

## Interfaces

- Display
  - Camera Feeds
    - feeds from cameras 2, 3, 4, and 5 are in the top left corner
    - NOTE: they are not always in that order
  - Channels
    - A
      - 'Camera 7'
      - used for in-game replays, melts, etc.
    - B
      - used for exported clips to SD card
  - Clip List
    - when you set an out point for a clip, it will be added to the clip list
    - you will get the feed from each camera at the in and out points selected
    - you can rename each column to align with which cameras they belong to
    - there are 10 pages of clip lists
      - you can rename them as well
      - useful for breaking up halves/quarters and pregame/halftime

## events

- you can name clips
- Playlist
  - when you add a clip to a playlist, it appears in the playlist section
  - there are 10 pages of playlists that can be renamed
  - very useful for melts and exporting clips for postgame packages
  - we'll address editing clips in a playlist later
- Control Panel
  - Channels
    - A
      - 'Camera 7'
      - used for in-game replays, melts, etc.
    - B
      - used for exported clips to SD card
  - Main Components
    - Speed Lever
      - adjusts the speed of a clip in playback
    - Dial
      - rolls footage back or forward
    - In and Out Points
      - set clip start and end
  - Active States
    - Clip List
      - browsing, selecting, naming clips
    - Playlist

- adding clips, renaming playlists, playing playlists, etc
- Live
  - live action
- Speed Lever will change colors depending on what state you are in, as will the interface
  - on-screen
    - Clip List
    - Playlist
    - Live

## Using the Machine

- YOU MUST HIT RECORD IF YOU WANT TO GATHER ANYTHING
  - anything that happens while the record button is off cannot be clipped for anything ever
- Gathering Clips
  - After-the-Fact
    - easiest method, but clips take a little longer to prepare
    - once a play has happened, use the dial to scroll back to the beginning of the play
    - set your in point at the start of the play and roll forward until the play ends
  - Real-Time
    - harder method, but clips can be prepared much more quickly
    - while on Live state, set an in point during the action
    - if a play occurs in a reasonable window of time, set the out point when the play ends
    - if nothing worth clipping happens, quickly cycle through 3 buttons
      - Set Out
      - Del
      - Set In
    - begin the process again
    - takes a lot of practice before you get a feel for when to be prepared to clip footage
  - Quick Clip
    - by pressing only the Set Out button, a clip of exactly 4 seconds is added to clip list
    - best for plays that need quick turnaround times for replays
      - fouls
      - questionable calls
- Naming Clips
  - for every clip you make, you will get the angle from all 4 cameras
  - find the best camera angle and click only that angle to rename it to indicate
    - team → usually by first letter or abbreviation
    - player → by jersey number
    - play → what kind of play was made
    - EX: Hannah Hand 3-point => M 23 3pt
    - EX: Brian Parker turnover => M 2 turnover

→ Setting Up Playlists

→ Every game, I have at least 3 default playlists prepared

→ Queue

→ for when we have time to roll a replay

→ Melt

→ for when we want to roll a melt at the of the quarter/half/game

→ Postgame

→ for collecting all clips for postgame material

→ To add a clip to a playlist

→ click on the playlist you want to add it to

→ hit the Add to Playlist button on the Control Panel

→ from there you can make a few adjustments to the clip

→ in point → changes the start of the clip

→ out point → changes the end of the clip

→ speed → changes how fast the clip goes without needing to use the Speed Lever

→ transition → how one clip transitions to the others

→ changing the in and out points of clips is important because it allows you to add MORE PAD to the clips and most importantly, keeps Andy happy

→ generally, setting the speed to somewhere between 70 and 80 percent is best for replays

→ despite all the cool transitions included in the system, we only use two

→ CUT → primarily for going from clip to clip for the postgame package

→ FADE → going from clip to clip in any replays or melts

→ Playing a Replay

→ when you have a replay ready to go, tell the Director what replay you have (player and play)

→ s/he will tell the talent

→ then s/he will say 'Ready Replay', in which you say 'Replay Ready' to confirm you are ready

→ s/he will then say 'Roll Wipe' and the TD will roll the wipe

→ right before the wipe starts to zoom in, roll your clip by pressing the PLAY button

→ the replay will roll in the Channel A window

→ count down out loud the time remaining in the clip from 5 so the Director knows when to cue the wipe

→ you can check how much time is left by looking at the time decreasing in the Channel A window

→ if you don't think the wipe will cover the screen before the clip ends, manually slow down

the replay more gradually using the Speed Lever

#### Tips for Melts/Playlists

- melts should follow the storyline of the period
  - if one team is winning, feature more plays by them in the melt
  - if a great play was made, include it in your melt
  - halftime and postgame melts can include some of the same clips
- have variety from clip to clip
  - try to spread out clips of Marist and their opponents throughout the melt
    - don't put 6 Marist plays in a row
  - try not to put the same camera angle on back to back plays
- you can see how long the melt is, factoring for transitions and speed changes by looking at the last row of the "Ends At" column in the Playlist section of your display

#### Play of the Game

- the TD Bank Play of the Game happens toward the end of every basketball game
  - usually end of the 3rd quarter-ish for women and around 4th TV timeout of the second half for men
  - play needs to have an impact on the game or be a big play in general
  - try to have multiple angles of the play
  - let the Show Control know what the play is and how long the melt is so s/he can tell Sam
  - because the wipe is different for this replay, timing changes a bit
    - roll the clip a little later, or add even more pad at the beginning

#### Timing of Melts

##### → Pregame

- pregame melts run during the Shelly's Deli Coaches Report
- before we stream, the Director will ask the radio talent what is talked about in the Coaches Report
- it is your job to direct the cameras to get footage of specific players or wide shots
- clip footage from multiple angles and add it to a giant melt that lasts about 5 minutes
- try to piece footage together to correspond to the order the Director was given
- if any clip you added has too much movement from the camera person, or loses the subject, hit the SKIP button on the Control Panel, and let the Director know you have less footage to roll through

##### → Halftime

- halftime melts will run while the radio talent is off-air
- once Show Control has rolled through all the sponsors on the video boards, you are clear to run the melt with the Director's OK
- these melts should last anywhere between 45-55 seconds

#### → Postgame

- postgame melts will run as the radio talent begin to prepare the team's next game and say their thank yous
- this melt has no wipe so you must count the Director/TD in for when you want to begin rolling
- if the stream ends before the melt does, oh well

#### Exporting Clips

- make a playlist for all postgame clips you want to use
- make sure their speeds are at 100% and all transitions are set to CUT
- insert an SD card into the device
- format the SD card
- switch the 3play to Channel B
- press record on the device
- press play on the 3play machine
- when the playlist is finished, hit record again to stop recording
- take the SD card out and put it on Meghan/Nick's desk