

Multi-Monitor Study

Multi-Monitor Study - Blue Sky round 1

- ☐ Domain Vocabulary

I'm including a vocabulary list to facilitate communication of these concepts and requirements. I understand that the vocabulary and concepts will be refined as this process continues. I'm inventing some of this as I go... It is a blue sky after all.

- ☐ Source - The origin of the graphic. Example: Video Server, Control Room Aux, Tape Deck...
- ☐ Layer - A logical ordering of graphics within the system. The layering defines things like occlusion and blend modes. Think photoshop-like behavior.
- ☐ Layout - An arrangement of sources in the monitor wall.
- ☐ Project - A collection of layouts.
- ☐ Output - Video leaving the system and heading to the monitor wall.
- ☐ Composite - The final collective result of all layers being blended together according to their blend modes.
- ☐ Things that are really important
 - ☐ A multi-mode controller for editing and playback. In edit mode you make a change, but the change doesn't stay until you commit the change to the system. Care must be taken to make sure that the user doesn't unintentionally lose a change by exiting the software. In playback mode you can't make changes you can only execute pre-programmed system states which were built in the edit mode.
 - ☐ The ability to quickly navigate a layout and identify how a particular graphic is getting into the system. Example: Mouse over a graphic to reveal that graphic as being Input 5 through color corrector 16... This is very important as you may get 10 seconds if your lucky to see the graphic before it hits air. I'd love to be able to tap on a screen or click on a graphic directly to select it for immediate color correction.
 - ☐ Take a single input or source and display on multiple layers or in multiple places at once. - This eliminates the need for duplicating a source across multiple inputs.
 - ☐ If there's going to be an option to save a project - the only time changes to that project should be saved is when the *save project* option is invoked. I've had a lot of work lost because Spyder tends to save some of your work silently, while letting other changes go unsaved.
 - ☐ Emphasis should be on color correction of output regions and not color correction of each input. The theory behind this is that most of the video being shipped around the plant already meets our QC standards. What we should be color correcting for is monitor bias rather than fixing graphics as they come out of the control room or edit room or off of a video server.
- ☐ Things that would be nice.
 - ☐ The ability to see the live content of a source in the editor window itself.
 - ☐ The ability to import and export layouts between projects would be nice.

Multi-Monitor Study - Blue Sky round 1

- ☐ Another idea would be a way to experiment with layouts in a sandbox environment where they can be previewed before being available for display in the main wall.
- ☐ It would be amazing if you could adjust color correction on-the-fly depending on where the graphic is displayed. For example: Some times the graphic may move from one kind of monitor to another. In Studio B we would have inputs that frequently swapped around between displaying in an LCD and displaying in a Plasma screen. The results were often very ugly and yet the expectation is that the graphic will still look good after changing monitors. It should be possible to define a region within the layout where additional color correction is applied.
- ☐ 3D transformations?