



## WASP3D: NLE- Plugin



The WASP3D NLE plug-in enables non-linear video editors to make template based real-time 3D graphics to enhance their news story. The WASP3D NLE plug-in is available inside the edit software's own environment thus editors have complete access to all WASP3D graphic templates for their projects. To create graphics, users simply browse the WASP3D network, choose the desired template, modify the data fields in the template and then add it to the NLE timeline. This seamless workflow accelerates graphics production and saves time while maintaining visual consistency.

### Key Features:

#### Flexible Graphics

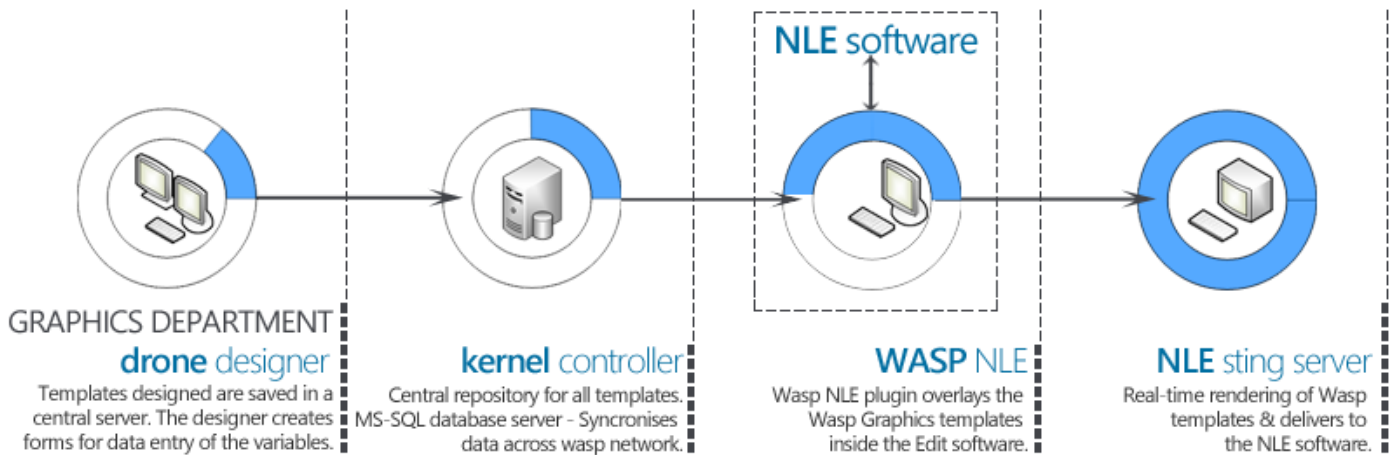
The WASP3D NLE plug-in works alongside Sting Server; this ensures that all templates added in the NLE timeline can be modified and played back in real-time. Users can also define the clip length of the templates and define how pause points designed in the templates should be interpreted.

#### 32-bit Graphic Templates as Overlays

Users can treat a WASP3D template on the timeline as if it were a video file. The WASP3D template is available on the timeline in a 32-bit format (with alpha channel). Editors simply have to overlay the WASP3D graphic templates on the timeline to generate a composited, rendered output.



### Workflow:





## Render to Disk (R2D) workflow.

An alternate approach to working with Non-Linear Edit stations is using the Wasp R2D Sting Server. There are numerous NLE software available today and to ensure integration with the graphics production process, users can opt for the R2D Sting Server. In Wasp DataBuzz, users can select the template, add/modify the data in the template form and add it to the Render Playlist. The render playlist sequentially provides a dedicated 'Render to Disk' Sting Server, the templates with data that needs to be rendered to a file. The R2D Sting Server renders the templates to the selected network drive, for the user to use it in his Edit software.

## Key Features:

### Automated Graphics Production

Multiple users of DataBuzz can queue their graphics in the render playlist, resulting in the optimal utilization of the dedicated R2D Sting Server. The R2D server renders any new instance added to the render playlist queue, automating the process of rendering.

### Pre-defined File render formats.

Users need to define the file format and the software codec to be used by the R2D server only once.

## Workflow:

