Traco GFX - Limitations&Rules to be applied on VizRT templates

Cloud UX Preview

Standalone scenes

For standalone scenes is animated preview fully supported. For more informations please refer to Vizrt Preview server documentation https://docu mentation.vizrt.com/preview-server-guide/4.4/Introduction.html

- we recommend a `pilot1` tag on the scene's director for non Transition Logic scenes, but the preview server will fall back to the default preview point (i.e. where the scene was saved) if there is no pilot1 point. Static preview is recommended for preview in Pilot Edge window

Transition Logic scenes

For Transition Logic scenes is only statical preview supported.

- we recommend a `pilot1` tag on the scene's director for non Transition Logic scenes, but the preview server will fall back to the default preview point (i.e. where the scene was saved) if there is no pilot1 point. For Transition Logic scenes the `pilot1` tag is used for preview.
- failure to use a preview point will frequently give black or wrong preview. Adding a `pilot1` tag where you want preview should solve this.
- multiple states and combo templates are fully supported **only** for Cloud UX statical preview

Burn GFX

Standalone scenes

Standalone scene design demands that only a single scene can be on air at a time, therefore there is not significant limitation for using standalone scene for burn graphics.

Note

- when multiple stop points is used in standalone scene, the timing between stop points is divided linearly, while all stop points must be in the "Default" director
- action keyframes are not executed

Transition Logic scenes

Transition Logic scenes are designed with a built in logic. A built in logic that can create morphing background graphics, handle multiple layers of graphics and transitioning between variants of each layer. The built in logic also minimizes the operator's in gallery need to know how scenes affect each other as the scene by design controls each layer of graphics and how they affect each other which ultimately creates a look that is consistent and artifact-free.

Transition Logic scenes are primarily designed for live, linear production. Transition Logic background scene including multiple layers.

Each layer has its own director that defines the states each layer can be in, and each foreground scene refers to a single layer and state.

More information about Transition Logic you can find here: https://documentation.vizrt.com/viz-pilot-edge-guide/2.1/Transition_Logic.html

Using Transition logic Pilot Edge templates for burn graphics brings limitations, because burn process is non-linear process, therefore system can't maintain previous statuses.

Transition logic limitation for burn graphics

- only 2 states for Transition Logic are supported
- combo templates (templates with multiple foreground scenes) are not supported
- cross animations are not supported
- background scene (aka master scene) graphics is not supported, all graphics elements must be placed in foreground scene (aka object scene), for post-rendering purposes only foreground scene is rendered.
- action keyframes are not executed
- all stop points must be in the "Default" director