

Versio Platform

Customizing EAS Crawls

4.3

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Customizing EAS Crawls in Versio Platform 4.3

Versio ships with a basic EAS crawl. This document outlines the method to customize EAS crawls to work with your brand or visuals.

Prerequisites

You will need the following:

- Adobe After Effects (preferably the latest, minimum version 15 CC 2018).
- The **RealTime.jsx** script file from Imagine Communications.

Note: These steps assume that you are familiar with After Effects and with the Graphics component of Versio Platform.

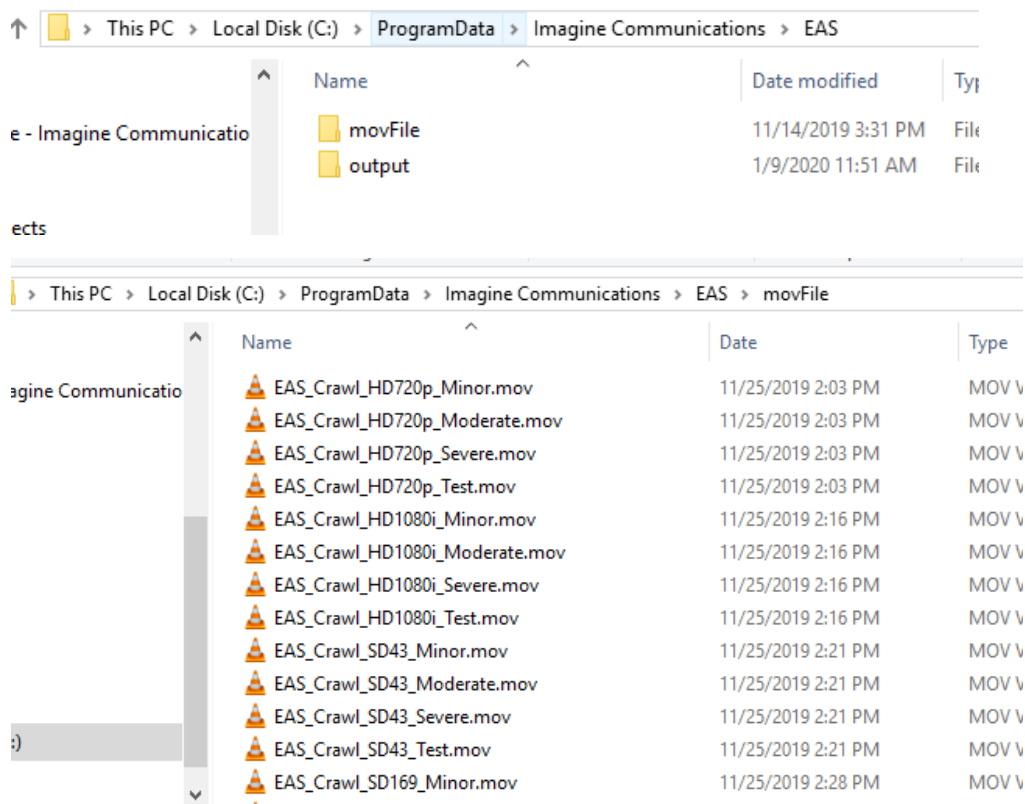
After Effects Set Up

Follow these steps to set up After Effects.

1. Copy **RealTime.jsx** to the Program File folder **Adobe After Effects vr > Scripts**.
2. Configure a Label Color to work with RealTime.jsx in **Preferences > Labels**.
3. Name the color `RealTime`.
4. Name an additional color `Scroll`.
5. Fonts that will be used **MUST** also be installed on the Versio channel instances.
6. Create an output module to work with Versio Graphics with the following:
 - **Format:** Quicktime
 - **Video Codec:** Animation
 - **Channels:** RGB + Alpha
 - **Colors:** Millions
 - **Enable XMP Metadata**

Default Files

The default EAS files are pre-installed in **C:/Program Data/Imagine Communications/EAS/**. In this directory you will find a file for each output resolution. If you are customizing the EAS then you are only required to replace the files for your target output per device. We recommend that you back up the files before replacement.



Note: The custom EAS filenames that you create must remain identical to these default filenames.

Create/Modify EAS Crawl

An EAS crawl is no different from any other scroll or crawl in Versio. Crawls can be designed to move in any direction and speed required. Crawls can be designed to animate on and off as required by the designer or creative department.

Crawls are made up of a minimum of two objects:

- The scroll item container.
- Its content text.

Other elements such as backgrounds can also be added to the composition.

The scroll item container has four purposes:

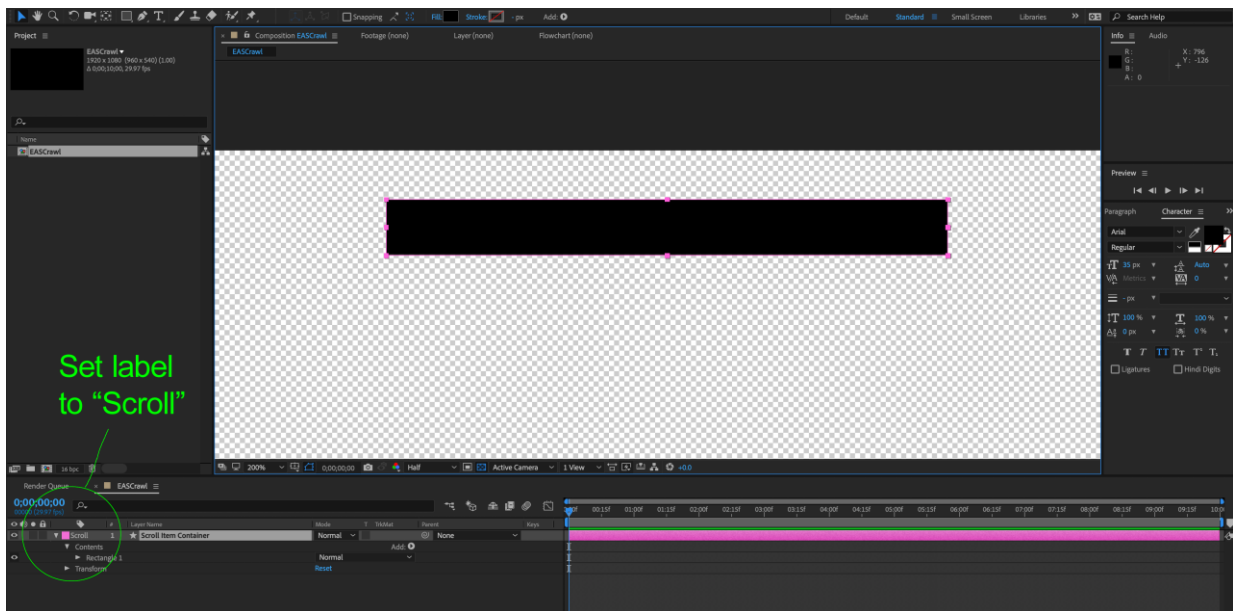
- The first two frames of its transformation properties determine if it is a Roll or Crawl.
- This object contains all the transformation information for the in, out, and speed of the crawl.
- The child objects define what will scroll across the screen (bullets, separators, that are made from real time shapes).
- The margins from objects can define the distance of separation from other scroll items if being used with multiple items.

Create Composition & Elements

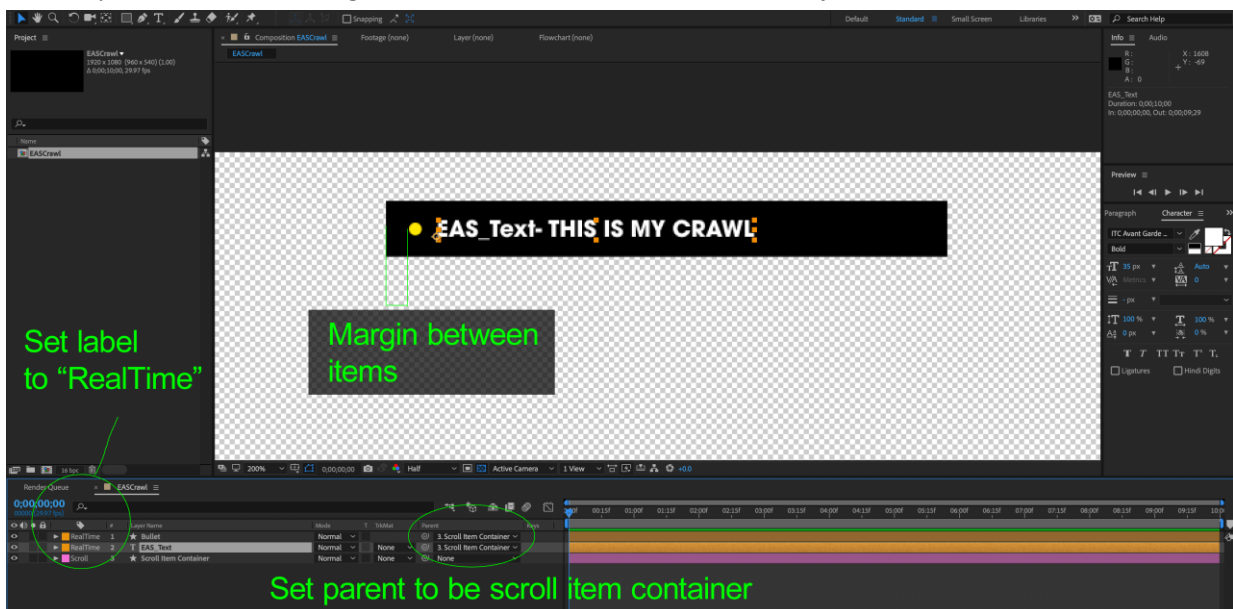
Follow these steps to create a new EAS crawl.

1. Create a new composition to match your output resolution.
2. Draw a Rectangle shape to define the scrolling item container. The length of the item container will stretch to fit the text, so you do not need to worry about making it the entire length. Position it at the desired height where the scroll should appear.

3. Set the label of this object to **Scroll**.



4. Add a text object and any other real time shapes you would like part of a scroll item. Position and space them as you would want them to appear on output.
5. Name the text object **EAS_Text**. The system will look to insert the text into this field for the EAS message.
6. In this tutorial there is also a bullet. Its name is not relevant. However, both the bullet and text need to be labeled as **RealTime**.
7. Adjust any character properties as necessary for legibility. If designing for Right-to-left, build the item as such.
8. Set the parent of the scrolling items (Text and Bullet) to the scroll object container.



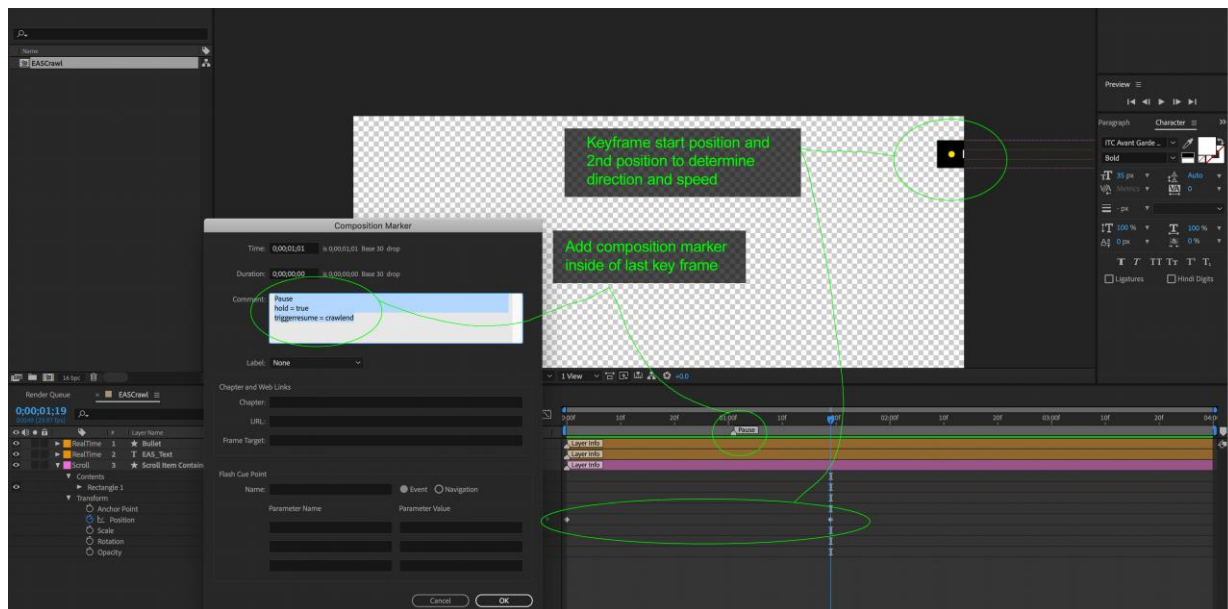
9. Animate the position of your scroll item container.

10. Keyframe the first position of the scroll where you would like it to start. For this example, the crawl will start off to the right of the screen and scroll to the left. The height is where it will appear on screen.
11. Keyframe a second position somewhere 3-4 seconds out. Adjust the time and position to determine your speed.
12. Once the speed is achieved, create a composition marker where the crawl will pause. This would pause a normal clip, but for scrolls it is the point where the composition will continuously crawl data. The **crawlend** trigger is fired at the end of the EAS crawl and will automatically resume playing.

Pause

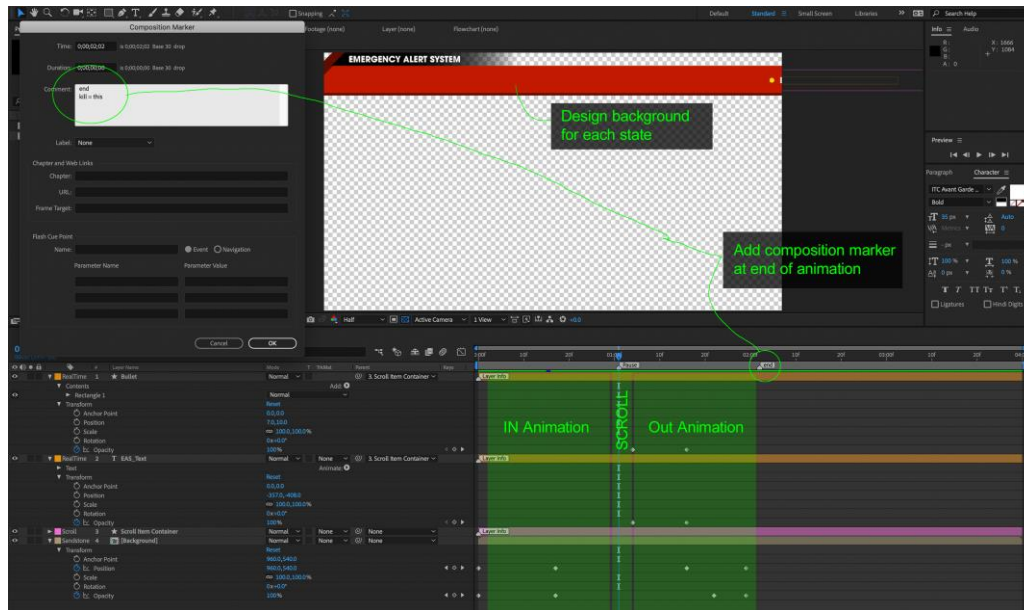
hold = true

triggerresume = crawlend



13. You can optionally design an IN and OUT Animation. To keep the system looking sleek, it is good to define a simple in and out animation. This could be as simple as a dissolve or a move.
14. Design a background for your crawl.
15. Animate the background IN before your Pause marker (dissolve, position, effects, etc).
16. Start the Scroll Container objects just AFTER the background has animated in so the animated text does not appear before the background.
17. After the pause marker, keyframe an OUT animation for the scroll items AND background. If the EAS crawl text is shorter than the audio, it may loop and finish while on air. In this case, the **crawlend** trigger will be fired and it could animate off while on air.
18. Add another composition marker after the animation OUT has completed that ends the file.

End
kill = this



19. Most likely there will be a different background for each state. Render each file with the proper name for your output resolution and severity:

Resolution	Severity	File Name
HD720p	<ul style="list-style-type: none"> • Test • Minor • Moderate • Severe 	<ul style="list-style-type: none"> • EAS_Crawl_HD720p_Test.mov • EAS_Crawl_HD720p_Minor.mov • EAS_Crawl_HD720p_Moderate.mov • EAS_Crawl_HD720p_Severe.mov
HD1080i	<ul style="list-style-type: none"> • Test • Minor • Moderate • Severe 	<ul style="list-style-type: none"> • EAS_Crawl_HD1080i_Test.mov • EAS_Crawl_HD1080i_Minor.mov • EAS_Crawl_HD1080i_Moderate.mov • EAS_Crawl_HD1080i_Severe.mov
SD169	<ul style="list-style-type: none"> • Test • Minor • Moderate • Severe 	<ul style="list-style-type: none"> • EAS_Crawl_SD169_Test.mov • EAS_Crawl_SD169_Minor.mov • EAS_Crawl_SD169_Moderate.mov • EAS_Crawl_SD169_Severe.mov
SD43	<ul style="list-style-type: none"> • Test • Minor • Moderate • Severe 	<ul style="list-style-type: none"> • EAS_Crawl_SD43_Test.mov • EAS_Crawl_SD43_Minor.mov • EAS_Crawl_SD43_Moderate.mov • EAS_Crawl_SD43_Severe.mov

Testing

The EAS crawl graphic can be tested and previewed on a Creation Station.

1. Navigate to your Creation Station Lite in Chrome:
`http://<SystemNameorIP>:10442/Graphics`
2. Create a new Layout
3. Drag your rendered EAS file onto the canvas from your file browser.
4. Open Internet Explorer on the Creation Station Lite system and navigate to:
<http://localhost:8890/Versio/PreviewDebug.html>
5. From the Chrome interface, click **Show** with the crawl item selected
6. The crawl should scroll across once and then animate off.

Once each version has been tested and verified, copy the rendered files to **C:/Program Data/Imagine Communications/EAS/movFile** after backing up the originals.