



DataBuzz

DataBuzz is the data management client application in the WASP3D Enterprise workflow. WASP3D scene templates created by a graphic artist using Drone Designer are available across all WASP3D modules so journalists, producers, and other non-design personnel can select templates, enter/modify available data fields, preview a real-time render of the template with the new data and then, post to a rundown. DataBuzz enables broadcast stations to generate graphics content on the fly while maintaining the visual identity of the channel. Stations using NRCS software can use the ActiveX MOS compliant version of DataBuzz to generate graphics within newsroom systems such as Avid iNEWS, ENPS and others.

Key Features

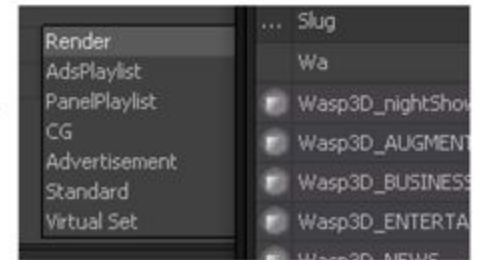
Programs & Playlist

The WASP3D Sting Server can simultaneously render and play out multiple graphics from different playlists (rundowns). A collection of playlists is defined as a Program. Users can define the z-order (layering) of each playlist in a Program and this defines the render order (layers) during on-air playout.



Playlist Management

DataBuzz hosts multiple types of playlists based on the intended use during on-air operations.



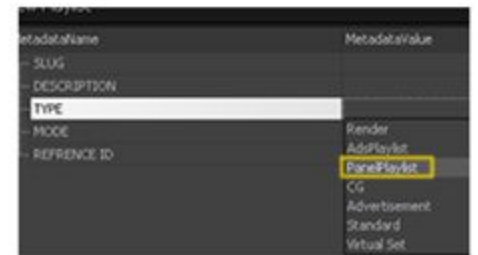
Standard Playlists

DataBuzz offers a rundown based playlist of graphics, typically used by news-based stations not using a NRCS system. The Standard playlist can be used for PCR graphics in a manual mode and for scrollers and crawlers in an automated mode.



Panel Playlist

Live on-air events, such as sports or elections, often require a non-linear triggering mechanism, therefore the Panel Playlist simplifies operations by customizing the layout so only ready to use templates can be played out instantaneously.



Render Playlist

The Render Playlist “renders to file” any template added to its rundown. This playlist works in tandem with the WASP3D R2D server and is used for generating graphics for post-production needs (i.e. NLE, mobile, web, etc.).



Virtual Set Playlist

Users requiring multi-camera tracked and trackless virtual sets can use the Virtual Set Playlist to load and play out a single scene on multiple Sting Servers. This enables the on-air operator to setup multiple camera views on different Sting Servers.



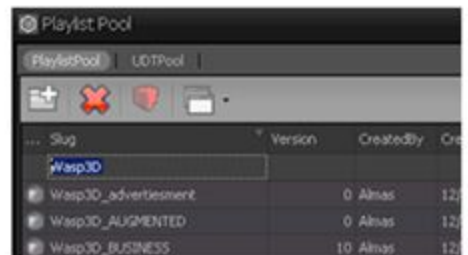
Advertisement Playlist

Advertisements that are part of the graphics workflow can be scheduled for an automated payout. The Advertisement Playlist lets users define the number of times a specific advertisement must be played out per defined time slot.



Pool Windows

Pool Windows host the collection of programs, playlists, templates and data. Using Pool Windows, operators can use the search filter to query the WASP3D database to drag and drop templates or data posted in playlists to a specific playlist.



Run Down Features

- Time Based Groups

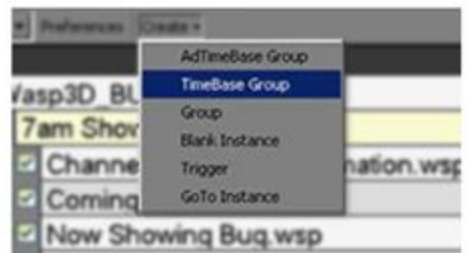
During an automated payout of rundown, operators can use time based groups to define templates that need to be played out at specified time slots.

- Trigger Events

Trigger Events can be raised to create interactions between on-air templates.

- Go To Instance

Helps to skip the rundown sequence and move to a specified location in the rundown.



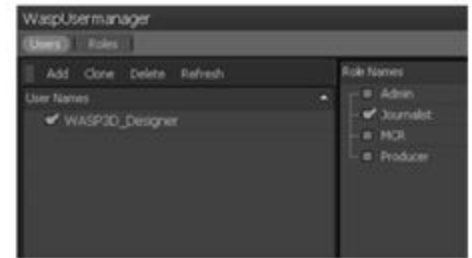
- Real-Time Graphics Preview

The WASP3D rendering window in DataBuzz, visualizes the final on-air graphics with the data posted/modified as it would go on-air. It helps identify and minimize any visual errors before submitting for on-air playout.



- User Rights Management

Through the DataBuzz user rights management function, rights to access, delegate, limit functional roles are available to DataBuzz operators.



- WAX - Media Asset Integration

All DataBuzz clients have access to the WASP3D asset management module WAX (Wasp Asset eXchange) to locate media assets in the WAX database and drag and drop them (images, videos) in the template for playout. WAX enables users to catalog, tag and store media assets such as photographs or videos in the WAX database for easy retrieval.

