NLE Plugin

The WASP3D NLE plug-in enables non-linear video editors to make template based real-time 3D graphics to enhance their news story. The WASP3D NLE plugin is available inside the edit software's own environment thus editors have complete access to all WASP3D graphic templates for their projects. To create graphics, users simply browse the WASP3D network, choose the desired template, modify the data fields in the template and then add it to the NLE timeline. This seamless work-flow accelerates graphics production and saves time while maintaining visual consistency.

Key Features:

Flexible Graphics

The WASP3D NLE plug-in works alongside Sting Server; this ensures that all templates added in the NLE timeline can be modified and played back in real-time. Users can also define the clip length of the templates and define how pause points designed in the templates should be inter-preted.

32 Bit Graphic Templates as Overlays

Users can treat a WASP3D template on the timeline as if it were a video file. The WASP3D template is available on the timeline in a 32-bit format (with alpha channel). Editors simply have to overlay the WASP3D graphic templates on the timeline to generate a composited, rendered output.

Hierarchy based organization of content

Social media subjects are organized under a topic which can easily be correlated to a story within a broadcast workflow. Topics are organized under a show, where each show can have multiple topics and each topic can have multiple social media sources.

Render to Disk Workflow

An alternate approach to working with non-linear edit stations is using the WASP3D R2D Sting Server to include the many NLE software products available. To ensure integration with the graphics production process, users can opt for the R2D Sting Server. In the WASP3D DataBuzz module, users can select the template, add/modify the data in the template form and then add it to the render playlist. The render playlist sequentially provides a dedicated 'Render to Disk' Sting Server, where templates with data are rendered to a file. The R2D Sting Server renders the templates to the selected network drive for the user to access it in the edit software

R2D workflow for **Edit software**
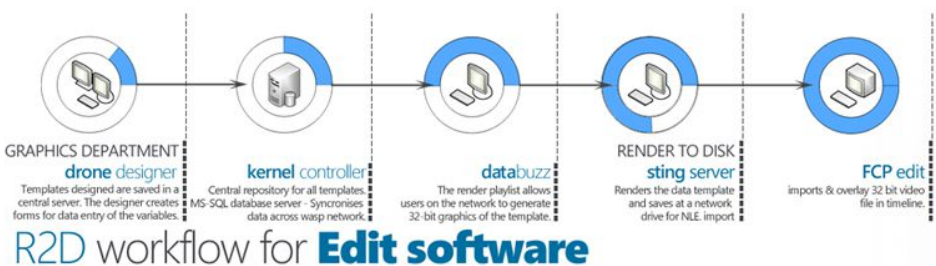
Automated Graphics Production

Multiple users of DataBuzz can queue graphics in a render playlist, resulting in the optimal utilization of the dedicated R2D Sting Server. The R2D server renders any new instance added to the render playlist queue, thus automating the process of rendering.

Pre-Defined File Render Formats

Users need to define the file format and the software codec to be used by the R2D server only once.