

1 ☐ New Equipment

- Audio Board
- CD Player
- Switcher - Notes
- Monitors Production Control
- Patching
- DVCAM Studio Deck
- Mini-Digital Routing Switcher
- CG
- Still Store

2 ☐ Audio Board

- Processes Digitally
- Stereo
 - Edited videotape may have voice on one channel and music on the other

3 ☐ Audio Board

- Old MIX 1 is now *PROGRAM (PGM)* (Goes to VCR's and on Air)
- Old MIX 2 is now *Audition (AUD)* (Goes to Studio Floor Speakers)
- There is **NO AUTO MIC MUTE**
 - Simply do not select Aud on Mic Channels
- CD Player does NOT have Auto Cue

4 ☐ Video Switcher Notes

- Do **not** need to use Switcher Generated border for CG Shadows
 - Compose CG pages with own Shadows, Borders, Etc (Even Black)
- ESS Stands for: Electronic Still Store

5 ☐ Video Switcher / Monitors

- TBC's A, B, D, E, and F all now have inputs into the switcher
- However there are not enough monitors in Production Control to show all decks
- Normally there are monitors for TBC's A, B, D, F

6 ☐ Monitors /Patching

- If you want to use a VCR that is NOT normally on a monitor in Prod Control You must patch it to another VCR's Distribution Amp. It will then show up on the "patched to" source monitor in Prod Control as well on the switcher input of the "Patched to" source.

7 ☐ Monitors /Patching

- For Example:
 - VTR C doe NOT normally go to the Switcher and has NO Monitor in Prod Control.
 - We Can Patch TBC C (Top Row)(Source) to TBC B DA IN (Destination)(Distribution Amp In)(Bottom Row)
 - Now the signal from TBC C will be routed to the TBC B Switcher input & to the TBC B Monitor in Prod. Control

8 ☐ VCR's In Production Control

- | | |
|-----------|-----------------|
| VCR A | S-VHS |
| VCR B | 3/4" SP U-Matic |
| * # VCR C | S-VHS |
| VCR D | 3/4" U-Matic |
| # VCR E | 3/4" U-Matic |
| VCR F | DVCAM Digital |
- * **Not Normally a switcher input**
 # **No Normal Monitor in Prod Control**

9 ☐ Engineering Control Power & Monitors

- Central Console 2 Power Switches
 - 1 for Console itself
 - 1 for the "Old" Monitor Wall

- Now there are Program & Preview Monitors
 - In the Center Console
 - ON the "Old" Monitor Wall

10 ☐ Engineering Control Monitors

- For the Lightning Still Store and the Deko 500 CG there is:
 - RGB Computer Monitor
 - NTSC Video Monitor

- Remember, Colors and Safe Title area are different between the 2
- Use the NTSC Monitor for final Color & Safe title Evaluation

11 ☐ Engineering Control Monitor Amp

- Engineering Control "Crown" Monitor amp is now stereo.
- No longer Left Mix 1 and Right Mix 2
- Now

- Left is Left Channel Mix 1
- Right is Right Channel Mix 1

12 ☐ Mini-Digital Routing Switcher

- Routes only Digital Signals
- IS INDEPENDENT of what is punched up on the Ross Production Switcher
- Takes any video source on switcher (all switcher sources are converted to digital) and routes it to digital devices (SDI)
 - Deko 500 CG
 - Lightning Still Store

13 ☐ DVCAM Studio Deck

- DVCAM has capability of 4 Audio Channels at a lower Bit/Sample Rate
- We are Using 2 - Higher Quality Channels

14 ☐ DVCAM Studio Deck

- There is a Digital Output of the DVCAM Deck into the Switcher (Needs no TBC)
- Has Proc amp for Video, Chroma Setup and Hue (Looks like TBC Controller)

15 ☐ DVCAM Studio Deck

There is an ANALOG input into the DVCAM NORMAL settings are:
 Input
 Video-Composite
 Audio Channel 1-Analog
 Channel 2-Analog
 PB FS-48K
 Record Mode-2 CH

16 ☐ DVCAM Studio Deck

- Supports Control Track (Counter)
- Time Code
- Users Bits (Alpha/Numeric 0-1 & A-F)

17 ☐ Pinnacle "Deko 500" CG

- Create Graphics & Text
- Import Graphics & Text
- Sequence Graphics & Text

18 ☐ Deko 500 Tips

- Before you go on air, Close all other programs (photoshop, etc) if you don't the Deko may crash

- Save Early and Often

19 ☐ Deko Tips

- All Graphics should be saved to a folder under the D Drive
- Folders can NOT Have any spaces.
 - Use_for_Spaces
 - Example: 125_Audio_Video_Systems
- Deco Saves Image files with a .dko extension

20 ☐ Deko Tips

Many of the "clickable" perimeters may be accessed in one keystroke using the Fast Action Keyboard

21 ☐ Deko Tips

- Deko can import .txt, .bmp, .tiff, .tga, .jpg, .gf, .tc, .g files
- Keep in mind that the web only supports 72 dpi so graphics off the web may be low resolution.
- The .dko file can also be saved as .bmp, .gf, .pict, .g, .tga, .tif, .vii (To save as a .jpg first save as .tif or .tga then use photoshop to save as .jpg)

22 ☐ Deko Tips

- NOTE. Unlike many window applications, Deko 500 does NOT always open a window when you open a file. If a graphic (Program) window is already open, Deko 500 will open a graphic file into that window, replacing the previous file. Be sure to save any modified file before opening another file in the same window!

23 ☐ Deko Tips

- You can NOT use the Keypad to the right to enter values for sizes etc. This is for accessing files only
- You may capture stills off of video
 - Set up Routing Switcher
 - Pulldown- Channel, Frame Grab

24 ☐ Deko Attributes

- You may Change attributes on a character:
 - Face
 - Edge
 - Shadow
 - Underline
 - Frame

25 ☐ Deko Attributes

- Attributes May Include
 - Color
 - Ramp
 - Texture Map (Fill with any file)
 - Opacity (Transparency)
 - Preset Styles
 - ETC

26 ☐ Deko Sequences/Templates

- You may sequence pages in a variety of ways and save the sequences
- You may create “templates” in which the size on the template will remain the same regardless of the # of characters (Will shrink to fit box)

27 ☐ Deko Internal Keyer

- The Deko has a built in keyer for preview of your work over video
 - Pull Down Channel, Keyer on
- **MAKE CERTAIN YOU TURN THE INTERNAL KEYER OFF BEFORE YOU PLACE A CG PAGE ON AIR!**

28 ☐ Deko 2 Major Screens

- "Style Edit" Layout
 - Pull down – Window, Select layout, Style Edit
 - Composing the pages
 - Generally in Program Window

29 ☐ 2 Major Screens

- Sequence Playback/Edit Layout
 - Pull down – Window, Select layout, Sequence Playback
 - Editing & Playing Back sequences
 - Shows Both Preview & Program Windows

30 ☐

31 ☐

32 ☐

33 ☐ Sequence Playback/Edit Layout