

Versio Graphics Learning Plan

Welcome to the course

- explanation
 - Why do we have differing courses for differing audiences?
 - What this course will cover, outline
 - Previous experience required with Adobe After Effects
 - tutorial
 - How to access course materials
 - howto
 - reference
- Learning Aim: Get the students settled, discuss the course delivery and what to expect. Review the core differences in the course materials aimed at operations and other materials aimed at creators. Show how to access the course materials.

chapter01_what_is_versio_graphics_and_how_they_are_used

- explanation
 - Overview of the Versio Graphics ecosystem - high level view.
 - What is a Creation Station
 - What is QuickPorter
 - What is Data Sourcerer
 - What is IconStation
 - What is EAS
 - tutorial
 - Showcase the path from creation to on air for a logo
 - Showcase the path from creation to on air with a DVE
 - Showcase the path from creation to on air for a RTO with external data
 - howto
 - reference
 - Versio Graphics - Imagine Comms Tech Guide
 - Terminology
- Learning Aim: Provide the understanding of the Versio Graphics workflow, from Adobe to CSL to Versio Playout. Students at the end of this chapter should hold a core knowledge on the graphics use in a Versio environment.

chapter02_versio_reation_station

- explanation
 - What is CSL?
 - Where can you find CSL?
 - How to access CSL?
 - What is a salvo?
 - What is a prog salvo?
 - tutorial
 - Access the Creation Station application
 - Layout management - delete, export, publish
 - Preview layouts
 - howto
 - How to create a new layout
 - How to add assets to a layout
 - How to create a salvo
 - How to create a prog salvo
 - reference
- Learning Aim: at the end of this chapter students should be able to easily understand the role of the Creation Station. What it is, where it is located and how to use.

chapter03_graphics_used_onair

Pick an automation that the end user is using

ADC

- explanation
 - ADC automation control of Versio
 - ADC Secondary event types
 - missing media workflows
 - what is CTC?
- tutorial
 - Add a basic secondary event to schedule
 - review salvo type commnad
 - review prog salvo type command
 - review data event with data
 - schedule multiple graphics with CTC interaction
- howto
- reference

Versio Automation

- explanation
 - Versio automation control of Versio
 - Versio secondary event types
 - missing media workflows
 - No layer declaration
 - What is CTC?
- tutorial
 - Add a basic secondary event to schedule
 - add a salvo / prog salvo to schedule
 - schedule multiple graphics with CTC interaction
- howto
- reference

D-Series

- explanation
 - D-Series control of Versio
 - D-Series secondary event types
 - missing media workflows
 - What is CTC?
- tutorial
 - Add a basic secondary event to schedule
- howto
- reference

Master Control Panel

- explanation
 - What is the MCP?
 - How do I access the MCP?
 - Which graphics layouts and layers can we control on the MCP
 - Understand that automation uses layers - but which
- tutorial
 - Access the MCP
 - Load a target / channel
 - Review loaded layouts
 - How to change loaded layout
 - Hot takes of layouts
 - 2 step takes of layouts
 - Update and Refresh RT
- howto
- reference

chapter04_getting_started_with_adobe_after_effects

- explanation
 - tutorial
 - howto
 - reference
- Learning Aim: What we need to setup in Adobe After effects to make our lives easier

chapter05_create_ctc_based_graphics

- explanation
 - tutorial
 - howto
 - reference
- Learning Aim: Discover CTC - Content Triggering Content, how to incorporate this into your compositions and how these are actioned on air.

chapter06_create_rto_based_graphics

- explanation
 - tutorial
 - howto
 - reference
- Learning Aim: Discover how to use RTO based graphics. How they are created in After Effects. How they are linked to Data Sources and other external sets.

chapter07_create_dves

- explanation
 - tutorial
 - howto
 - reference
- Learning Aim: How to create DVES in After Effects. How they are added to Layouts and used on air

chapter08_positional_graphics_with_expressions

- explanation
 - tutorial
 - howto
 - reference
- Learning Aim: using expressions in After Effects that we can use in Versio.

chapter09_create_clocks_and_timers

- explanation
 - tutorial
 - howto
 - reference
- Learning Aim: How to create clocks timers countdowns in After Effects. Plus how these timers are then edit and linked in Creation Station to external schedules

chapter10_advanced_graphics

- howto
- reference

- tutorial
 - WAVs
 - Random Triggers
 - Realtime 3D Graphics
 - Gradient Masks
 - Resizing text onto lines

Learning Aim: Learn advanced graphics creation and use in After Effect and Versio

Versio Graphics for operators

Versio Graphics for creators

Versio Graphics for operators & creators

Learning Aim: How to add secondary events to the schedule and trigger those events on air.