WASP3D- News Graphics System

Built for the modern newsroom, WASP3D's News graphics solution is a newsroom (NRCS) integrated workflow that provides broadcasters with all the tools necessary to plan, create and publish news content from a single, coordinated system. WASP3D News system offers complete control over on-air content, story assignments, run-down management and more, right from the desktop and can be integrated with a wide range of third-party solutions for a seamless broadcast workflow.

Key Features:

News producers find great agility in the WASP3D template based workflow to deliver news graphics quickly, no matter the circumstance:

- **Routine Operations:**

Daily operation simply requires loading a playlist in the Sting Client playlist manager and select from a list of quick templates (i.e. name straps, tickers, OTS, full frame graphics etc. already made available by the Graphics department) and populate the relevant day's information into the custom-made data entry forms of individual scenes of the template. Data entry can be manual or automatic (databases, RSS feeds, etc.) and these custom forms are specific to each scene thus greatly reducing the possibility of errors.

In cases where media assets are needed in the scenes, these custom forms can use the WASP3D WAX Asset eXchange module to access images, videos and graphics elements and quickly populate graphics via drag & drop. WAX provides users the flexibility to search for assets based on metadata and displays a thumbnail view of media assets for enhanced pictorial view and ease of navigation. Once the playlist is loaded and populated with the relevant day's information, it is simply a matter of executing the scene to be played on air. The inter-scene & intra-scene triggering functionality automatically manages the transitions between different scene elements or the scene itself. The transition can be automatically triggered by live data or by an incoming scene making the presentation more dynamic and sophisticated. There is no scripting required to manage the interaction between templates.

- **Environments using MOS to interconnect to News Automation Systems (i.e. Avid I-News, ENPS, etc.):**

In this case, Journalists have the option to prepare and populate event specific content within the story or rundown for the operator to execute on air. This is possible through the Databuzz module which allows Journalists to visualize how real time graphics and animations relating to a story will actually behave on air. This does not require specialized computers or graphics workstations. The Databuzz module is MOS compliant thus enables journalists and operators to fill editorial text or data to on-air graphic from within their existing News Room Automation System (i.e. Avid I-News, ENPS, Octopus, etc.).

DataBuzz can also be used remotely to assemble a new presentation and visualize how the associated real time graphics and animations of the scene will actually behave on air. This can be achieved using a notebook computer.

- **Breaking News requiring "on the fly" graphics:**

All the templates made by the news graphics department are accessible inside all the WASP3D modules including NRCS. News Producers have the option to create "on the fly" graphic presentations using the available graphics to create a rundown without any boundaries. Templates can be accessed from different folders and multiple instances of these templates can be posted in the rundown to show the information graphically without any interaction with a graphic designer. The Data Buzz module allows a News Producer or Journalist to literally assemble a variety of new graphical

presentations in a scene and assigning data at will. For example, making a quick comparative bar/pie chart is a matter of filling on a form and assigning labels and data.

- **Social media graphics "on the fly":**

Oftentimes, breaking news explodes in social media first but the amount of content is so overwhelming that sorting and finding newsworthy "jewels" becomes time consuming or difficult to manage. WASP3D's Social Media Tree system automatically sifts through content and discards undesirable items (i.e. bad words via custom dictionaries, blocked topics or users, custom rules) to present Producers with valid content. Producers can then decide how the content will go on air, be it under a specific topic, scene of a particular playlist or even multiple playlists. Social Media content can thus be delivered quickly and accurately while the news remains hot.