



Viz|Content Pilot template  
Image Courtesy of Sky Italia



Output  
Image Courtesy of Sky Italia

Viz|Content Pilot is an ideal solution for journalists. It provides simple fill-in form interfaces to produce high quality HD/SD content including 3D graphics, images and videos.

Viz|Content Pilot offers an optimal environment to create, manage, and deliver high volumes of top-quality content to live and taped news, sports, election, and other broadcast productions - independently of the design department.

By using a variety of template forms, the editorial staff can enter new data, images or videos in the pre-defined graphic animations. Users can preview the end-result in real-time.

Viz|Content Pilot will easily blend in the editorial workflow as the templates can typically be accessed through any major newsroom system as a MOS ActiveX plug-in.

Updating and playout can be achieved automatically or manually. Viz|Content Pilot includes a powerful multi-user playlist with real-time updates allowing multiple producers to update the playlist simultaneously. The playlist features snapshot icon previews of all elements in the list and the possibility to drag video elements as well as graphic elements. The playlist can also be automatically synchronized with other applications such as the newsroom system or the

powerful Viz|Trio Character Generator (CG).

Data is entered once and the graphical result can be rendered in a variety of different branding styles. For example, sports results could be updated live in a weekend sports program, then broadcasted on a sister channel as part of a sports highlights program, and later used again as part of a sports news segment on each of the two channels.

This is made possible by a special Viz|Content Pilot feature called Concept, which offers the ability to override the style for a whole playlist. This makes it possible to reuse a playlist and air the same content in different shows by just changing the global playlist style.

Viz|Content Pilot includes full support of the same revolutionary Look-Ahead-Transition Logic™ as the Viz|Trio CG. Transitions between graphics are triggered automatically using just one video output channel, which enables seamless and automatic transitions between multiple layers of graphics.

Viz|Template Wizard makes the creation of templates with built-in Transition Logic simple. The Viz|Template Wizard also supports advanced scripting, allowing the user to create data validation on entered data content as well as data imported from external sources.

## Key Features and Benefits

- Template driven graphics
- Completely customizable interface with built-in macro commands
- Integration with Viz|Curious World
- Newsroom integration with all major newsroom systems
- Integration with major automation systems
- Full Unicode support, including languages, which use complex scripts
- Transition Logic with Look Ahead preview, requiring only one video output channel
- Template builder with drag and drop support
- Viz|Template Manager manages templates and allows the creation of show-specific designs (variants) from a single template
- Import/export tool for migrating templates, data, and graphics across the network.
- Customizable real-time playlist with snapshot icons
- Runs on top of a powerful enterprise level Oracle database that supports up to 100.000 users

The Viz|Object Store provides a shared database of video clips and stills, which can be accessed from all Vizrt applications. For ease of use, snapshot preview icons can now be dragged and dropped directly from Object Store into templates. Vizrt also integrates Proximity's Xenostore within Viz|Object Store, granting journalists access to both the Object Store and Xenostore media catalogs of clips and stills. This integration also brings the Vizrt users the Artbox' pow-

erful asset management capabilities, including its file format converting system and asset management ordering system with status reporting.

With the Viz-NLE Plug-in, graphic templates from a Viz|Content Pilot system can be used within the NLE system without any modification. A graphic is added to the NLE timeline by dragging the Vizrt NLE plug-in into the timeline at the point where the graphic should start its animation. The NLE user will then select a graphics template to use. The template is displayed in a window, which allows the user to change the content or modify the graphic. All the standard Viz|Content

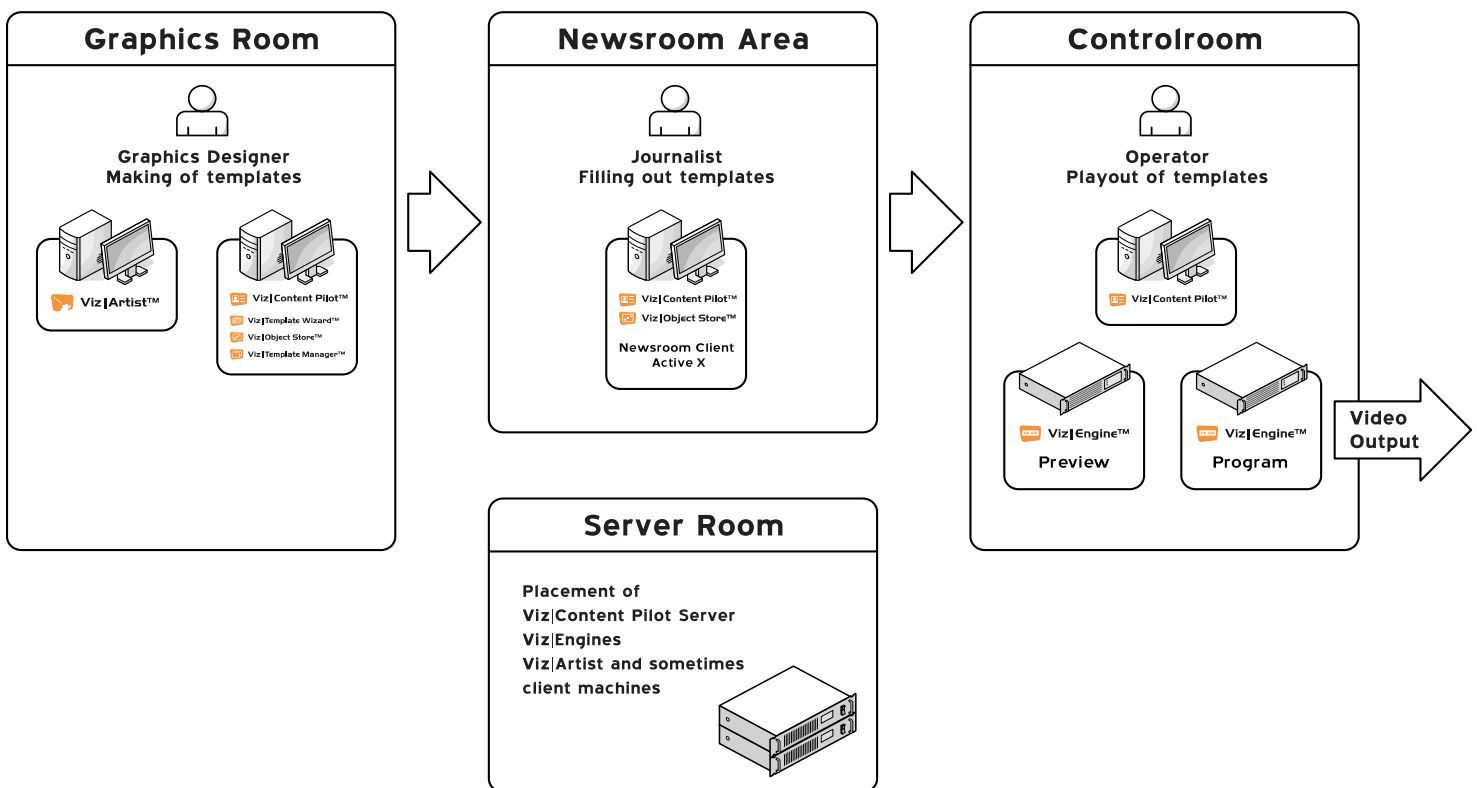
Pilot controls and features that allow the user to change text, images, 3D objects, scaling, positioning are made available within the NLE system. The plug-in window includes a real-time rendered preview of the graphic, including full length animation. Once the template is validated, the graphic will be rendered into the timeline.

Currently supported NLE systems are the Pinnacle Liquid 6.1 (or newer), Quantel QEffects, Avid NLE-systems supporting Avid Visual eXtensions (AVX) v1.0 plug-ins and Vizrt Easy Cut.

## Typical Use

Viz|Content Pilot is used throughout the world by every kind of TV broadcaster, from major TV networks to minor channels. Not limited to broadcast production, Viz|Content Pilot can deliver graphics content to all types of graphic displays. Viz|Content pilot can serve as the core content control system for all users that require speed, a consistent look and a streamlined workflow for their graphics.

## Viz|Content Pilot Typical Config



For contact information see:  
[www.vizrt.com](http://www.vizrt.com)

