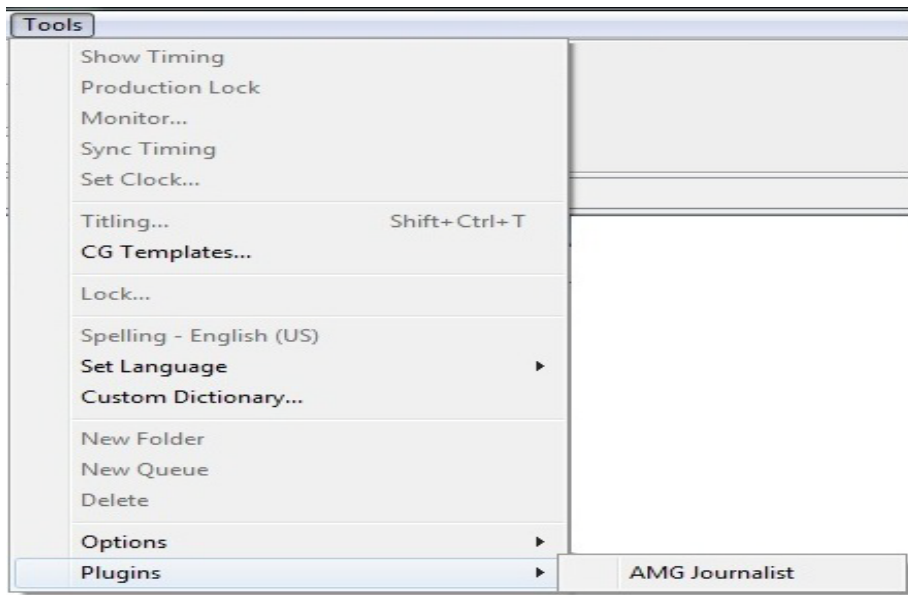
The following describes starting the Avid Motion Graphics Journalist plug-in used with the Avid iNEWS newsroom computer system, and basics of the user interface (UI).

## Starting the Journalist Plug-in

After you log in to an Avid iNEWS newsroom computer system, you can open the Avid Motion Graphics Journalist plug-in.

### To open the Avid Motion Graphics Journalist Plug-in from iNEWS:

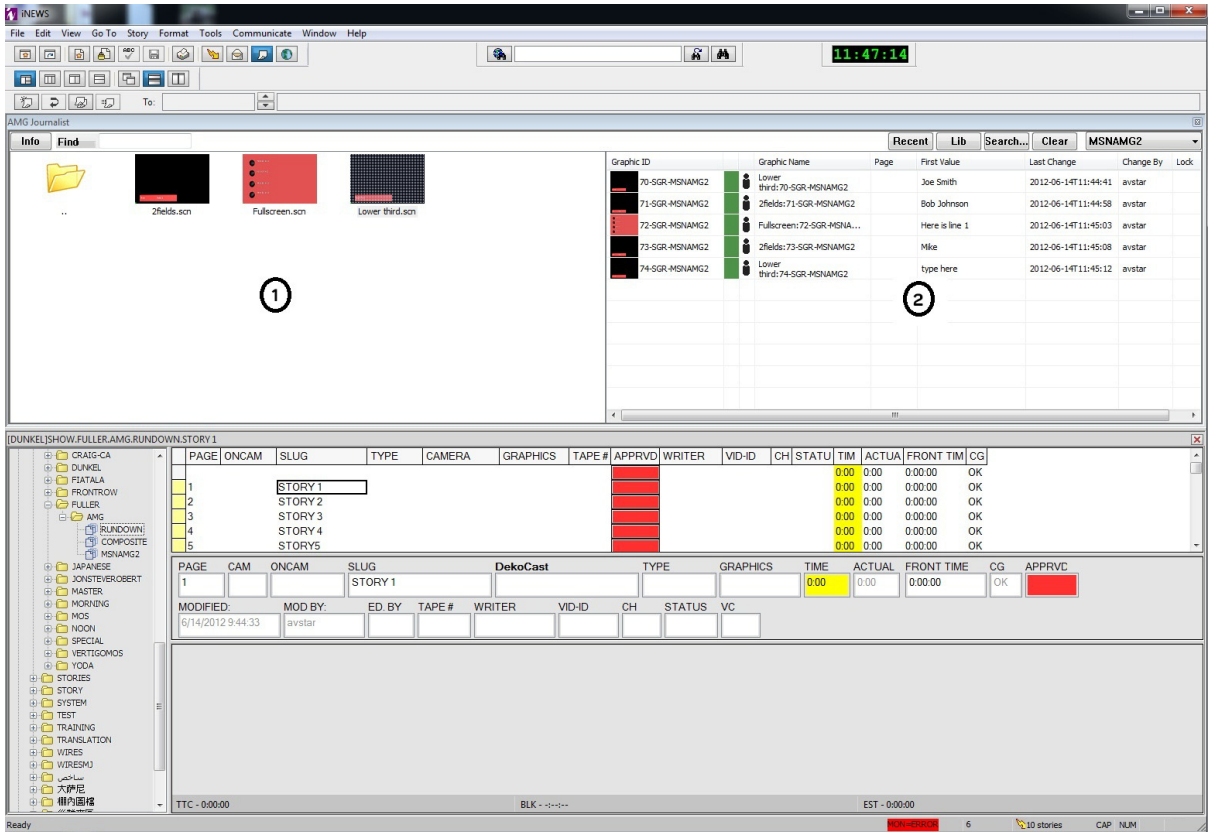
1. Click the Tools menu and navigate to the Plug-ins option.
2. Select Plug-ins > AMG Journalist.



The Avid Motion Graphics Journalist plug-in opens in the iNEWS window.

## Avid Motion Graphics Journalist User Interface

The Avid Motion Graphics Journalist user interface (UI) is a window consisting of two main areas, the Template and Graphic Database, along with controls that are installed as part of the plug-in. The following illustration shows the Avid Motion Graphics Journalist plug-in opened in the iNEWS user interface.



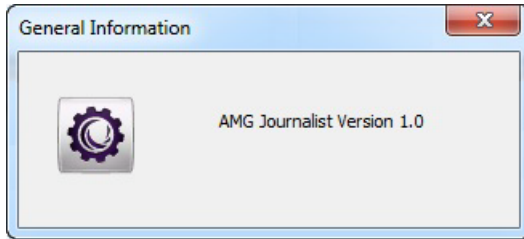
The following table lists descriptions for the areas of the Journalist plug-in.

Number	Description
1	Template Area
2	Graphic Database Area (Available for iNEWS only, not used with an ENPS system.)

## Template Area

The Template area is where project templates are displayed. This is where you can open a template and fulfill any replaceable text or graphics. For more information about templates, see [“Creating Graphics from Templates” on page 64.](#)

The Template area contains the Info button. The Info button displays the version number for the plug-in, as shown in the following illustration.



The Template area also has a Search field, as shown in the following illustration, where you can type in the name or part of the name, of a graphic, and quickly locate the template containing that specific text.



## Graphics Database Area

The Graphic Database area displays all graphics available in the database. The Graphics Database area is shown in the following illustration.

								Recent	Lib	Find...	Clear	MSNAMG2	
Graphic ID		Graphic Name	Page	First Value	Last Change	Change By	Lock						
70-SGR-MSNAMG2		Lower third:70-SGR-MSNAMG2		Joe Smith	2012-06-14T11:44:41	avstar							
71-SGR-MSNAMG2		2fields:71-SGR-MSNAMG2		Bob Johnson	2012-06-14T11:44:58	avstar							
72-SGR-MSNAMG2		Fullscreen:72-SGR-MSNA...		Here is line 1	2012-06-14T11:45:03	avstar							
73-SGR-MSNAMG2		2fields:73-SGR-MSNAMG2		Mike	2012-06-14T11:45:08	avstar							
74-SGR-MSNAMG2		Lower third:74-SGR-MSNAMG2		type here	2012-06-14T11:45:12	avstar							



*In the Graphics Database area, graphics can be sorted by their column headings by clicking on the column heading.*

The Avid Motion Graphics Journalist displays a collection of templates that may be used to create a desired graphic. When a new graphic is created, it is shown in the list. From this list, you drag and drop the new graphic on to the iNEWS Story panel, where the appropriate production line is then created.

## Creating Graphics from Templates

A journalist uses templates to create graphics that are then stored in the Avid Motion Graphics Journalist database. From the database, graphics can be dragged and dropped into the playlist for use. Templates and graphics though visibly similar are different in their creation and purpose.

- Templates are unfulfilled graphics, meaning the values (replaceable data) have not yet been entered and saved.
- A graphic is defined as a fulfilled template, meaning that the values (replaceable data) have been entered and saved with a unique ID for the graphic, in a database.

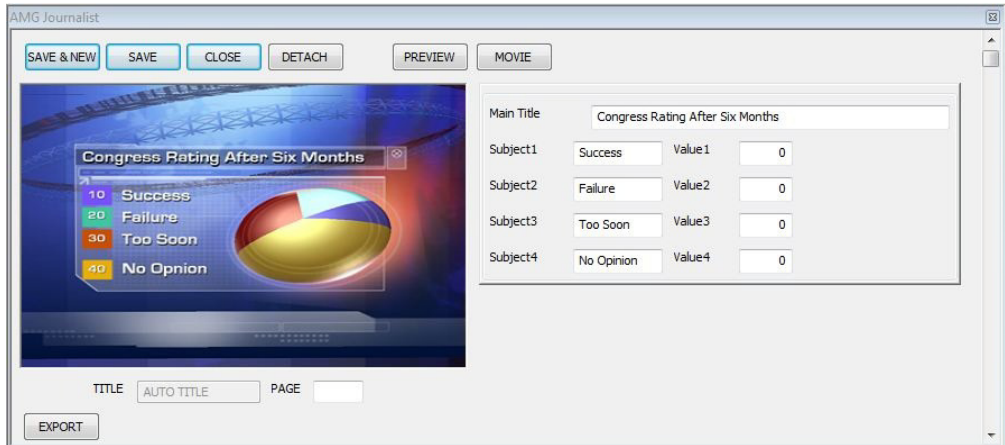
After values are entered into a template, it can be saved, creating a new graphic. The template can then be used again to create other graphics.

Templates are originally created in one of the three Avid Motion Graphics Design applications, Avid Motion Graphics, Avid Motion Graphics Production, or Avid Motion Graphics Creation. After creating a composition in one of the Design applications, and saving it to a project on the X:\ drive on the Avid Motion Graphics Journalist Server, an Avid Motion Graphics Journalist user can access the composition and use it as a template for creating unique graphics in the Avid Motion Graphics Journalist database.

### **To create a graphic from a template with Journalist:**

1. Open the Journalist plug-in.
2. In the Template area, navigate through the folders to find the template to use for the new graphic.

- Double-click to select the template and open the template editor for this particular template. The template editor opens, as shown in the following illustration.



The Template Editor is used to fill and preview the contents of a graphic template. It allows you to enter certain information into the template. Each template has different fields depending on how the template was designed. Text fields, Option selectors, Toggles, Tab, File selectors, and other controls can appear as a part of a template dialog.

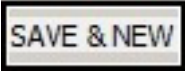
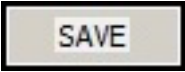
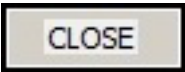




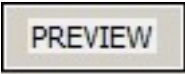
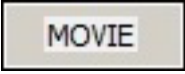

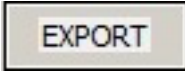
The Template Editor contains the areas described in the following table.

Area Number	Description
1 - Preview area	The Preview area displays a preview image of the selected template allowing you to see the graphic appearance of the image.
2 - Values area	The Values area displays a series of editable fields, which the user fills, to create the graphic.
3 - Title area	The Title area displays the name of the selected graphic. .
4 - Page area	The Page area is an optional field that allows the user to set a page number for this graphic.

Graphic templates are designed using one of the Avid Motion Graphics Design applications. When the graphic template is created, some fields are selected to be filled later by a Journalist. Graphics, sometimes referred to as objects, can be defined as a template plus some values introduced by the Journalist.

The Template Editor dialog box contains the buttons described in the following table.

Button	Description
	The Save & New button creates a new graphic with the current values and template but doesn't close the Template Editor dialog box. This allows the user to continue creating more graphics using the current template.
	The Save button saves the graphic with the current values and closes the Template Editor dialog box.
	The Close button closes the Template Editor dialog box without saving the graphic.
	The Detach button Floats the template editor so that it can be moved to another part of the UI or desktop. In the floating state the template editor displays the name of the template in the title bar.
	While the template editor is in the floating state, the Detach button changes to an Attach button. Pressing the Attach button docks the template editor to the Journalist UI.
	If the Journalist application is closed, while the template editor is in the floating state, the next time the Journalist plug-in is opened, the template editor displays the previous template in a floating template editor.

Button	Description
	The Preview button updates the Template Editor dialog box to show the graphic appearance with the current values.
	The Movie button expands s the Preview area of the Template Editor dialog box to show the Destination, Preset format, PAD IN, Duration, and PAD OUT values for the graphic. There is also a Record button available.
	Values are displayed and the Movie button changes to a Hide button. Pressing the Hide button allows you to hide the values displayed for the movie.
	The Export button exports the graphic as a movie file, which can be used in post-production programs.

- In the Values area, fulfill the replaceable fields to create the new graphic. Depending on how the template was designed, the Values area displays a series of editable fields, which the user fills, to create the graphic. Right-clicking on these fields displays a list of options from which to select and fill values for the graphic.
- (Optional) you can give the graphic a custom title by editing the Title field. By default, the Title field value is set to AUTO TITLE, which cause a name to be assigned automatically by the system. To change the AUTO TITLE, double-click the Title field, and enter the name of your choice. The custom name you entered is displayed in the Graphics Name column in the Graphics Database area. This field is non-editable if the system is configured to create auto names. If the system is configured as MIXED, it will appear non-editable by default but the user can override this by double-clicking in the Title area text box.
- (Optional) you can assign a page number to the graphic so it is easier to find later. When a page number is set, the number can be used by the Avid Motion Graphics Control application when searching for this graphic.

Page numbers are helpful when searching for graphics or objects using the Avid Motion Graphics News Control application. In Control, you can type a page number using the numeric keypad and press the Preview key or Take key to put the graphic in the preview or program output quickly, without having to locate the graphic by moving through the entire rundown.



*This search functionality only works in Avid Motion Graphics News Control when the focus is not set in the Search text box area. If the focus is in the Search text box, the search is performed on the graphics titles only.*

7. Do one of the following:

- ▶ Click the save button to save the new graphic and close the template editor.
- ▶ Click the Save & New button to save the new graphic and leave the template editor open so that you can create another new graphic.

When you are finished, the new graphic appears in the Graphics Database area, as shown in the following illustration.



*The new graphic appears in the Graphics Database area only when using the iNEWS newsroom computer system. The Graphics Database area is not available when using an ENPS system.*

Recent Lib Find... Clear MSNAMG2							
Graphic ID	Graphic Name	Page	First Value	Last Change	Change By	Lock	
70-SGR-MSNAMG2	Lower third: 70-SGR-MSNAMG2		Joe Smith	2012-06-14T 11:44:41	avstar		
71-SGR-MSNAMG2	2fields: 71-SGR-MSNAMG2		Bob Johnson	2012-06-14T 11:44:58	avstar		
72-SGR-MSNAMG2	Fullscreen: 72-SGR-MSNA...		Here is line 1	2012-06-14T 11:45:03	avstar		
73-SGR-MSNAMG2	2fields: 73-SGR-MSNAMG2		Mike	2012-06-14T 11:45:08	avstar		
74-SGR-MSNAMG2	Lower third: 74-SGR-MSNAMG2		type here	2012-06-14T 11:45:12	avstar		

You can also edit existing graphics in Journalist.

**To open an existing graphic to edit:**

- ▶ Double-click the graphic in the Graphic Database area list.

The template editor opens displaying the graphic, as shown in the following illustration.

# Working with Database Graphics

When using an iNEWS newsroom computer system, all graphics available in the database are displayed in the Graphics Database area.



*The Graphics Database area is not available when using an ENPS system.*

The following table shows the names and description of each field heading in the Graphics Database area.

Field Heading	Description
Graphic ID	The Graphic ID is a unique ID assigned to each graphic by the system. This ID is used in the creation of the iNEWS production line and may not be edited by the user.
Ready/Not Ready	The Ready/Not Ready indicator displays following the Graphic ID. It is a visual signal in the form of a colored block. A green block might mean that the journalist has finished creating the graphic and it is ready for broadcasting or maybe that an editor has reviewed and approved this graphic. A red block is displayed if the Graphic is not ready. For more information, see <a href="#">“Setting the Ready/Not Ready Indicators”</a> on page 73.



*The Ready/Not Ready indicator status is cosmetic only, for the journalist, and does not affect the layout.*

User/Library Graphic      The User/Library Graphic indicator displays next to the Ready/Not Ready indicator. It is a visual signal in the form of a user icon



or a set of books icon.



Users should create library graphics for graphics that will be reused frequently. These types of graphics can be specific to the user or graphics commonly used by all journalists.

<b>Field Heading</b>	<b>Description</b>
Graphic Name	The graphic name is the name by which the graphic can be identified. This name can be created by the system or by the user, depending on the system configuration.
Page	The Page field is used to display any page number assigned to this graphic. Page numbers are optional, so this field might be left empty. Page numbers are assigned by the user to a graphic. When a page number is assigned, it can be used later to perform a search.
First Value	The first field value displays the characters or information entered, using the template editor, in the first replaceable field of the graphic.
Last Change	The Last Change field displays the year, month, date, and time when this graphic was last changed.
Changed By	The Changed By field is the name of the last user who made changes to this graphic.
Lock	The Lock field tells you whether or not this graphic is locked. Locking a graphic helps protect a graphic from having changes made by mistake.

The Graphics Database area contains the following tools:

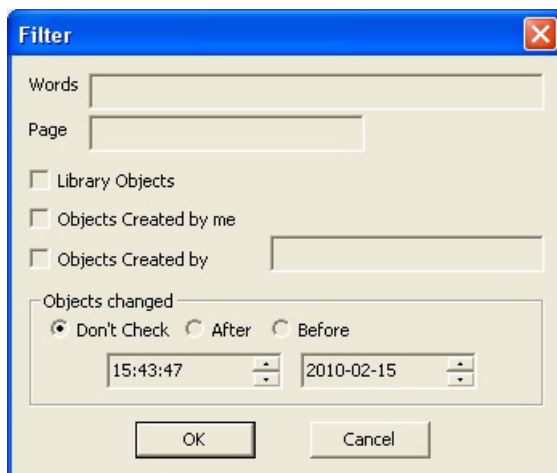
<b>Tool Name</b>	<b>Description</b>
Recent button	The Recent button allows you to retrieve all of the graphics created by this user at any time during that day. The graphics are viewed in the Graphics Database area.
Lib button	The Lib or Library button, retrieves the current user's library graphics from the database.
Find button	The Find button allows you to search the graphics database. Pressing this button opens a Filter dialog box with various search parameters. The search is case-sensitive. For more information, see <a href="#">“Filter Dialog Box”</a> on page 71.

Tool Name	Description
Clear button	The Clear button removes all current graphics from the list but does not delete the graphics from the system.
Playout Device ID list	The Playout Device ID list, located to the far right of the buttons above the Graphic Database area, displays a list of configured playout device IDs. When using Avid Motion Graphics News Control for playout, there is just one MOS playout device selection that appears in the list. When using other playout scenarios, such as with iNEWS Command, there may be multiple playout devices appearing in the list, depending on the configuration.

When you right-click on a graphic in the Graphic Database area, a menu displays options that can be applied to the graphic.

## Filter Dialog Box

When you press the Find button in the Journalist plug-in, a Filter dialog box opens, as shown in the following illustration.



The Filter dialog box allows you to refine your search for graphics by entering words, page numbers, Library objects, Objects Created by me, Objects created by others and objects that have been changed. The following table describes the filters.



*All entries in the Filter dialog box are case-sensitive.*

<b>Filter</b>	<b>Description</b>
Words	The Word filter allows you to enter a word that is present in the graphic title to be retrieved. This field is case sensitive. The percent (%) symbol can be used as a wildcard, but in most of the cases it is not needed. For instance, the string F or F% will retrieve, in both cases all the graphics whose titles contain the character F.
Page	The Page filter allows you to search for a graphic by page number, providing a page number is assigned.
Library Objects	When the Library Objects box is checked, the search is only performed in this group of objects.
Objects Created by me	When the Objects Created by me box is checked, the search retrieves all of the objects created by this user.
Objects Created by	When the Objects Created by box is checked and a name is entered in the text field, the search retrieves all of the objects created by the user specified in the text field.
Objects Changed	The objects changed filter allows the user to specify a time and date-type of criteria by which the results produced by all the other options are filtered.

## Setting the Ready/Not Ready Indicators

Setting the visual indicator for a new graphic allows the user to see whether or not the graphic is ready to go on air.

### To set the Ready/Not Ready indicator

1. Right-click on the Graphic in the Graphic Database area.

A menu opens.

Graphic ID	Graphic Name	Page	First Value	Last Change	Ch
75-SGR-MSNAMG2			Lower third	2012-06-19T09:34:12	av

Ready for OnAir

Not Ready for OnAir

---

Lock Graphic

Unlock Graphic

Override Lock

---

Set as Library Graphic

Remove From Library

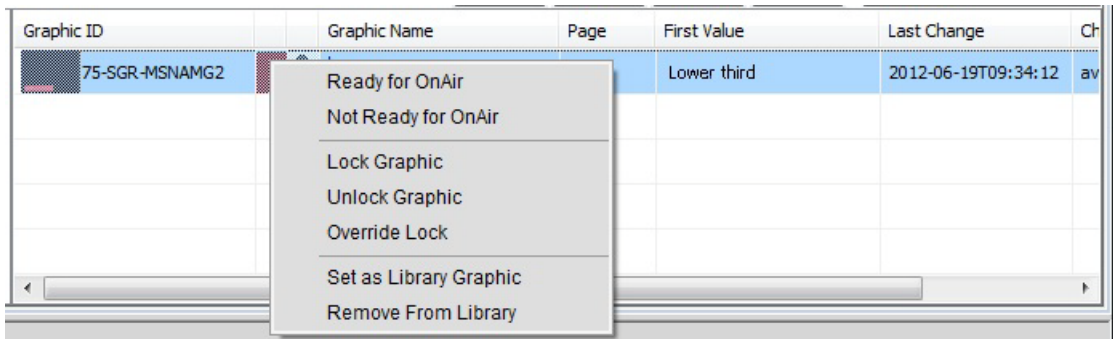
2. Do one of the following:
  - ▶ Select Ready for OnAir if the graphic is ready to playout on air. When this selection is made, a green colored box appears next to the Graphic ID in the Database Graphic area to let the user know that this graphic is ready to playout on air.
  - ▶ Select Not Ready for OnAir if the Graphic is not ready to playout on-air. When this selection is made, a red colored box appears next to the Graphic ID in the Database Graphic area to let the user know that this graphic is not ready to playout on air.

## Locking Graphics

After creating and saving a new graphic from an existing template, you can lock the graphic so that only the user who created the graphic can change the graphic's values, thus making it a Library Graphic.

### To lock a graphic:

1. Right-click on the Graphic in the Graphic Database area.  
A menu opens.



2. Select the Lock Graphic option from the menu.
3. Right-click on the Graphic in the Graphic Database area and when the Menu opens, select Set as Library Graphic.

### To unlock a graphic:

1. Right-click on the Graphic in the Graphic Database area.  
A menu opens.
2. Select the Unlock Graphic option from the menu.

### To override a lock:

1. Right-click on the Graphic in the Graphic Database area.  
A menu opens.
2. Select the Override Lock option from the menu.



*The override lock option is designed to be used when a graphic must be modified and it is not possible to login with the appropriate user credentials and unlock the graphic. The override lock automatically locks the graphic by the current user.*

## Library Graphics

Frequently used graphics can be marked as Library graphics. It is a good practice for users to name their library graphics with a unique name so they may be easily identified.

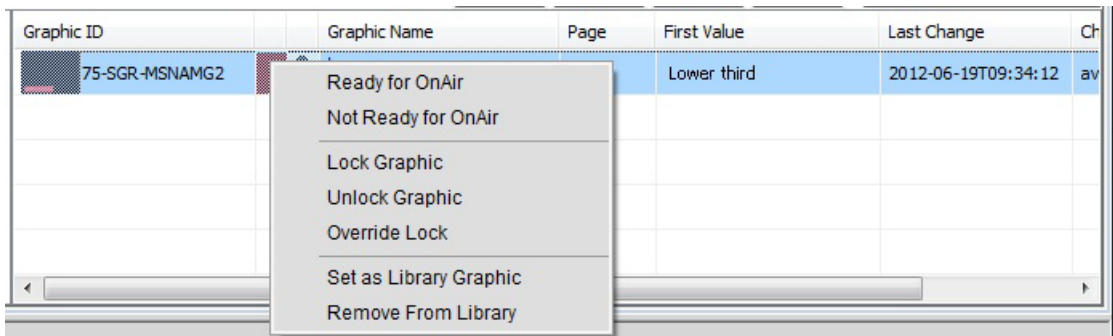
### Setting the Library Graphic Option

Marking a graphic as a Library graphic adds a library book icon to the graphic in the Graphic Database area. This marker identifies this graphic as a Library Graphic and locks the graphic by the user enabling the option. The Remove From Library option may only be selected if the user is the one who initially marked this graphic as a Library Graphic.

#### To set the Library graphic option:

1. Right-click on the Graphic in the Graphic Database area.

A menu opens.





2. Select the Set as Library Graphic option.

The library book icon is added to the graphic in the Graphic Database area, as shown in the following illustration.





*When an item is set as a Library graphic it also gets a locked status assigned to it.*

Graphic ID	Graphic Name	Page	First Value	Last Change
 8-SGR-barry.comm...	 chart_pie:8-SGR-barry.co...		Congress Rating After Six Months Later	2012-07-20T15:2

**To remove the graphic from the library:**

1. Right-click on the Graphic in the Graphic Database area.  
A menu opens.
2. Select the Remove From Library Option.

The library book icon is replaced with a user icon in the Graphic Database area, as shown in the following illustration.

Graphic ID	Graphic Name	Page	First Value	Last Change
 8-SGR-barry.comm...	 chart_pie:8-SGR-barry.co...		Congress Rating After Six Months Later	2012-07-20T15:2



*When a graphic is removed from the library, the locked status is also removed from that graphic.*

**Changing the Name of a Library Graphic**

Users can change the title of their library graphic, so that it is user friendly and easily identified.

**To change the name of a library graphic:**

1. Open the item in the template editor.
2. In the template editor, double-click the Tile field.
3. Enter a name for the graphic.
4. Click the Save button.

You can do this when you first create the graphic or if the graphic has already been created, by double-clicking the graphic, which opens the template editor allowing you to make the change.

# Using Avid Motion Graphics Journalist with iNEWS

The following information serves as a “how to” guide for using Avid Motion Graphics Journalist with iNEWS. It is important to understand how graphics are created, how Journalist can be used to create and use graphics, and how to avoid any pitfalls.

## To add a graphic to a rundown:

- ▶ Drag and drop the graphic into the script area in iNEWS.

When you drop the graphic into the script area, iNEWS creates a production cue.

Because the production cue points to a unique item in the database, the cues need to be treated differently than other products, such as with Deko Select. Remember the following:

- If you drag the same graphic into several rundowns, remember that those production cues all point to the same graphic.
- When you update an item in the Template Editor (which updates it in the database), it does not update the production cue – so the production cue will have out-of-date text. You can avoid this problem by dragging the updated graphic into the production cue, which will replace the cue with the up-to-date text.



*Because of this link between the production cue and the graphic, Avid strongly recommends against reusing graphics for any purpose.*

- To alleviate any potential confusion, it would be a good idea to add any graphics that are going to be used more than once to the Library, so that they are locked by the database.



*Though iNEWS does not have up-to-date production cues, Command always displays the up-to-date information in the production cue.*

## Graphics Organization in Journalist for iNEWS

Because of the added functionality of the Lib and Find buttons, there is flexibility in how you can build and use graphics. The following are some suggestions for organizing graphics in Avid Motion Graphics Journalist.

### General Library Graphics

Create library graphics that are to be used generally, such as the standard reporter-anchor lower thirds. Journalists can easily find these commonly used graphics using the Find filter.

## Library Graphics with a Specific User Name

Create a specific user in iNEWS, and then use that account to create graphics for a specific use. Doing this allows Journalists to use the Find filter to search for that set of graphics. For instance, you can create a '5p' user in iNEWS, and then create all the standard reporter-anchor lower thirds for the evening shows with the 5p user. Journalists would then be able to search for all of commonly used Library graphics for the evening shows by adding '5p' to the Find filter. You can also make a set of morning show graphics with a '6a' user, and another for sports. The possibilities are endless.

## Personal Library Graphics

The Lib or Library button searches for library graphics created by the current user. Individual journalists can assign any item that may be used repeatedly as a Library graphic, so that they can be easily found using the Lib button. This allows the journalist to use the Lib button as like they would a favorites option in their browser. This includes graphics that may only be used often for a short period of time, but would be used repeatedly. They can be designated as Library graphics, and when no longer being used, can be removed from the Library.

## Page Numbers for Graphics

Graphics can also get assigned page numbers, so that the user can specifically search for a particular page number. The Find filter does a partial word search, so a search for 100 displays anything that begins with 100, so it also finds 1000, 105, and 10023.



*These page numbers only for the Find filter, and cannot be used in a hand-entered production cue.*

# Using Avid Motion Graphics Journalist with ENPS

The Avid Motion Graphics Journalist client in iNEWS consists of the Template area and a Template Editor, but unlike iNEWS, graphic items are not displayed in the plug-in, but rather displayed in the ENPS item list. The following illustration shows the Avid Motion Graphics Journalist client running in detached mode, with the ENPS item list displayed behind Avid Motion Graphics Journalist.

The screenshot displays the ENPS interface with a rundown table, a detached AMG Journalist window, and a folder list.

**ENPS Messages:** Urgent

**Time:** 11:00:53

**RUNDOWN ENPS [09/11/2019 14:00]**

Page	Story Slug	Segment	Object Placeholder	Object Autocreate	MOS Status	MOS Abstracts	MOS Channel	Break	Anchor	Final Appr	Est Duration	Actual	Front
A1	Story2xx				NOT READY	mg1.red_2iENPSimg1.abstract					0:00	11:26:37 AM	
A2	Story1				NOT READY	0_25,ID_0_25					0:09	11:26:37 AM	
A3	Story5										0:00	11:26:46 AM	
A4	Story5a										0:00	11:26:46 AM	
A5	Story6										0:00	11:26:46 AM	
A6	Story7										0:00	11:26:46 AM	
Z1	shotbox										3:12		
Z2	objauto	test									0:00		
Z3	Deko Test2										0:00		
Z4	Deko Test										0:00		

**ENPS Detached ActiveX**

**AMG Journalist**

Info Search

chart\_ple.scn red\_1l.scn red\_2l.scn

**Folder list**

- RUNDOWN.ENPS [09/11/2019 14:00]
- ENPS.SHOTBOX [01/25/2019 11:00]
- red 11:6-SGR-barry.command1.mos
- red 11:7-SGR-barry.command1.mos
- red 21:9-SGR-barry.command1.mos
- red 11:15-SGR-barry.command1.mo
- red 21:14-SGR-barry.command1.mo
- red 21:13-SGR-barry.command1.mo
- red 21:12-SGR-barry.command1.mo
- Cap-ASSK-StartMidnight-2359-120;
- Cap-ASSK-SpanMidnight-2350-120
- red 11:11-SGR-barry.command1.mo
- red 21:10-SGR-barry.command1.mos
- Autotest-103
- Cap-ASSK-StartMidnight-2359-120711.1a
- Cap-ASSK-SpanMidnight-2350-120711.1a
- Autotest-122
- 1207110822.1a

**Wires** System Administrator System AVID Clips

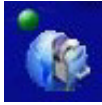
Enter Search Here... Go

All Items News wires

**Time:** 23:34:16 **PROG:** 03:29:07

**To open the Avid Motion Graphics Journalist in ENPS:**

1. In ENPS, click the following button:



An option menu displays, as shown in the following illustration.



2. Select the AMG Journalist option.

**To create an item in ENPS:**

1. Drag an item from the list to the Rundown.
2. Add information to the replaceable fields.
3. Click Save.

This returns you to the Template area view and the item appears in the ENPS item list.

4. To add the item to a rundown, drag and drop it from the list to the story script.

**To add an item to an ENPS Rundown:**

- ▶ Drag and drop an item from the list to the story script.

## 4 Avid Motion Graphics Control

Avid Motion Graphics Control is for non-newsroom graphics and control room operators. For those who need to control sequenced or non-sequenced graphics, and need the ability to adjust graphics on-the-fly. This application provides full graphics control for playout flexibility. Its different modes of operation keep playout simple in any situation, live sports, channel branding, game shows, news, tickers, or election graphics.

The following main topics describe:

- [Playout Control](#)
- [Template Control](#)
- [Motion Graphics Control User Interface](#)
- [Creating Keyboard Layouts](#)
- [Configuring Settings](#)

### Playout Control

There are many tools that can help the operator to control the playout of graphics in a manner that best suits the needs of each individual type of production. Avid Motion Graphics Control is able to playout graphics simultaneously, sequentially, in random order, and combine them as needed.

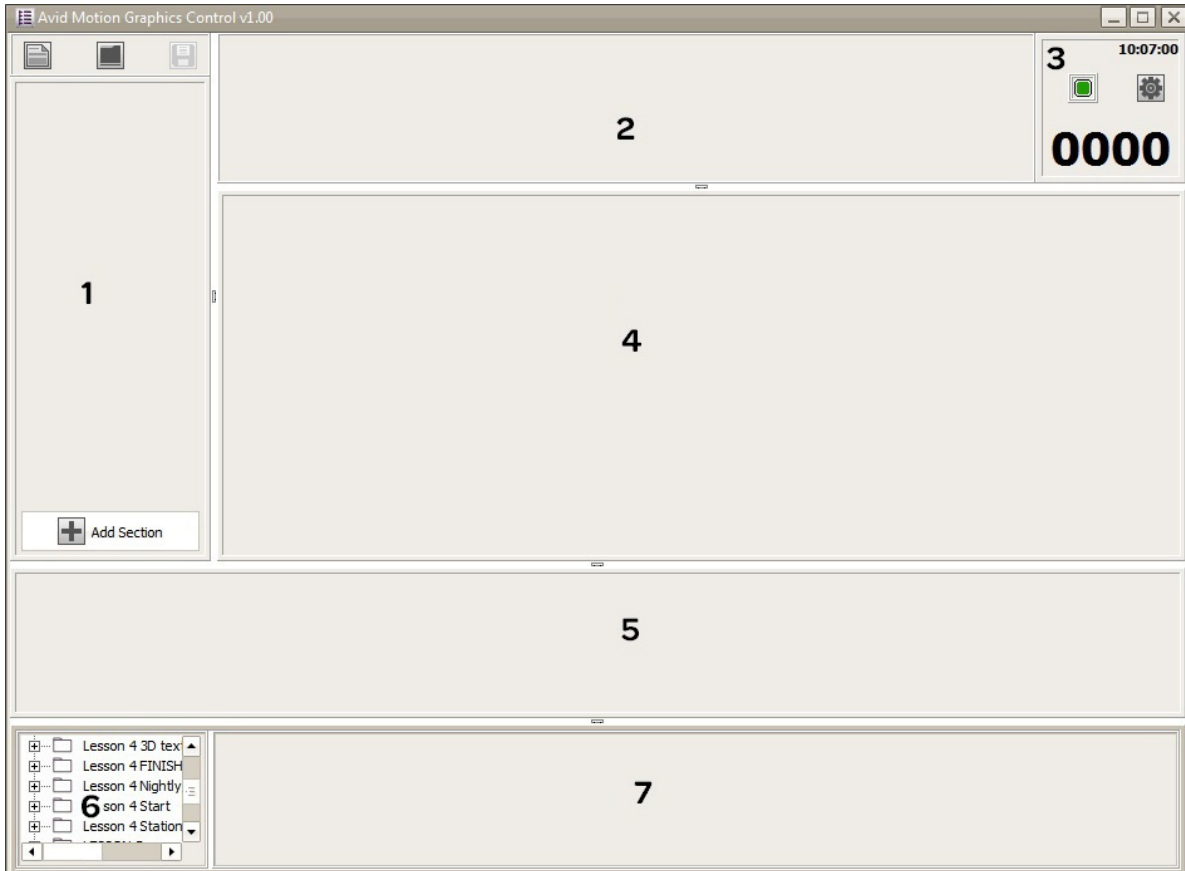
### Template Control

The Avid Motion Graphics Control playout application can automatically manage complex interacting graphics without additional programming or the creation of complex tables or sheets.

A template can be called up by a name or a number. A numerical keyboard can be used for operators who prefer calling up page numbers, or you can control templates by using a mouse. Operators can search for a template or the content in a template, allowing you to quickly find the graphic required and play it to air. Avid Motion Graphics Control has support for intelligent templates. With each TAKE, the system knows which pages are live, which should be maintained, and which new pages should be broadcast. The system also knows how all the graphical objects on the screen need to interact.

# Motion Graphics Control User Interface

The Avid Motion Graphics Control user interface consists of different areas and controls that are installed as part of the software.



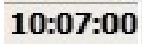
The following table describes the areas of the Avid Motion Graphics Control user interface.

Area Number	Description
1 - Section area	This area can contain different types of rundowns.
2 - Program Bar area	This area contains a list of compositions.
3 - Settings area	This area contains a clock feature, a Render Engine connection indicator, a Settings button, and a numerical indicator in which page numbers belonging to specific templates can be entered. For more information, see <a href="#">“Settings Area” on page 83</a> .
4 - Rundown area	This area contains a list of compositions to be played out.
5 - Quick Template area	Displays templates in use.
6 - Project Browser area	This area allows you to navigate to a particular project containing templates that can be displayed in the Template List area.
7 - Template List area	This area displays the templates available in a selected project.

### Settings Area

The settings area of the user interface is located in the upper right-hand corner of the Avid Motion Graphics Control user interface. This area contains a clock feature, a Render Engine connection indicator, a Settings button, and a numerical indicator in which page numbers belonging to specific templates can be entered.



Settings Features	Description
	The clock feature is a convenient time-of-day display in hours, minutes, and seconds.

**Settings Features****Description**

The Render Engine connection indicator is a visual point of reference to the connection status of the Render Engines available to the Avid Motion Graphics Control system. A glance at the colored display informs you of the connection status of the Render Engines configured for your system. For more information about Render Engine connection status, see [“Render Engine Connection Status” on page 84](#).



The Settings button opens the Settings dialog box which allows for configuration of the Avid Motion Graphics Control application. For more information about configuring settings, see [“Configuring Settings” on page 89](#).



The Numerical Page Buffer is the area that displays the page number assigned to a template, if one is assigned. You use the number pad on the keyboard to enter the page number, which is displayed here. After you enter the number, you can press the Enter key on the keyboard and the template is displayed, and ready for use.

**Render Engine Connection Status**

The following table describes the colors displayed by the Render Engine connection status indicator.

**Render Engine****Connection Status Icon Description**

A green icon means there is a Render Engine configured to connect to this Avid Motion Graphics Control system.



A red icon means there is no Render Engine configured to connect to this Avid Motion Graphics Control system.



A blue icon means there is a Render Engine configured to connect to this Avid Motion Graphics Control system but there is a problem with the connection. For instance, you might be connected to a different project than the one specified on the computer on which the Render Engine is running.

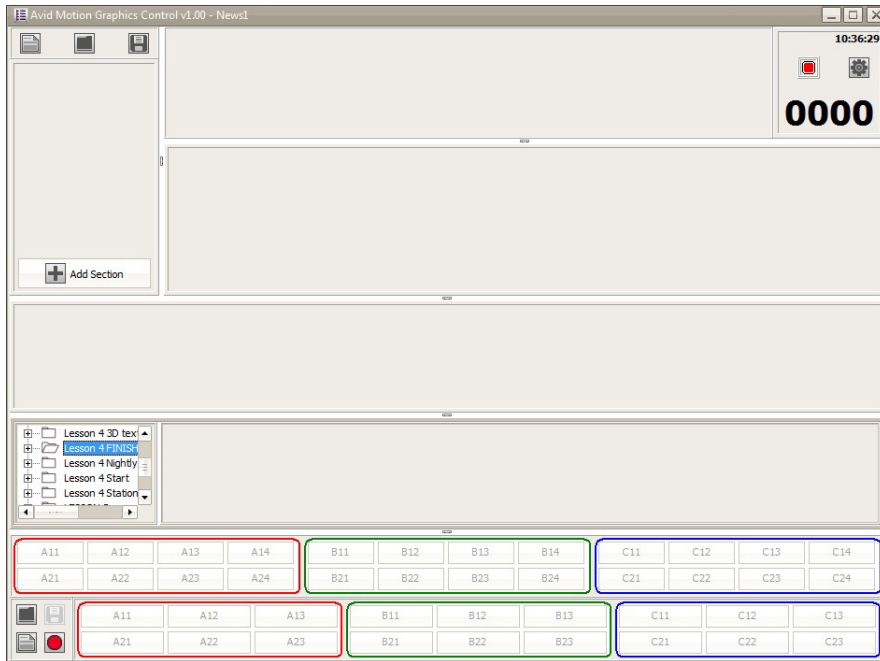
In the event that you have more than one Render Engine configured for your Avid Motion Graphics Control system, multiple icons are displayed depicting the connection status for each one.



After configuring Avid Motion Graphics Control to detect a Render Engine, it may be necessary to click on the icon to refresh the status. For more information About configuring the Render Engine connection, see “Configuring Settings” on page 89.

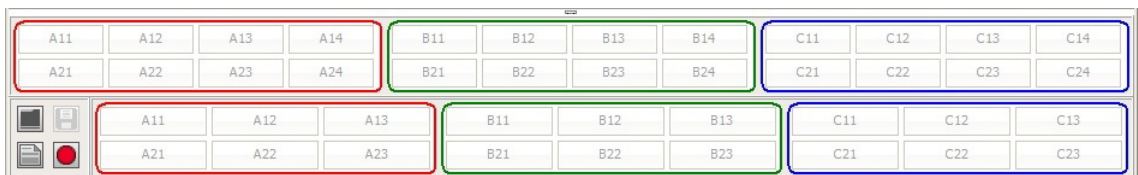
### Virtual Keyboard

At the bottom of the Avid Motion Graphics Control user interface there is a resize button. Clicking this resize button opens a virtual keyboard, as shown in the following illustration.







The virtual keyboard allows a user to map certain actions, in the form of macros, to specific keys on the virtual keyboard or to the keys on the Avid Motion Graphics Keyboard. The virtual keyboard is also used with a mouse or a touch screen monitor.

The virtual keyboard uses colors (red, green, and blue), to group keys, as a customizable visual reference point.



The virtual keyboard contains keys, grouped by colors, and four buttons that enable the user to record macros, assigning them to a key on the keyboard, and then saving and naming that particular group of macros as a keyboard layout. This saved keyboard layout can later be loaded, for use or cleared completely. The buttons used to perform these actions are shown in the following table.

Button Icon	Description
	Load Keyboard Layout
	Save Keyboard Layout
	Clear Keyboard layout
	Record Macro

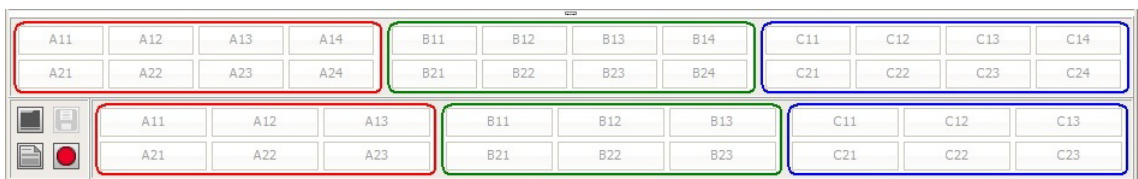
## Creating Keyboard Layouts

The virtual keyboard allows a user to map certain actions, in the form of macros, to specific keys on the virtual keyboard. Macros are combinations of keystrokes that perform a defined action or set of actions and assign that action to just one key. This saves time making the action more efficient. Combinations of different macros can be saved and named as a specific keyboard layout. Later, these keyboard layouts can be loaded and used again.

### To create a macro:

1. Open the virtual keyboard by clicking the resize button at the bottom of the Avid Motion Graphics Control user interface.

The virtual keyboard opens.

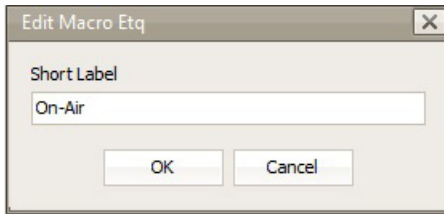


2. On the virtual keyboard, click the Record Macro button.



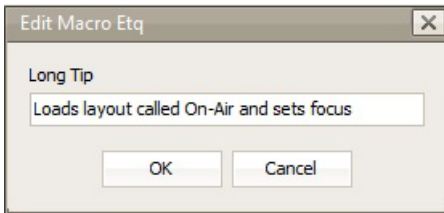
3. Hover the mouse pointer over the key (in this example, the A11 key on the bottom grouping of keys was hovered over) on the virtual keyboard to which this macro will be assigned.
4. Perform the keystroke or combination of keystrokes that result in the desired action. For instance, load the layout on air.
5. Click the key (the A11 key) on the virtual keyboard that you hovered over previously.

The Edit Macro Etq dialog box opens.



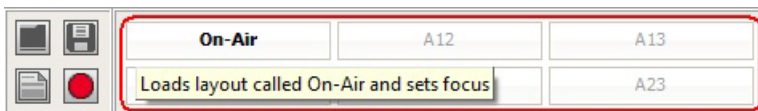
6. Type in the short label to replace A11 label on the key.
7. Click the OK button.

The Edit Macro Eqt Short Label changes allowing you to enter a Long Tip.



8. Enter a longer description of what action results from pressing this button.

This text displays as a descriptive tool tip when you hover over the key on the virtual keyboard, as shown in the following illustration.

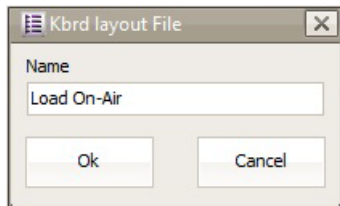


**To save this macro as a keyboard layout:**

1. Click the Save Keyboard Layout button.



The Keyboard Layout File dialog box opens.



2. Type a name for this keyboard layout. In the previous example, Load On-Air is the name.
3. Click the OK button.

**To clear this macro:**

- ▶ Click the Clear Keyboard Layout button.

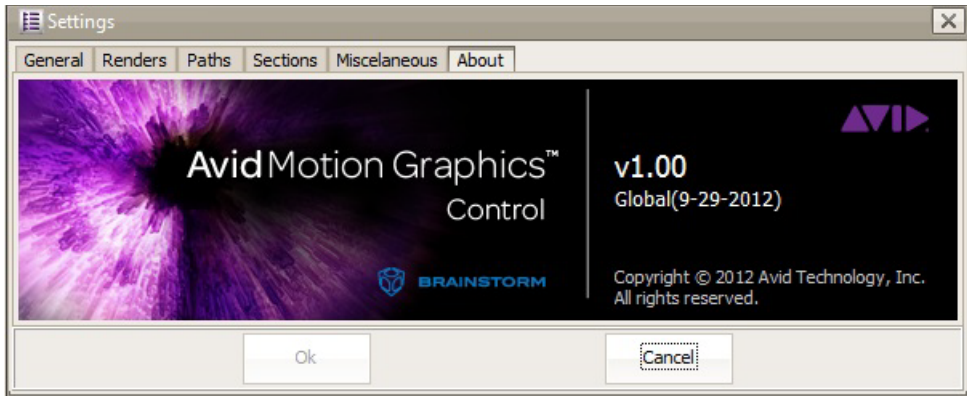


## Configuring Settings

The Settings dialog box is used to configure the Avid Motion Graphics Control application.

### To open the Settings dialog box:

- ▶ Click the Settings button.

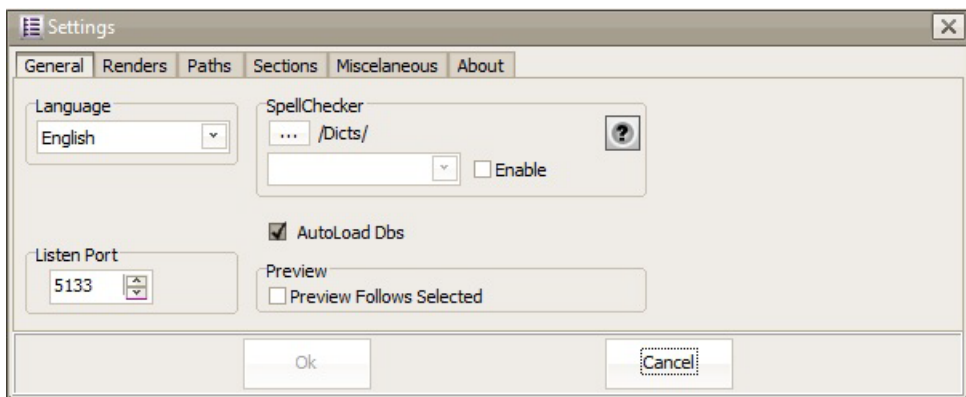


The Settings dialog box opens and displays the information on the About tab.

### To configure General settings:

1. Click the General tab.

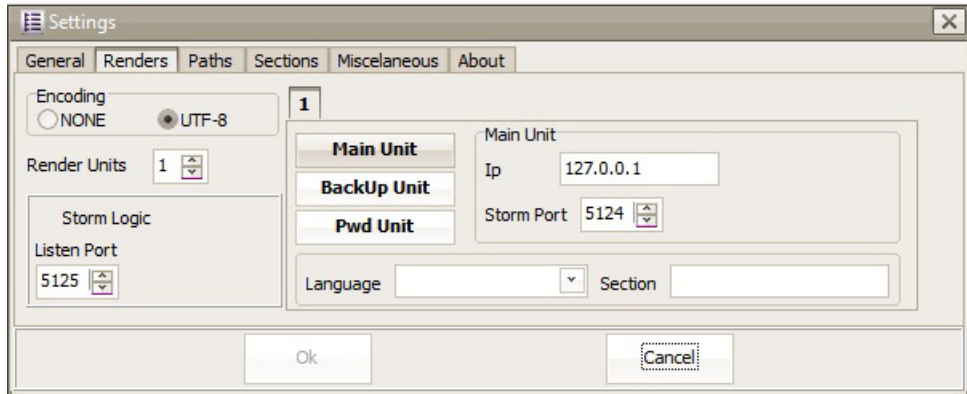
The General tab opens.



2. Select your language using the Language drop-down arrow.
3. Set your spell check to the desired dictionary if not leaving at the default.
4. Leave all other options on their default.

**To configure Render settings:**

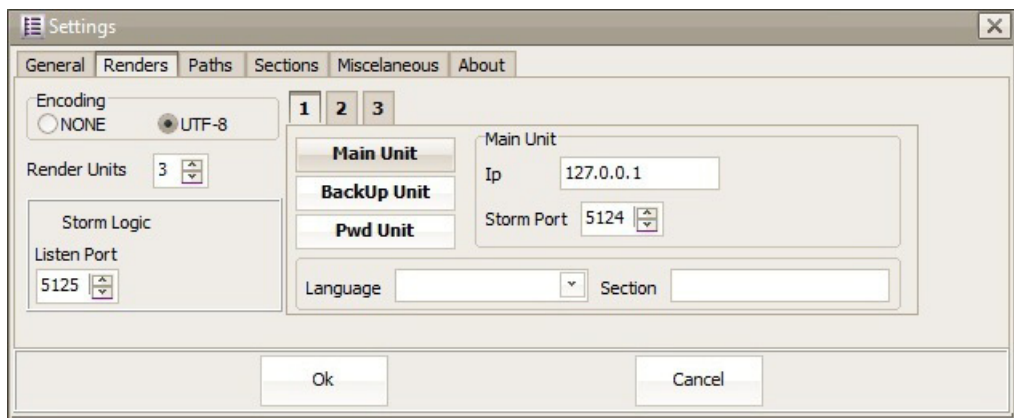
1. Click the Renders tab.  
The Render tab opens.



2. Set encoding.
3. Select the number of render units to which this Avid Motion Graphics Control system can connect.



As you increase the number of render units, additional numbered tabs appear for each render unit, which you must configure.



4. Set the StormLogic listen port.

Each render unit setup consists of the main unit, and if you have them, a backup, and preview units. Neither a backup or preview unit is required as part of a render unit setup. The Renders tab is used to configure the setup of the IP address, Storm port, language and section for each render unit.

**To configure settings for a main render unit:**

1. In the Settings dialog box on the Renders tab, click the tab number that corresponds to the render unit.
2. Click the Main Unit button.
3. Enter the IP address, Storm Port, Language, and section for the main unit.
4. Click the Ok button.



*A backup render unit is an option but not required as part of the render unit setup.*

**(Optional) To configure settings for a backup render unit:**

1. In the Settings dialog box on the Renders tab, click the tab number that corresponds to the render unit.
2. Click the BackUp Unit button.
3. Enter the IP address, Storm Port, Language, and section for the backup unit.
4. Click the Ok button.



*A preview render unit is an option but not required as part of the render unit setup.*

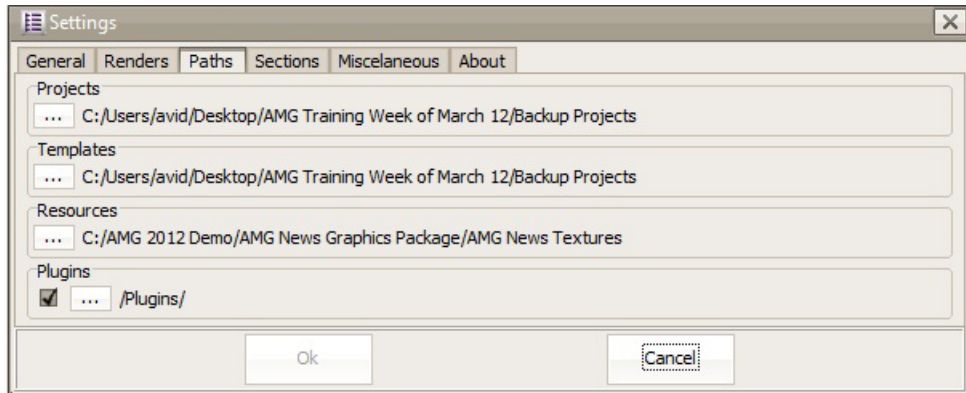
**(Optional) To configure settings for a preview render unit:**

1. In the Settings dialog box on the Renders tab, click the tab number that corresponds to the render unit.
2. Click the Pwd Unit button.
3. Enter the IP address, Storm Port, Language, and section for the preview unit.
4. Click the Ok button.

**To configure Paths settings:**

1. Click the Paths tab.

The Paths tab opens.

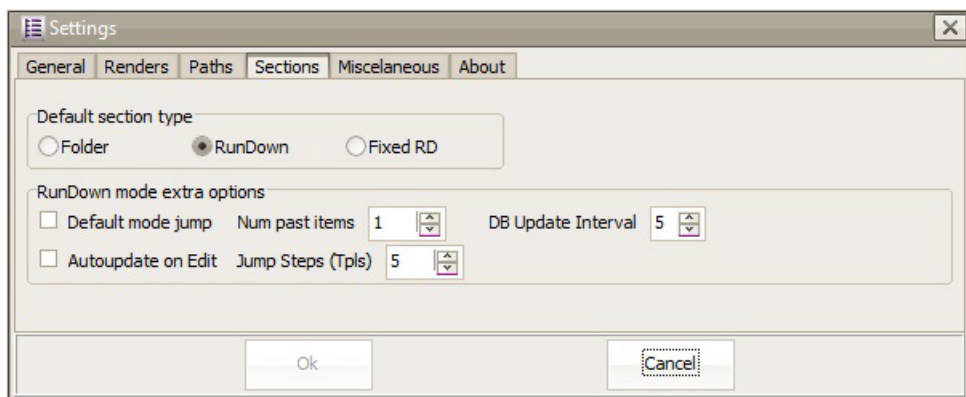


2. Click the ellipsis button in the Projects section to browse to the projects folder.
3. Click the ellipsis button in the Templates section to browse to the templates folder.
4. Click the ellipsis button in the Resources section to browse to the resources folder.
5. In the Plug-ins section, mark the check box to use plug-ins.
6. Click the ellipsis button in the Plug-ins section to browse to the plug-ins folder
7. Click the OK button.

**To configure Sections settings:**




1. Click the Sections tab.

The Sections tab opens.

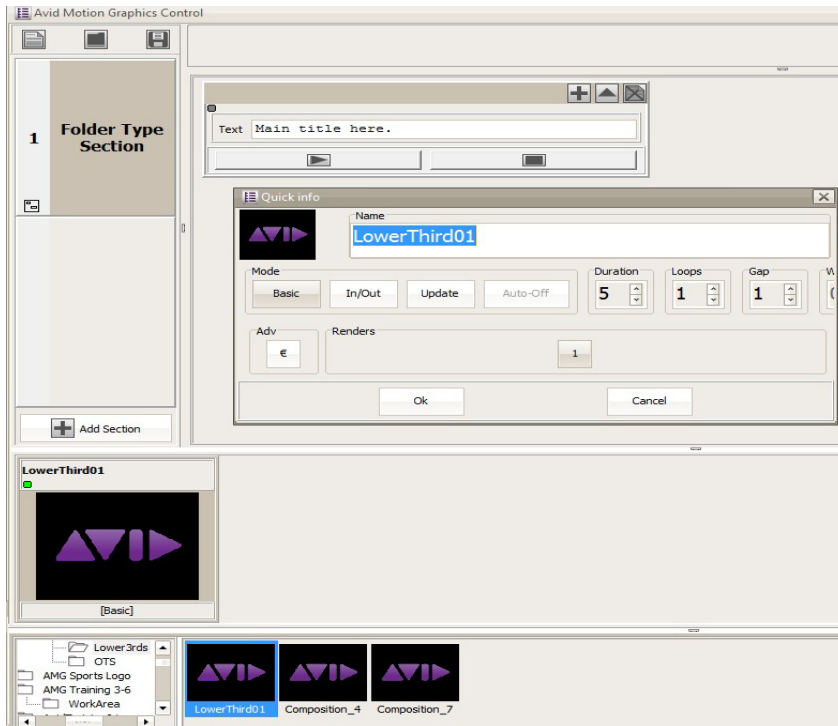


- In the Default section type area of this tab, click the radio button that corresponds to the type of sections you want to create each time you use Avid Motion Graphics Control. The default is the RunDown type.

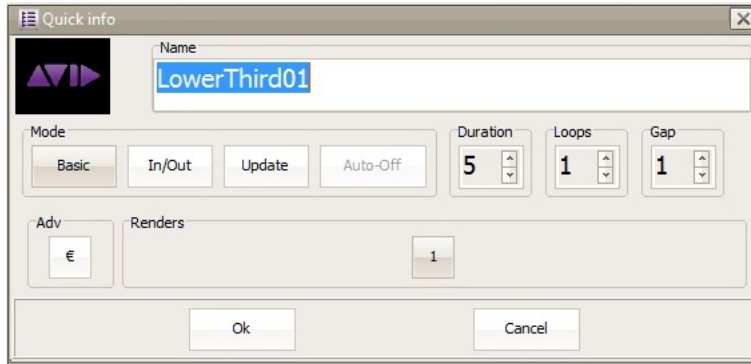
Later, when you create your sections, in the Section area of the user interface, an icon is displayed so you can tell at a glance the type of section in which you are working.

Section Icon	Description
	Folder default section type
	RunDown default section type
	Fixed RD default section type

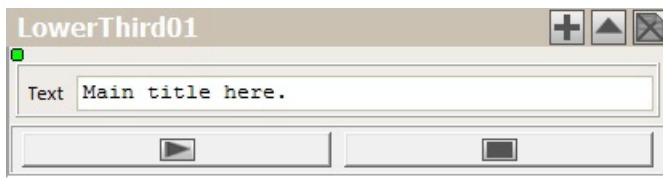
When the Folder section type is defined as the default section type, and you place a template in that section's Rundown area of the user interface, two dialog boxes open.







The Quick Info dialog box, shown in the following illustration, displays a thumbnail image of the template and information about the template. It also lets you rename and change some of the template's attributes.



The Playout Control dialog box, shown in the following illustration, reflects the name of the template in its title bar and may show other replaceable text fields, as defined in the template's original composition. It lets you duplicate a template or change certain text, as defined within the template's original composition. This is ideal for a workflow requiring frequent, quick changes.

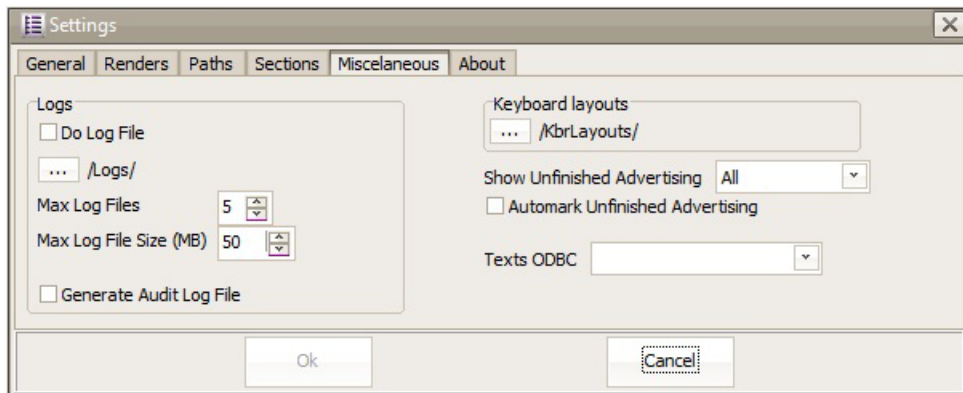


The Playout Control dialog box contains the buttons described in the following table.

Button	Description
	Duplicate - pressing this button creates another instance of the template, which can be edited, played out, and saved.
	Toggle - pressing this button toggles between a thumbnail view of the template and the edit view of the Playout Control dialog box.
	Play - pressing this button plays the template on air. It changes the color of the Playout Control dialog box title bar to red, signifying the item is on-air.
	Stop - pressing this button while the template is on air stops the playout.

### To configure Miscellaneous settings:

1. Click the Miscellaneous tab.



Within the Miscellaneous tab, you can choose to log the commands performed by Avid Motion Graphics Control, such as play and eject, and set the log path. You can also set the number of maximum log files and maximum log file size, as well as direct the keyboard layout to a different path.

## 5 Avid Motion Graphics News Control

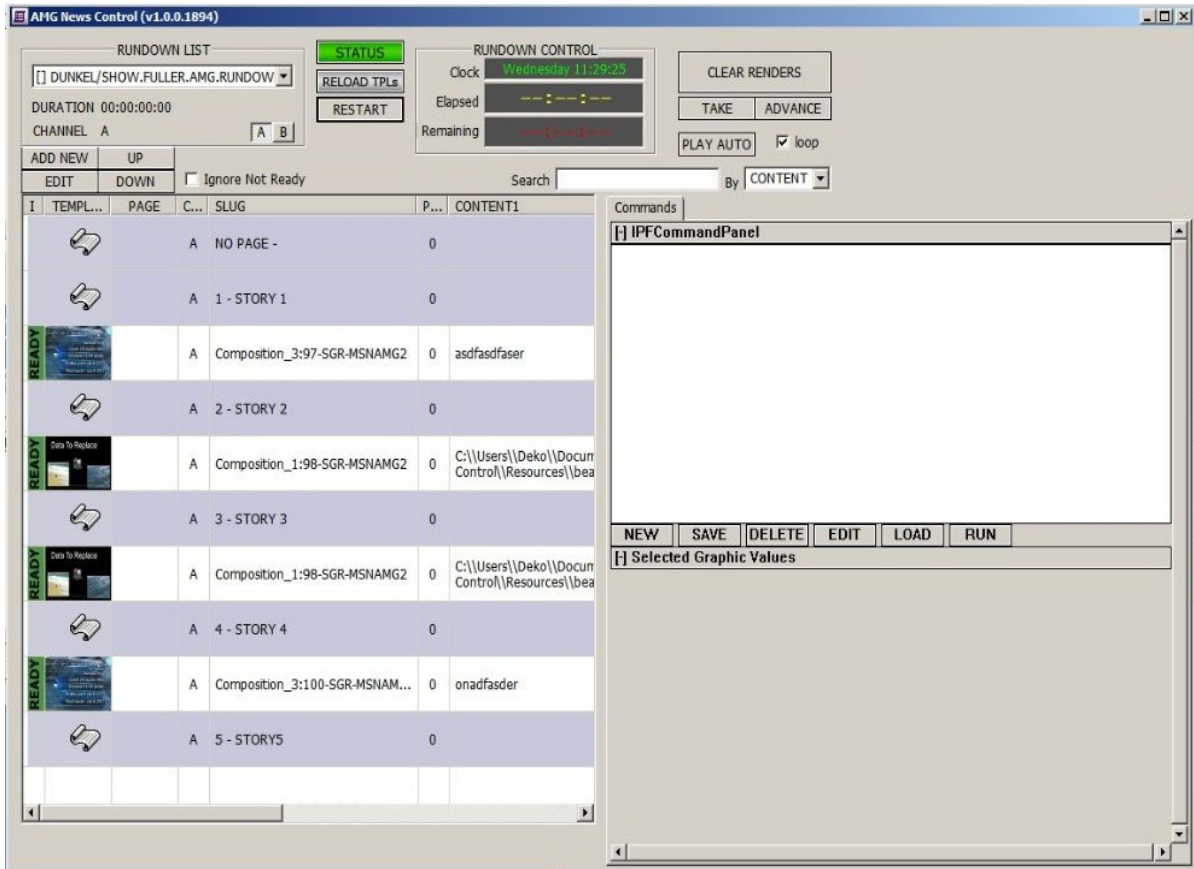
Avid Motion Graphics News Control is designed for the news graphics operators who need graphics rundown automation with manual control. This application allows for automated graphics playout connected to the NRCS rundown, on-the-fly graphics adjustment, and third-party production automation integration.

The following main topics describe:

- [News Control User Interface](#)
- [Basic News Control Operations](#)
- [Special News Control Operations](#)
- [Advanced News Control Operations](#)
- [Channels](#)

# News Control User Interface

The Avid Motion Graphics News Control application allows operators to broadcast graphics in a MOS environment. Producers and journalists can mark rundowns as on air, and the operators can load those rundowns and play out the graphics.



The user interface is divided into the following areas:

- [Control Area](#)
- [Rundown Area](#)
- [Message Area](#)

## Control Area

The Control area is located across the top portion of the window.



This area contains all of the controls, which an operator can use to load rundowns, start playback, add new graphics, edit graphics, and so forth. To use some of these controls, you must have a rundown loaded or a graphic selected; otherwise, the controls are not enabled.

The most frequently used controls, their hot-key shortcuts (if any), and their descriptions are listed in the following table:

Control	Keyboard Shortcut	Description
Rundown selector tool		This tool allows you to select a rundown to control from a list of available rundowns.
ADD NEW button	Numeric Keypad +	The ADD NEW button allows you to create a new graphic.
EDIT button	Enter	The EDIT button allows you to edit the selected graphic.
UP button	Page Up	The UP button allows you to move the selected graphic up.
DOWN button	Page Down	The DOWN button allows you to move the selected graphic down.
RESTART button	Backspace	The RESTART button allows you to restart the show and selected in cue is the first graphic.
TAKE button	space bar	If there is a graphic on air, pressing the TAKE button stops it. If there is no graphic on air, pressing this button plays the cued graphic.

Control	Keyboard Shortcut	Description
ADVANCE button	Ctrl	Pressing this button replaces the current played graphic by the next cued graphic.



Hot-key assignments can be modified in the controller.ini configuration file.

## Rundown Area

When a rundown is loaded, all of its stories and graphics compositions are shown in the Rundown area. The Rundown area lets you view what is currently on air and also what goes to air next.

I	TEMPL...	PAGE	C...	SLUG	P...	CONTENT1
			A	NO PAGE -	0	
			A	1 - STORY 1	0	
READY			A	Composition_3:97-SGR-MSNAMG2	0	asdfasfaser
			A	2 - STORY 2	0	
READY			A	Composition_1:98-SGR-MSNAMG2	0	C:\\Users\\Deko\\Docum Control\\Resources\\bea
			A	3 - STORY 3	0	
READY			A	Composition_1:98-SGR-MSNAMG2	0	C:\\Users\\Deko\\Docum Control\\Resources\\bea
			A	4 - STORY 4	0	
READY			A	Composition_3:100-SGR-MSNAM...	0	onadfasder
			A	5 - STORY5	0	

In the Rundown area, an on air graphic row is highlighted in red, a cued graphic is highlighted in yellow, while a selected graphic is highlighted in blue. Stories appearing in the Rundown area are gray and depicted by a story icon, as shown in the following illustration.



## Message Area

The message area is located below the Rundown area and remains blank unless a message is generated by the application. Any messages for the operator are displayed in this area.

In Python scripts, when the command is activated, the CODE IN script is sent to the player and when it is deactivated, the CODE OUT script is sent to the player. If a Python Script command has no CODE OUT, it won't have two states. When the command is run, it sends the CODE IN script, but remains deactivated. That means, every time this command hot-key is pressed, it sends the same code.

## Basic News Control Operations

The Avid Motion Graphics News Control application provides the following basic operations:

- Rundown selector—allows you to select a rundown.
- RESTART button —allows you to restart the show. When you do this, the first available graphic is automatically cued.
- TAKE button —plays the cued graphic and automatically cues the next graphic.



*If you continue to press the TAKE button, you can sequentially play and stop each graphic in the rundown*

- RESTART button—pressing this button restarts from the beginning.

## Changing a Cued Graphic

A graphic that has already been cued can be changed at any time while it is in the cued state.

### To change a cued graphic:

1. Do one of the following:
  - ▶ Click to select a cued graphic from the Rundown area.
  - ▶ In the Rundown area, move to the graphic you want to select using the up or down keys on the keyboard.
2. Click the Left arrow key on the keyboard to change the preview.

## Modifying the Position of a Graphic in a Story

Graphics that are part of a story can be moved between the limits of that story.

### To modify the position of a graphic:

1. Do one of the following:
  - ▶ Click to select a cued graphic from the Rundown area.
  - ▶ In the Rundown area, move to the graphic you want to select using the up or down keys on the keyboard.
2. Do one of the following:
  - ▶ Press the MOVE DOWN button in the Control area to move the graphic down or press the Page Down key on the keyboard.
  - ▶ Press the MOVE UP button in the Control area to move the graphic up or press the Page Up key on the keyboard.

## Template Editor

The Template Editor is a dialog box used to edit the contents of a graphic. The template contains data for a graphic. When the Template is designed, some of the template's fields, which contain data about a graphic, are filled in later by a journalist. A Graphic (sometimes called an object) can be a template plus the data values that are filled in by a journalist.

## Editing Graphics Content

The Motion Graphics News Control application allows you to edit the contents of any graphic that is not on air.

### To edit a graphic:

1. Do one of the following:
  - ▶ Click to select a graphic from the Rundown area.
  - ▶ In the Rundown area, move to the graphic you want to select using the up or down keys on the keyboard.

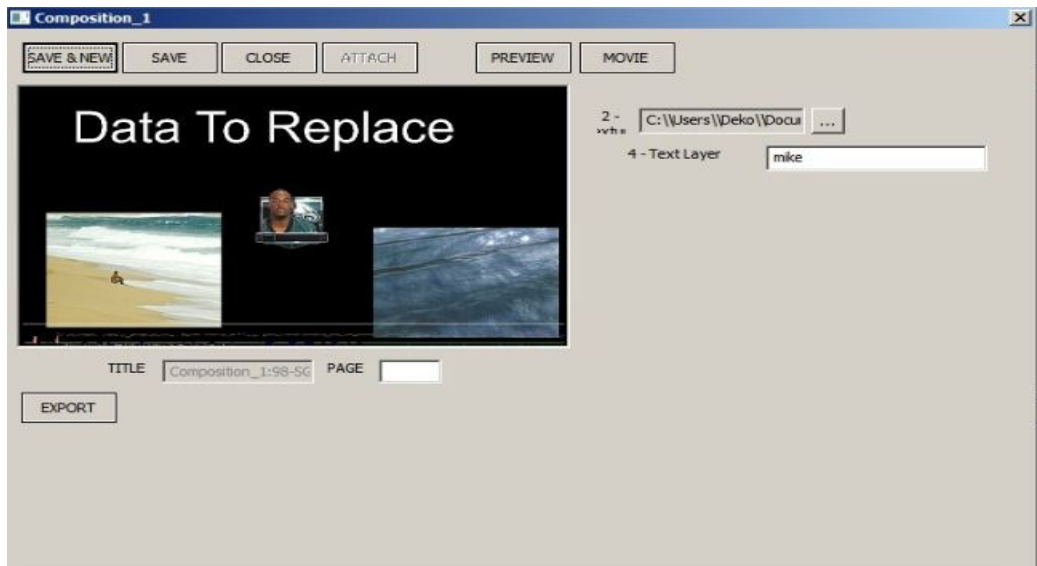


*Ensure the graphic you have selected to edit is not currently on air.*

2. Do one of the following:
  - ▶ Press the EDIT button to open the Template Editor dialog box.
  - ▶ Press the Enter key on the keyboard to open the Template Editor dialog box.



*The Template editor dialog box opens displaying the name of the graphic of which you selected.*



The Template Editor contains the following:

Name	Description
SNAPSHOT	This is the image of the selected template. This allows users to view the graphic.
TITLE	This is the name of the graphic. Users can not edit this field if the system is configured to create auto names. If the system is configured as mixed, this field appears non-editable but users can double-click in the field, and then edit the name of the graphic.
PAGE	This is an optional field that allows the user to set a number for this graphic. This number can be used later to search for this graphic. Page numbering is not supported by RCG Lite.
Values Area	These areas are filled in by the users to create the graphic. For instance, the name of the person the character generator (CG) has to display.
SAVE & NEW Button	Creates a new graphic with the current values and template but doesn't close the dialog that allows the user to create more graphics using the current template.
SAVE Button	Saves the graphic with the current values and closes the dialog.
CLOSE Button	Closes the Template Editor without saving the graphics.
PREVIEW Button	Updates the Snapshot area to show the graphic appearance with the current values.
MOVIE Button	Creates pre-rendered graphics, a movie, that is displayed in the Snapshot area with the IN and OUT transitions for that graphic using the current data.
EXPORT	Exports the graphic as a movie file, which can be used in post production programs.

3. Edit the data values for the graphic.
4. Press the SAVE button to close the Template Editor dialog box.

## Adding a New Graphic to a Rundown

The Motion Graphics News Control application allows you to add new graphics to a rundown. However, the original rundown is not updated in the journalists software.



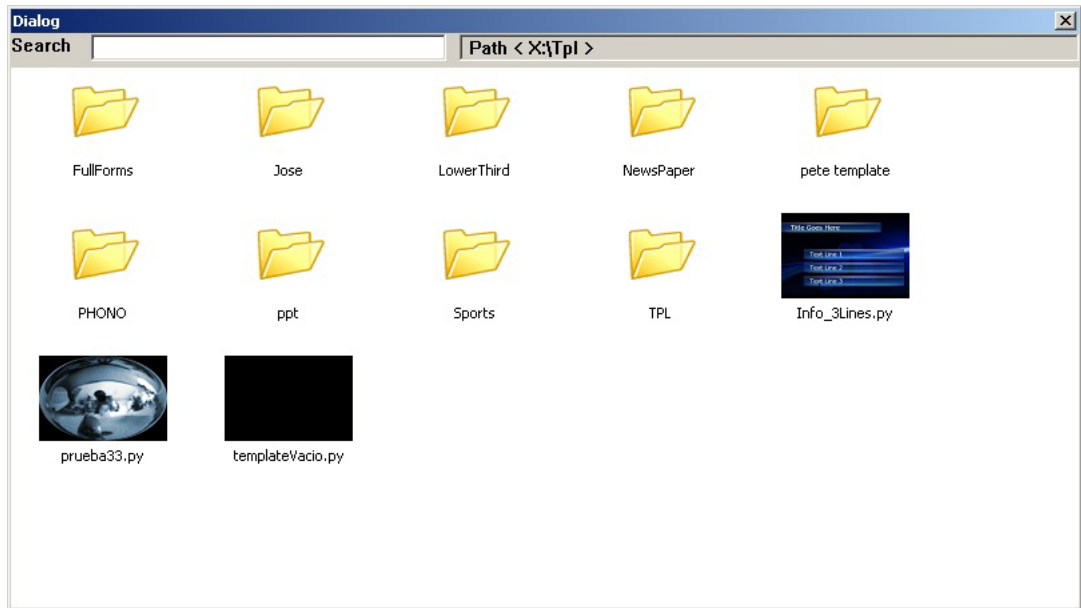
*While you can add new graphics to a rundown, the original rundown won't be updated in the journalists software.*

### To add a new graphic to a rundown:

1. In the Rundown area, click an existing graphic to select the location in which to place the new graphic.

When added, the new graphic will appear next to the graphic you have selected.

2. Press the Add New button in the Control area.



3. Click to select a Template.

The Template Editor dialog box opens.

4. Fill in the data values for the graphic.

5. Press the SAVE button in the Control area.

## Special News Control Operations

Beyond selecting and restarting rundowns, playing cued graphics, and stopping them, there are some special operations that can be performed using Avid Motion Graphics News Control. You can check the status of the system, synchronize templates, and clear render windows. For these operations, you will use some of the other tools in the Control area.

- **STATUS** button—lets you check the system and identify any connection problems with any of the required computers.
- **RELOAD TPLs** button—lets you synchronize the templates in the render machines with current templates placed in the shared folder.
- **CLEAR RENDERS** button—lets you clear the render window.
- **Ignore Not Ready**—when this Check box is marked, the News Control application ignores the Not Ready label associated with this graphic, which allows the user to play the graphic.

## Checking Status

The availability of the system to display a rundown depends on whether or not the players are running and have the required templates loaded and also if the Avid Motion Graphics News Control application has a connection to MOS Gateway so it can receive rundown related messages.

### To check the status of the system:

- ▶ Press the STATUS button.

This results in a message that reads, Checking System Status. This message is followed by more system information.

If errors were detected during the check, the STATUS button turns red in color. When the Avid Motion Graphics News Control application is started, the system does a first system check. Following this initial check, every three minutes, the application automatically runs a full system check in the background.

Each time that a play-out command is issued (play, cue, advance) if the command finishes with an error, it is reported and the STATUS button changes to the red color. If any error is reported the operator should press the STATUS button to retrieve message containing the detailed information about the source of the errors.

## Ready and Not Ready Status

Graphics are created in a READY status by default. However, it is possible to change that status to NOT READY using Avid Motion Graphics News Control or Journalist. Changing the status this way just means that the graphic is not available in News Control the status change is not reflected in any other application.

The READY status depends on the user's workflow. It could mean that the graphic needs to be reviewed, that it is not yet finished or some other meaning. The following are the general considerations for the Ready or Not Ready status.

- Mark the Ignore Not Ready check box to allow the News Control application to assume all the graphic is in a READY status.
- Press CHANGE READY STATUS to turn the selected NOT READY graphic into a READY one.
- Press CHANGE READY STATUS to turn the selected READY graphic into a NOT READY one.



*Pressing CHANGE READY STATUS when a STORY is selected changes the whole story to NOT READY (including all the graphics inside the story). This could be useful for floating stories.*

## Clearing Renders

In some situations, a graphic might not stop when News Control sends the stop signal. For instance, there might be an error in the template design, such as in the template animations. You can fix this situation by pressing the CLEAR RENDERS button, which stops all graphics in all players, and clears the output.

## Advanced News Control Operations

The more advanced operations performed in Motion Graphics News Control involve searching for a specific graphic, pausing the playout of a graphic or locking a graphic.

- **Search**—the Search box allows users to search for graphics using their title (SLUG), their three columns of content, their page number or by all of these criteria. The user can select the search content using the drop-down list next to the search field.
- **Pauses**—the number entered in this column indicates the number of additional takes that the graphic requires due to pauses in its animation. The number of pauses could depend on the contents of the graphic or be a fixed number.
- **Locked Graphic**—when a graphic is locked it cannot be stopped with the next TAKE, this allows you to have more than one graphic on air.
- **Page Number**—each graphic can have a page number assigned to it, which can be used in searches, cueing or to quickly go to air with a specific graphic.

## Pauses

Graphics can be animated by various numbers of TAKES. These graphics display their associated number of TAKES in the PAUSES column and highlighted in orange. What the graphic does during a TAKE, depends on its template design. Often times the TAKES are used to show rows in a table, as the spokesperson speaks about them. Sometimes they are part of smart templates that show more or less information depending on the graphic data.

When the TAKE button is pressed, the number in the PAUSES column decreases to zero. When the number reaches zero, the graphic becomes a common graphic, and the number zero, in the pauses column, is no longer highlighted in orange. The graphic is stopped during the next TAKE.

## Searching for Rundown Graphics

Users can search for a specific graphic by entering some text in the search box located in the Control area. By default the system searches for the first graphic with matching content. The starting position is the current selected graphic or the first graphic in the rundown if there is no match found.

Users can also change the search criteria selecting a different search criteria from the drop-down list located next to the search box. The drop-down list contains CONTENT, SLUG, PAGE or ALL as search criteria.

## Using Page Numbers

Graphics are sometimes called, pages. Each graphic can have an assigned page number. This allows a user to operate those graphics faster without the need of selecting them. Page numbers can be assigned during the graphics creation or later using the Template Editor. A graphic can be played, Cued or Edited if you know its page number.

### To find a graphic by its page number:

1. Ensure the cursor focus is not in the Search box.



*This operation does not work if your cursor is located in the Search box.*

2. Using the number pad on your keyboard, press the page number of the graphic.

The page number displays, briefly, in the Search box.

3. Do one of the following:

- ▶ Press the Take button to play the page on-air.
- ▶ Press the Cue button to cue the page.
- ▶ Press the Edit button to open the Template Editor.

## Transitions

Transitions are sometimes referred to as animations. The StormLogic feature of Avid Motion Graphics defines how one template relates to another. For instance, users can define which templates can be displayed at the same time or which ones can not be played together. Templates are usually generated as stand-alone graphics. Additional graphics can be generated that point to that template and define what transition is used when the graphic is played IN or played OUT. It can also define backgrounds that must be played before playing any of the other templates.

Pressing the ADVANCE button always plays the cued graphic. If there was a graphic already on-air, pressing the ADVANCE button stops that graphic. If the cued graphic and the on-air graphic use the same template, pressing the ADVANCE button makes a transition between the two graphics, providing that both of the templates allow transitions.

## Playing Locked Graphics

Locked Graphics are useful for combining several graphics at the same time. When a graphic is locked, the controller won't stop it while it plays other graphics.

### To play and lock a graphic:

1. Cue the graphic.
2. Do one of the following:
  - ▶ Press the Take button.
  - ▶ Press the Advance button.
3. Click to select the graphic.
4. Press the Lock Graphic button.

### To stop a locked graphic

1. Select the graphic.
2. Press the Lock Graphic button.
3. Press the Take button.

## Channels

Avid Motion Graphics News Control can operate more than one channel in a single rundown. Each graphic has an assigned channel and each channel has an assigned player. In this way, when a graphic is on-air, it is displayed by the player to which the channel is assigned.

Each channel has its own cue but both channels share the same rundown and the same actions (Buttons and hot-keys). The active channel determines what channel is detected by an action. The Channel buttons are located in the Control area. Clicking on the button changes the active channel of a selected graphic. The channel to which a graphic belongs is displayed in the Channel column in the Rundowns area.

## Channel Auto-Activation

There is always one active channel. The active channel can be changed. It also changes automatically after each action to select the channel whose cued graphic is in the upper position. This is done to maintain a coherence between the position of the graphics and the order they are in which they are played.

As an example, before forcing a take action on channel A, no matter what channel is active, the user must press Activate Channel A prior to pressing the Take button.

## Channel Assignment

Each graphic can be assigned to any channel using the channel selection by editing the channels.ini file to auto-assign the channel to each graphic based on its template name. The channel.ini must contain one main channel per each support channel (usually two) and a list of template names assigned to each channel, as shown in the following illustration.

```
[CHANNEL1]
template name1
template name2
template name3
.
.
template nameN

[CHANNEL2]
template nameN+1
template nameN+2
.
.
```

## 6 Avid Motion Graphics Tools

A variety of Avid Motion Graphics Tools are available for use with your Avid Motion Graphics system.

The following main topics describe these tools:

- [Avid License Control](#)
- [AMG Advanced Device Manager](#)
- [AMG Control](#)
- [Avid Motion Graphics Font Package](#)
- [AMG Transcode](#)
- [Deko Translator](#)
- [Deko Chart Designer](#)
- [Deko Player](#)

### Avid License Control

Avid License Control must be installed on any computer with a licensed component. For instance, the servers pass licenses to Journalist clients and News Control clients.

For more information, see the *Avid Motion Graphics Setup and Configuration Guide*.

### AMG Advanced Device Manager

This device manager is used for the iNEWS Command workflow or Intelligent Interface Integration (III).

### AMG Control

AMG Control is used to control playout of graphics in non-newsroom playout situations. For more information, see [“Avid Motion Graphics Control” on page 81](#).

## **Avid Motion Graphics Font Package**

This font package provides fonts to support graphics previously created in Deko. Users can create new graphics using fonts from this package in Avid Motion Graphics too.

## **AMG Transcode**

AMG Transcode lets you convert from multiple clip types into a format that allows real-time playback with correct audio alignment. Use it to convert clips that suffer from real-time and audio alignment issues.

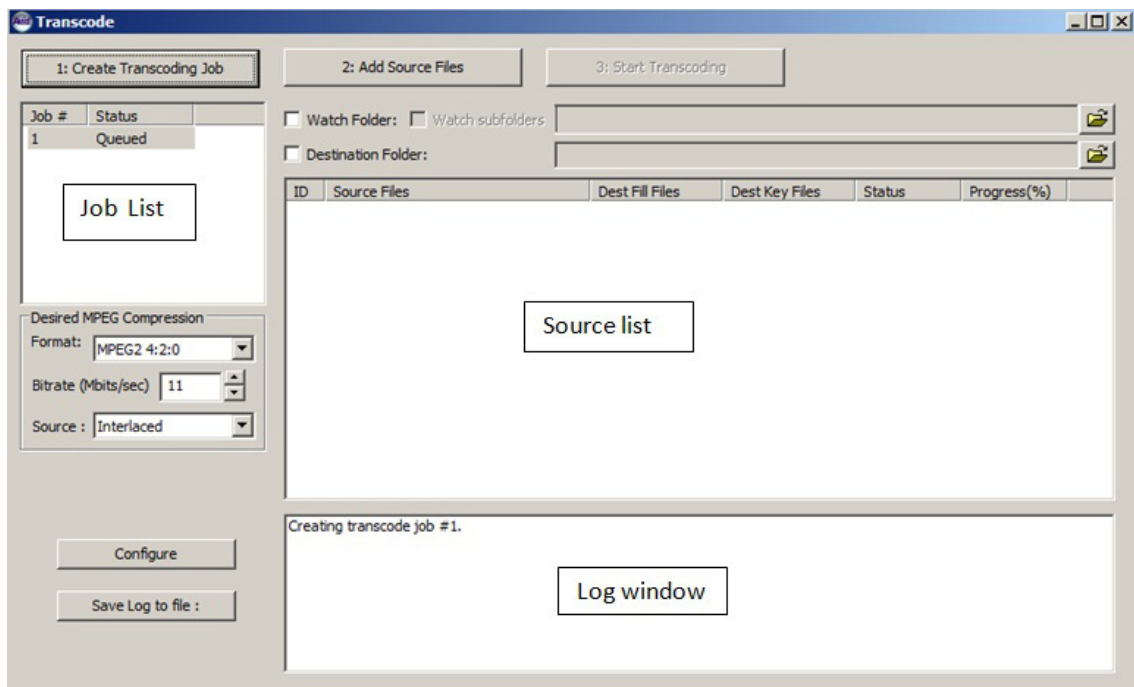
## Using AMG Transcode

If your clips are contained in several different folders and you want to preserve the same folder structure, you need to create different jobs in the Transcode application. The Transcode application lets you process multiple jobs simultaneously. The application's user interface has three main sections:

- Job List - a list of defined jobs and their current statuses. You can select any job from the list to add files or change settings at any time.
- Source List - a list of files to be transcoded for the selected job.
- Log window - the area of the application where you can view a list of log files for all jobs. Use the Save Log to File button to enable logging of all entries to a text file; this might be required for support purposes.

### To perform a transcode:

1. Create a job by clicking the Create Transcoding Job button.



There is always a Job #1 created when you start the application.

Each job you create can contain different values for each transcode option. For instance, you can set up one job to transcode selected files to one destination in 4:2:0 format and a second job to a different destination with a 4:2:2 format.

2. Add source files to the selected job (in the Job List) by clicking the Add Source Files button.

A dialog appears letting you choose a file. You can make multiple selections from your disk. Reclick the button to add more source files to your job.



*You can right-click to add source files or drag and drop files from Windows Explorer to your Source List. Files are validated as they are added, so you can also add more files to a job even after the job started.*

3. Set transcode options in the Desired MPEG Compression section. Those options are: Format, Bitrate, and Source.
4. (Optional) Define a subfolder to watch, using the Browse button, and select the Watch Folder check box if you want to automate the transcode process. When enabled, the Transcode application will monitor the defined folder, and as soon as a file is placed into that folder a transcode process will start, using all of the settings defined for the job.



*Using this feature in conjunction with a destination folder and the Delete Job + Delete Source configuration options means that the application will continuously monitor for files and transcode them as they are received, effectively automating the process.*

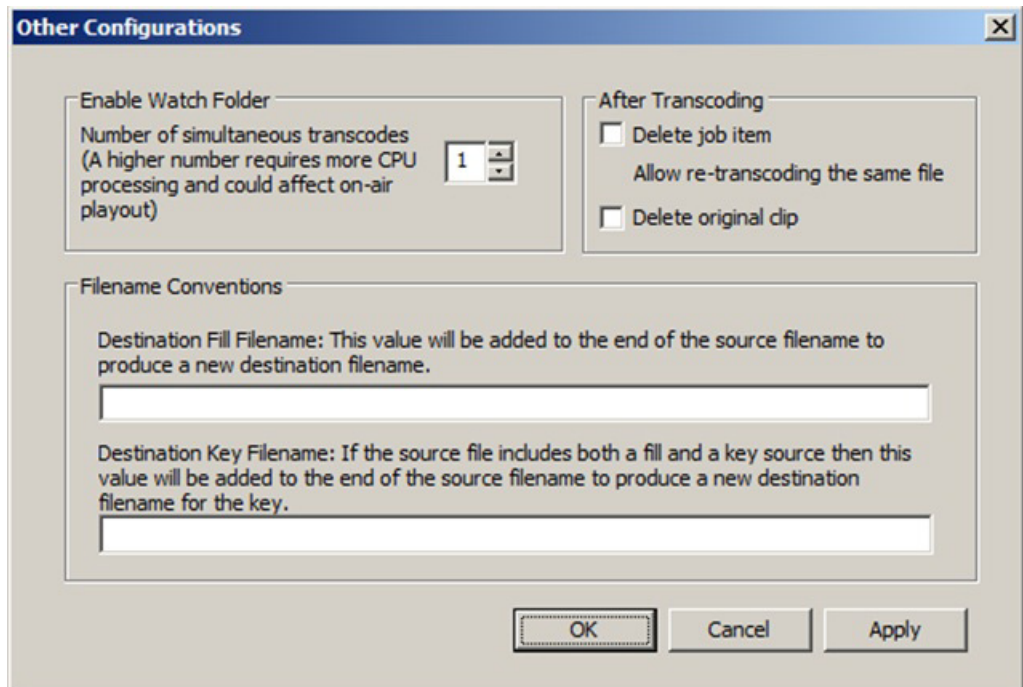
5. Set the destination folder.

By default, transcoded clips are put in the same location as the original clips. Use this option if you want to place the transcoded clips in a different folder.

6. Start transcoding by clicking the Start Transcode button.

The process will take each clip in order and transcode it using the selected options. The job's status will update, and then each of the clips in the Source List will update with the status as they are processed. More than one source file can be transcoded simultaneously by using the option provided in the Configuration dialog.

Use the Configure button to access extra configuration values.



## Deko Translator

Deko Translator is an application that allows you to translate your existing Deko Graphic assets into native AMG compositions. Because of differences in methodology between Deko and AMG, other types of Deko assets (motions, effects, and macros) cannot be translated.

The compositions created by Deko Translator provide a basis for porting Deko Graphic assets to AMG. Animations or other enhancements should be added using native AMG features. For completely authentic playback of existing Deko assets (including motions, effects, and macros), use the Deko Player instead.

### Before You Begin...

Deko Translator is a stand-alone application, so neither AMG nor Deko is required; however, to confirm that all of the assets needed to process each Deko Graphic asset are available, a version of the Deko application is very useful. And the AMG projects and compositions created can only be used from the AMG application. Therefore, we recommend that Deko Translator, Deko, and AMG are installed on the same computer. For best results, use a full AMG chassis with a fully configured version of AMG or AMG Production (such as AMG 2.0), and a fully configured version of Deko (such as Deko 6.1) or a compatible version of PostDeko.

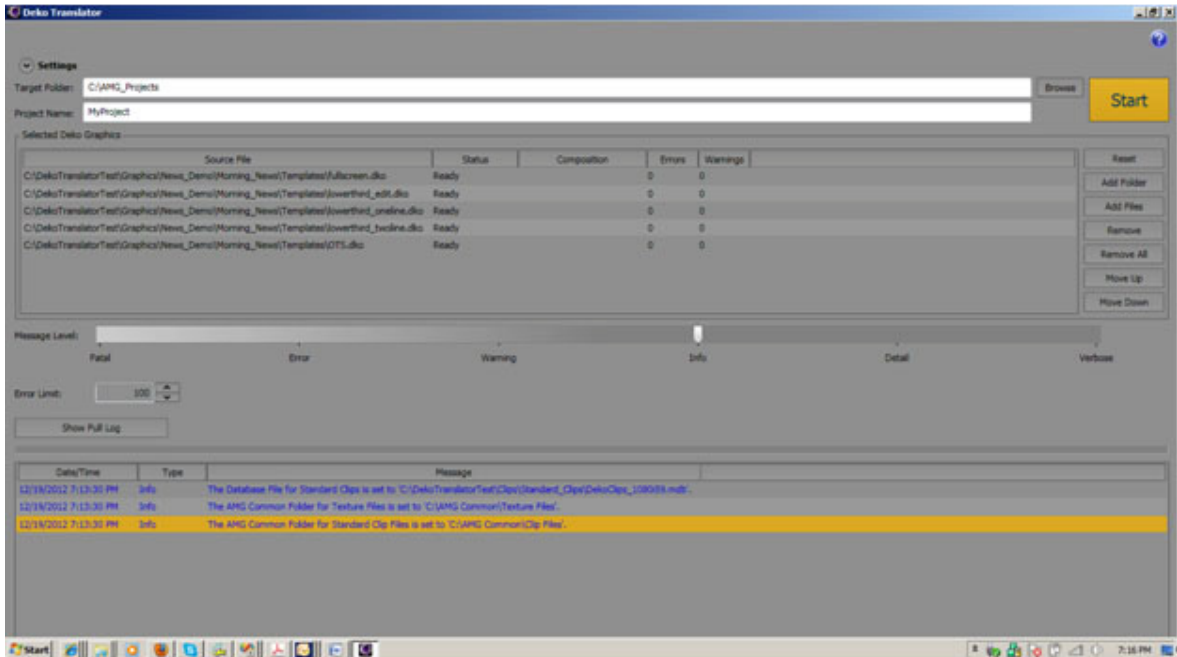
You should ensure that all elements used by your Deko Graphic(s) are available. This includes texture files, clip files, the clip database file, fonts, and so forth. The easiest way to verify that the necessary files are present is to open each Deko Graphic from within the Deko application. We recommend using the preference called “Prompt if file components not found”, which provides the opportunity to browse for any files that are not found.

**To enable this preference:**

- ▶ Select **Options > Preferences > Prompts**.

## Creating an AMG Project with Deko Translator

Although it is possible to convert a large group of Deko Graphics into a single AMG Project, this will affect the project load time. We recommend grouping a smaller number of graphics into a single project.



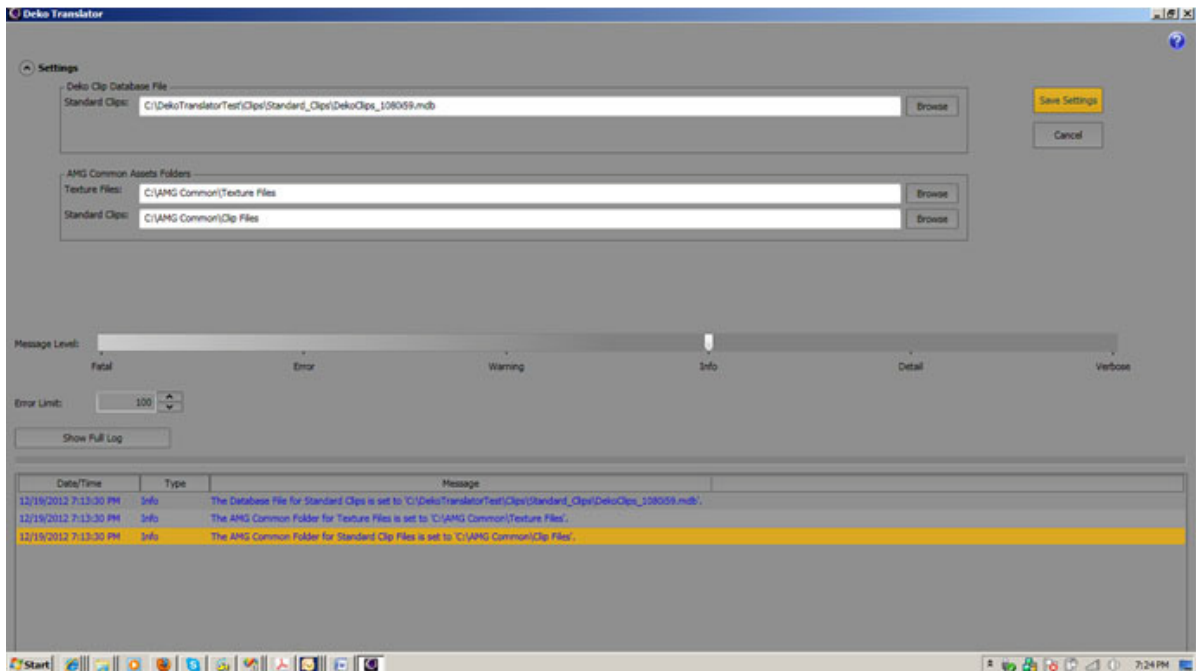
### To create an AMG project with Deko Translator:

1. Use the Browse button to select a target folder in which to create the translated AMG project. You might want to use the same folder that AMG uses for projects, as set in the Users Projects preference in AMG. You may also type the target folder name; if it doesn't exist, Deko Translator will create it.
2. Specify a name for the project. This name should be unique within the target folder. If that project already exists, you will be prompted to delete it.



**Use of an existing project name will prevent the translation.**

3. Select the Deko Graphics. Specify and organize the .dtk files you want to translate into an AMG project. This project will consist of one composition for each of the Deko graphics. The order of the Deko Graphics in the Source File List determines the order of the compositions within the project. Use the buttons to the right of the Source File List to add to and manipulate the list of Deko graphics.
  - Reset - resets the status of all of the graphic files
  - Add Folder - adds all graphic files from the selected folder
  - Add File - adds a single graphic file
  - Remove - removes the selected graphic file
  - Remove All - removes all graphic files
  - Move Up - moves the selected graphic up in the list
  - Move Down - moves the selected graphic down in the list



4. Click the Settings button to open the controls for the Clip Database File and the AMG Common Assets Folders.
  - a. Use the Browse button to select the location of the Clip Database File (.mdb). This file connects Deko Standard Clip names to the actual Fill and Key files that make up the clip.
  - b. Use the Browse buttons to select the locations of the AMG Common Assets Folders for Textures and Standard Clips. These folders specify the locations where Deko Translator will copy Deko Texture files and Deko Standard Clip files.



*You will need to set the Common Assets Folder in AMG Preferences accordingly, so that AMG will share those files across the Project (for use by all Compositions).*

- c. (Optional) Set the Message Level to control the amount of detail displayed during the translation process. Use "Info" for less information; "Detail" will provide additional information.
- d. (Optional) Error Limit can be used to limit the number errors that are acceptable in a single graphic before that translation is abandoned.
- e. When finished configuring the Settings, click the **Save Settings** button.



*All message levels are logged in the log file. The log file for each session is saved in C:\ProgramData\Avid\Support\Logs\DekoTranslator and organized by date and time.*

5. Click the **Start** button to begin the translation process.



**Click only once to avoid inadvertently stopping the translation process.**

Each Deko graphic in the list is translated to an AMG Composition, within the named AMG project. Graphics are processed one at a time in the listed order. Each composition takes its name from the original .dko filename.

As each graphic is translated, its status changes from Ready to In-process to Succeeded or Failed. The number of errors and warnings for each graphic is shown to the right. The Message window shows information for each translation, according to the Message Level setting. Regardless of that setting, all messages are logged in the log file. The progress bar reflects the translation progress within the list of source files.

You can halt the translation at any time by clicking the Stop button; however, the project will not be complete and should not be used. After you have started the translation process using a specific project name, you cannot use that same name again. Either use delete the complete project folder (under the target folder), or use a different project name.

After the translation process has completed, Deko Translator is ready to create another AMG project.

When the translation process is complete, an AMG project has been created with a composition for each Deko graphic in the target folder. Use the AMG application to open the project. Additions or modifications, such as animations, can be made to the project and any of its compositions.



*Larger and more complicated projects will take longer to open and consume more memory.*

## Deko Chart Designer

This AMG tool allows use of Deko graphics previously created with Deko Chart Designer.

## Deko Player

Deko Player is a component of AMG that lets you easily play your existing Deko graphics to air. Each Deko graphic plays out exactly as it would on a Deko, including motions and effects. In its simplest use, Deko Player lets you produce full screen output. Advanced users can utilize other features of AMG to enhance that output. For instance, using the AMG Form pane and AMG animations with Deko Player provides a very powerful workflow for incorporating existing Deko assets into new AMG workflows.

Deko Player uses only a single instance of Deko to produce its output. That instance is shared among all of the AMG compositions that use it. So, each time a Deko Player composition is selected, the current Deko output from the previous composition is displayed, allowing a single composition to perform a Deko transition effect/motion from the previous composition to the next.

The Deko Player object is a surface primitive and can be manipulated within AMG, the same as any other surface. You can use transformations and effects to manipulate the surface. This feature lets you incorporate new AMG features with existing Deko assets.

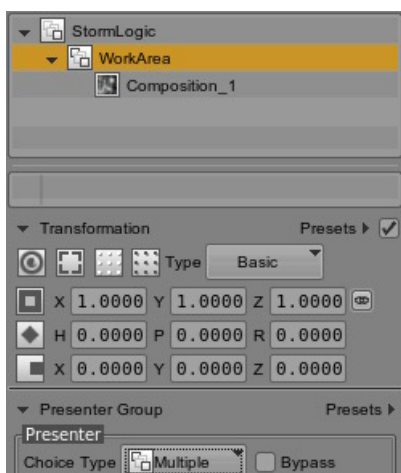
### Before You Begin...

You must install the Deko Player component to make it available in Avid Motion Graphics.

Using Deko Player in conjunction with AMG Control and AMG Newsroom, you can quickly build up a very powerful workflow utilizing your existing Deko assets with all of the AMG workflows.

Before using Deko Player, familiarize yourself with the Avid Motion Graphics and Deko applications.

To ensure clean back-to-back playout of compositions that include Deko Player objects, set the Presenter Group Choice Type in the WorkArea setting of the project.



Also, there are many other configuration settings—including Clip Databases, Paths, Preferences, and so forth—that must be set to ensure Deko Player performs correctly. Use the Configure button to modify any configuration settings and save your changes by clicking the Save Settings Now button.

## Playing Deko Graphics in AMG Compositions

Deko Player works by mapping the Deko output to a surface within an AMG composition, via use of AMG material.

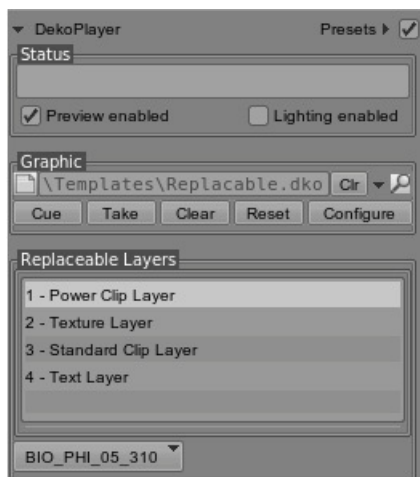


*Avid recommends you create a separate composition for each Deko graphic.*

### To play a Deko graphic in a composition:

1. Add a Deko Player object to the composition.
  - a. Navigate to the Deko category in the object library.
  - b. Double click the Deko Player object to create a full screen version for normal use. For advanced users, drag the Deko Player object to the Edit Viewport.

After a Deko Player object is added to the composition, the Deko Player user interface (in the Object pane of the Model area) appears and lets you control all aspects of the Deko Player.



2. Select a Deko graphic to be played.



3. Choose a replaceable layer and modify its value.

There are four different types of replaceable layers for the selected Deko graphic.

- Power Clip Layer - Choose a clip from the list of available power clips in the Deko Clip database. Use Configure to modify the selected database. This type of layer is not available through the AMG Form pane.
- Standard Clip Layer - Choose a clip from the list of available standard clips in the Deko Clip database. Use Configure to modify the selected database. This type of layer is not available through the AMG Form pane.
- Texture Layer - Use the File Selector to choose a file for use as a Deko texture.
- Text Layer - Use the edit box to type the text.

You can select one or more of these replaceable layers as editable data in the composition's form. The use of the AMG Form pane lets you access the replaceable layer data from other AMG applications in the workflow.

#### 4. Cue the Deko graphic.

The Cue button loads the selected graphic into the Deko Preview window and causes the associated effect/motion to begin playing. Since a pause is automatically inserted at the start of the effect/motion, the graphic is now fully cued and ready to be taken to air. If the graphic has no associated effect/motion, a cut effect is used.



*The cueing process might take several seconds.*

#### 5. Take the Deko graphic to air.

The Take button plays the cued graphic. Since the cued graphic is paused at the start of its associated effect/motion, the Take button triggers the beginning of playback. If the effect/motion contains additional pauses, use the Take button to trigger the release of each pause, which lets the playback to continue.

#### 6. Clear the Deko graphic.

The Clear button is used to clear the on-air graphic via a dissolve. The duration of the dissolve is controlled by an advanced Deko preference called Motions: Default fade in/out.

## Playing Deko Graphics in AMG Control or AMG News Control

Deko Player is designed to be controlled from AMG Control or AMG News Control. These AMG applications work by triggering the TemplateIn and TemplateOut animations of a composition. The TemplateIn animation is designed to do a cue operation followed by a take operation. The TemplateOut animation is designed to do a clear operation. These Animations can be triggered by the Take features of AMG Control or AMG News Control.



*Because of the differing complexity of graphics and motions, the cue operation can take a variable amount of time. For best results, Avid recommends using a multistage take operation in AMG Control.*

### **To set up the TemplateIn animation:**

1. Drag the Cue to position 0.
2. Drag the Animation Pause to just after the Cue.
3. Drag the Take to just after the Pause.
4. (Optional) If you want to clear the graphic in between the takes operations, add Clear to TemplateOut.

When accessed from AMG Control, the first take (using the Space Bar) will perform a cue. The pause will then become active. At this point, the Cue to Preview option will provide a visual reference that the graphic is cued and ready to be “taken” to air, as well provide confirmation that the graphic and data are correct. Press the Space bar to perform a take operation, playing the graphic on air. If you have added Clear to TemplateOut, you are now in a paused state and can

then use the Space bar to process the clear operation when you are ready. Otherwise for back-to-back graphics, you must select the next template before playing off the current template; playing off the current template without such a selection will result in cleared program output.

## Motions with Pauses

If you have Deko Motions that contain multiple pauses, you need to take each pause in the motion in order to step through each pause. Replicate this in the TemplateIn animation. For each stage, add an AMG 'Pause' followed by a 'Take'. Then in AMG Control, press the Space bar to trigger each Pause.

## Cancelling a Previewed Graphic

After a graphic has been cued to preview, it might become necessary to abort that graphic, such as for spelling mistakes, incorrect graphic, etc. There are two workflows to abort a previewed graphic.

### To abort a previewed graphic:

- ▶ Use Abort. (Ctrl+Alt+Space bar)

This will cause the active graphic to unload from program output; it will go black. It will also trigger the TemplateOut animation, if defined.

- ▶ Use the following steps for back-to-back workflows; this procedure will leave the active graphic in the program output, as long as a multistage take operation is used in AMG Control.
  - a. Select any other template in the section; this is just temporary.
  - b. Ensure that the template you want to abort is selected to unload, and then press the corresponding F key; ensure it is solid red.
  - c. Press the Space bar to take the new graphic to the first Pause, temporarily; it will update on Preview.
  - d. Make the Edit modification to the original graphic required.
  - e. Reselect the original template in the section.
  - f. Ensure that the temporary template you select earlier is now selected to unload, and then press the corresponding F key; ensure it is solid red.
  - g. Press the Space bar to take the modified graphic. It should now be cued to preview, ready to go to air.

## Defining Replaceable Data Using AMG Control or AMG News Control

You can control the replaceable data of a Deko graphic from AMG Control or AMG News Control. This powerful feature lets you populate the data of a Deko graphic from the main AMG controlling application.

### To define replaceable data:

1. In the Deko Player, select a replaceable layer's field, the *field* not the entry in the list.
2. Drag it to the Form pane in AMG.  
A field is created in the Form pane for that layer.
3. (Optional) By default, the Deko layer's name is the label for the field, but you can modify it.
4. Repeat this procedure for each replaceable layer, as needed.

When using this composition in AMG Control or AMG News Control, the Editable Data section of that application lets you override the default values in the Deko graphic with specific data provided by the controlling application. This data will appear in the Deko graphic when it is cued and taken to air.

# 7 Avid Motion Graphics Keyboard Shortcuts

This appendix contains some keyboard shortcuts available when working in Avid Motion Graphics:

- [Avid Motion Graphics Design UI Shortcuts](#)
- [Avid Motion Graphics Control Shortcuts](#)

## Avid Motion Graphics Design UI Shortcuts

Keyboard shortcuts available when working in the design UI (Avid Motion Graphics, Avid Motion Graphics Production and Avid Motion Graphics Creation) are listed in the following table. When working in the user interface, a list of these commands can be viewed by using the **ALT+H** keystroke combination. In order to use these keystroke combinations, an object must first be selected before executing the keystroke combination command.

Shortcut	Description	Focus
Q	Select	Transformation Tools
W	Move Gizmo	Transformation Tools
E	Rotate Gizmo	Transformation Tools
R	Scale Gizmo	Transformation Tools
T	Frame Gizmo	Transformation Tools
Y	Center Gizmo	Transformation Tools
U	Curve Gizmo	Transformation Tools
Middle Mouse Button	Creates vectors in a curve. Right click to change from bezier to smooth or corner.	Transformation Tools
ALT+E	Displays global axis	Transformation Tools
ALT+_I	Displays the camera data	Transformation Tools

<b>Shortcut</b>	<b>Description</b>	<b>Focus</b>
ALT+F	Freezes interface	Transformation Tools
ALT+R	Freezes camera position to default	Transformation Tools
ALT+G	Displays/hides grid	Transformation Tools
CTRL+Left Mouse Button	Click and Drag zooms in the selected area	2D Navigation
CTRL+Middle Mouse Button	Wheel zooms in/out progressively 5% each step	2D Navigation
CTRL+Middle Mouse Button	Click Pan	2D Navigation
CTRL+Right Mouse Button	Click and Drag smooth and fast zoom in/out	2D Navigation
ALT+Middle Mouse Button	Click and Drag from one editor to another creates a bind. The editor turns red.	Binding
Right Mouse Button	Click>Freebind to unbind	Binding
Middle Mouse Button	Click and drag an editor to the timeline creates a keyframe	Animation
Arrow left	Select previous brother	Navigating Hierarchy
Arrow right	Select next brother	Navigating Hierarchy
Arrow up	Select parent	Navigating Hierarchy
Arrow down	Select first child	Navigating Hierarchy
Shift+Left Mouse Button	Select various/multiple object	Navigating Hierarchy
CTRL+Left Mouse Button	Select to add objects to selection	Navigating Hierarchy
Delete	Deletes in object and timers list	Navigating Hierarchy
CTRL+D	Duplicates object or timer	Navigating Hierarchy
CTRL+G	Group	Navigating Hierarchy
ALT+Left Mouse Button	Click and Drag to roll the camera about it's center of interest	3D Navigation (Viewport)
ALT+Middle Mouse Button	Click and Drag to track (pan) the camera	3D Navigation (Viewport)

<b>Shortcut</b>	<b>Description</b>	<b>Focus</b>
ALT+Right Mouse Button	Click and Drag to dolly	3D Navigation (Viewport)
F	Frames the selected object	3D Navigation (Viewport)
ALT+X	Moves the camera to side and displays the x coordinates grid (Red)	3D Navigation (Viewport)
ALT+Y	Moves the camera to the side and displays the y coordinates grid (Green) This is the default AMG view.	3D Navigation (Viewport)
ALT+Z	Moves the camera to the side and displays the z coordinates grid (Blue)	3D Navigation (Viewport)
Plus/Minus (+/- on keypad only)	Modifies the size of the transformation gizmo.	3D Navigation (Viewport)
Middle Mouse Button	Wheel zooms in/out	Texture Visor Navigation
Left Mouse Button	Click to pan	Texture Visor Navigation
Left Mouse Button	Double click to fit image zoom	Texture Visor Navigation
C	Displays RGB channels	Texture Visor Navigation
F	Displays RGBA channels	Texture Visor Navigation
T	Toggles the checkboard background style when in RGBA display mode.	Texture Visor Navigation
R	Displays Red channel	Texture Visor Navigation
G	Displays Green channel	Texture Visor Navigation
B	Displays Blue channel	Texture Visor Navigation
A	Displays Alpha channel	Texture Visor Navigation

# Avid Motion Graphics Control Shortcuts

Keyboard shortcuts available when working in the Avid Motion Graphics Control application are listed in the following table. Some keystroke combinations only work when the cursor is located in a certain area of the user interface; the Focus column in the table specifies the area of the user interface when that is the case. When the Focus column is listed as Global, the shortcut works in all areas of the user interface.

<b>Shortcut</b>	<b>Description</b>	<b>Focus</b>
A	Add a new section	Global
Number (numeric keypad)+A	Add a new section at the position indicated by the number	Global
Q	Focus to QuickTemplates	Global
Shift+Q	Show/Hide QuickTemplates	Global
Number (numeric keypad) +Q	Add a new item to the Rundown list using the QuickTemplate indicated by the number	Global
S	Focus to Selections	Global
“.” (dot from numeric keypad)	Clears the numeric buffer	Global
T	Focus to TemplatesList	Global
Shift+T	Show/Hide TemplatesList	Global
K	Focus to Virtual Keyboard	Global
Shift+K	Show/Hide Virtual Keyboard	Global
Esc	Focus to Rundown Exit from any popup window without saving (cancel edition)	Global
Ctrl+S	Save	Global
Ctrl + O	Open	Global
Ctrl+N	New project	Global
‘-’ or ‘+’ (numeric keypad)	Selects previous/next section and the focus go to the canvas	Global
Ctrl+‘-’ or Ctrl+‘+’ (numeric keypad)	Selects first/last selection and the focus go to the canvas	Global

<b>Shortcut</b>	<b>Description</b>	<b>Focus</b>
Shift+'-' or Shift+'+' (numeric keypad)	Selects previous/next selection jumping N sections and the focus go to the canvas	Global
Number+'+' (numeric keypad)	Select the section indicated by the number and the focus go to the canvas	Global
Number+S	Select the section indicated by the number and keep the focus at Sections	Global
Arrow Up/Arrow Down	Focuses previous/next item in the Rundown list	Rundown
Shift+Arrow Up/Shift+Arrow Down	Focuses previous/next section jumping N items in the Rundown list	Rundown
Ctrl+Arrow Up/Ctrl+Arrow Down	Focuses first/last item in the Rundown list	Rundown
Page Up/Page Down	Moves the item 1 position Up/Down	Rundown
Shift+Page Up/Shift+Page Down	Moves the item N positions Up/Down	Rundown
Ctrl+Page Up/Page Down	Moves the item to the first/last position in the Rundown list	Rundown
E	Displays Edit window for the item on focus	Rundown
Numeric Keypad+E	Displays Edit window for the item with that number	Rundown
Delete	Deletes the Section on focus	Rundown
space bar	Item focused is taken on air Items OnAir in RED (next take OUT): will be Off Air Items OnAir in GREY (Remain): will continue On Air All the Selected items (SEL): will NOT be taken On Air	Rundown
Ctrl+space bar	Items OnAir in RED (next take OUT): will be Off Air Items OnAir in GREY (Remain): will continue On Air All the Selected items (SEL): will NOT be taken On Air	Rundown
Ctrl+Alt+space bar	Every item OnAir will be taken Off Air	Rundown
Ctrl+Alt+Shift+space bar	Every item OnAir will be taken Off Air, even those that were taken OnAir by a third-party application.	Rundown
Enter (numeric keypad)	Send item on focus to PVW	Rundown
Number+Enter (numeric keypad)	The item with that number will be focused and taken to PVW	Rundown

<b>Shortcut</b>	<b>Description</b>	<b>Focus</b>
Backspace	Focus returns to the last item taken OnAir. If several items are taken OnAir, press Backspace again	Rundown
Arrow Left/Arrow Right	Selects (SEL)/Deselects the item on focus	Rundown
‘/’ (numeric keypad)	Put a mark on the item in focus	Rundown
Number+‘/’ (numeric keypad)	Put a mark on the item with that number	Rundown
Ctrl+Backspace	Focus returns to the previous marked item, if several items are marked, press Ctrl+Backspace again	Rundown
Arrow Up/Arrow Down	Focuses previous/next section	Sections
Shift+Arrow Up /Shift + Arrow Down	Focuses previous/next section jumping N positions	Sections
Ctrl+Arrow Up /Ctrl + Arrow Down	Focuses first/last section	Sections
Page Up/Page Down	Moves the section 1 position Up/Down	Sections
Shift+Page Up/Shift+Page Down	Moves the section N positions Up/Down	Sections
Ctrl+Page Up/Ctrl+Page Down	Moves the section to first/last position in the Rundown list	Sections
E	Displays Edit window for the section on focus	Sections
Numeric Keypad+E	Displays Edit window for the section with that number	Sections
Delete	Deletes the section on focus	Sections
Number+Delete	Deletes the section with that number	Sections
T	Focus to Template List window	Templates
Shift+T	Hide/Show Template List window	Templates
TAB	Jumps from folder list to thumbnails	Templates
In folders list: Arrow Up/Arrow Down/Arrow Left/Arrow Right	Move the focus through the folders	Templates
In folders list: Enter	Shows the thumbnails for that folder	Templates

<b>Shortcut</b>	<b>Description</b>	<b>Focus</b>
In Thumbnails: Arrow Up/Arrow Down/Arrow Left/Arrow Right	Focuses previous/next thumbnail	Templates
In Thumbnails: Enter	Validates template	Templates
Q	Focus to QuickTemplates list (Global)	QuickTemplates
Number+Q (Global)	Focuses the QuickTemplate with that number and displays an edit window for creating a new item with that QuickTemplate	QuickTemplates
Shift+Q	Hide/Show QuickTemplate	QuickTemplates
Arrow Up/Arrow Down/Arrow Left/Arrow Right	Focuses previous/next QuickTemplate	QuickTemplates
Enter	Displays an edit window for creating a new item with that QuickTemplate	QuickTemplates

# Avid Motion Graphics Glossary

## A

### Animation

Animation is the representation of all parameter adjustments for any single object and how those change over time entered on the timeline. Each object has its own animation represented on the timeline.

## B

### Bind

A bind attaches the value of one parameter to a different parameter, thereby creating a linking of events.

### Blending Mode

A Blending mode is a material effect, which provides different ways for displaying two or more overlapping objects by working with an object's color, alpha channel and/or transparency parameter. The effect that each blend mode has on overlapping objects depends on the range of color values and the alpha channel in each object. There are three choices in the Blending Mode effect:

Blend Alpha does just that. It uses the alpha channel embedded in a material to composite one object over another.

MsAlpha Blending does the same compositing operation as Blend Alpha but specifically for premultiplied alpha channels. It's important to remember that when an object is composited within a group, it is essentially premultiplied, so MsAlpha Blending must be used to propagate outside the group.

The Additive setting emphasizes the whites in each overlapping image and lightens all other overlapping colors. The color values in every overlapping pixel are added together. The result is that all overlapping midrange color values are lightened. Blacks from either image are transparent, while whites in either image are preserved.

## C

### Code

Code refers to a Python script that affects the parameters of any object.

### Composition

A composition the container that holds all objects and all properties of those objects, including the animation for any specific purpose and that can be recalled for playback.

### Composition Transition

A composition transition is a set of parameters and adjustments that dictate how a composition is replaced by another composition.

## E

### Effect

An effect is a set of editors, parameters, and adjustments that change the appearance of any object either statically or over time.

### Event

An event is a set of triggers or commands that can adjust an object(s) in some way, similar to a macro.

### Event Transition

An event Transition is a set of parameters and adjustments that dictate how an event is replaced by another event.

## F

### Flow

Flow is a term specific to particles that references how the particles are generated and evolve – how they “flow”. Uniform, Source, Line, and such all refer to the origination method for the particle systems.

## Frame Rate

Frame rate is a function of the hardware, not of the composition. You can mix and match – use clips with different frame rates from the hardware settings – the output abides by the frame rate for the device in all cases..

## G

### Gizmo

A Gizmo is a tool or tool set that allows for the manipulation of objects in 3D space. For instance, moving, rotating, scaling, framing, centering, curving, size incrementing and de-incrementing of an object in a Viewport.

## I

### Imposter

Impostors are special effect filters used to modify the appearance of objects in a composition. You can give objects an artistic look by using Impostors like blur or glow; or design stylized looks using the Pencil or Mosaic Impostors.

### Instance

An instance of a composition prepared for playout – recalled by number or name – many pages can call to the same template.

### Instance View

An instance view allows you to jump to a particular composition and make adjustments to attributes above and beyond simply fulfilling a template.

## L

### Layout

A layout is the arrangement of tools within the user interface (UI). A user can save and recall layout presets.

## Leaderboard

A leaderboard is a graphic used for displaying a list of individuals, teams, candidates or companies along with one or two statistics for each, such as a rank, score, votes, value, hometown, and so on.

## Lower Third

A lower third is a format typically used in news or sports broadcasting. Viewers see video of a reporter or an event on the top two-thirds of their screen. Information such as the reporter's name, broadcast location, network logo, date, event statistics, or other relevant text, appears on the lower third of the screen.

# M

## Material

Material is all of the attributes that determine what an object looks like, such as texture maps. A material can change over time.

## MsAlpha

MsAlpha is Microsoft Alpha channel handling, a blending mode, A standard way of handling images with alpha channel where the image is premultiplied.

# O

## Object

An object is any entity that is entered into a composition.

## Object Transition

An object transition is a set of parameters and adjustments that dictate how an object is replaced by another object.

# P

## Playout Controller

The Playout Controller controls playout on demand. There is no editing beyond fulfillment of templates.

## Preset

A preset is a default or user saved and recalled set of parameters and values that represent a font, a primitive, a shader, an effect, an object, a transition or an animation. The user interface (UI) can also have preset layouts.

## Project

A project holds a list of compositions for any common purpose. It includes Master versions of the compositions that only an administrator can modify.

## Project View

A project view allows you to jump to a particular composition and make adjustments to attributes above and beyond simply fulfilling a template. For instance, you can change the text color from white to red on a one time basis. This is only for operators and administrators use, locally.

# S

## Sequence

A sequence is a prescribed list of events or animations that play out either automatically with set timings or manually. This is for the layout controller.

## Shader

A shader behaves much as a plug-in, to additionally adjust an object's behavior or appearance.

## Specularity

Specularity refers to the amount of highlight and shininess in the color of an object.

## Spread Shape

Spread Shape refers to the shape from which particles are emitted.

## StormLogic

StormLogic determines how a composition interacts with other compositions or determines how objects act on a composition. The transitions are programmed in the Presenter mode.

# T

## **Timeline**

A timeline is the structure by which events are laid down and relate to each other in a composition.

## **Timer**

A timer acts independently and dictates how an object behaves, it's local behavior.

# V

## **Viewport**

A viewport is a section in a section of the Avid Motion Graphics Layout a where you can view and work with a composition design.



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