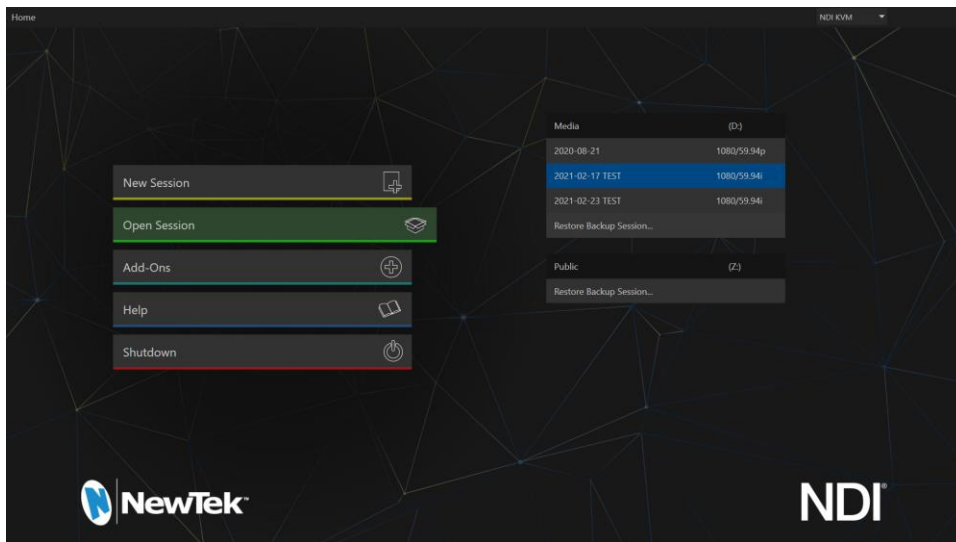
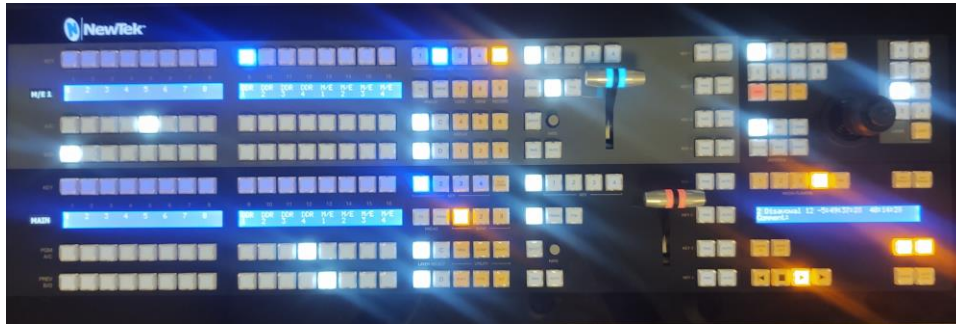
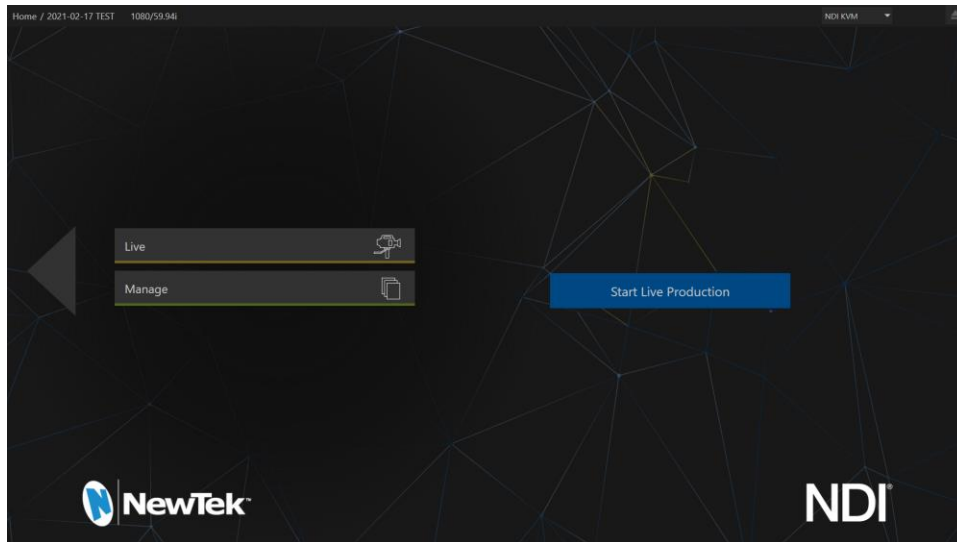


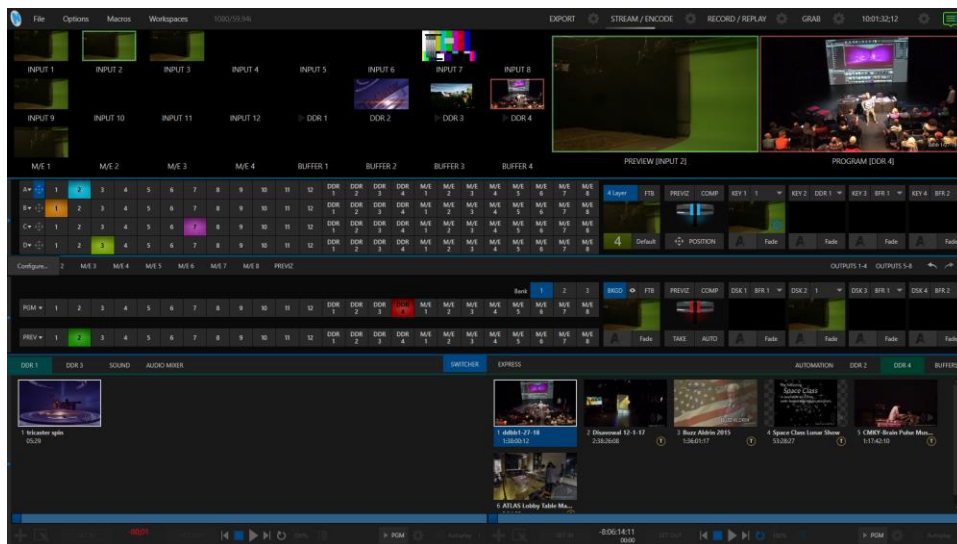
## Board layout



- Session setup
  - When first powering on the Tricaster there are options to create a new session or open an existing session.
    - When opening a session, navigate to the “open session” tab and select the appropriate session.



- Clicking the “Start Live Production” will enter the session



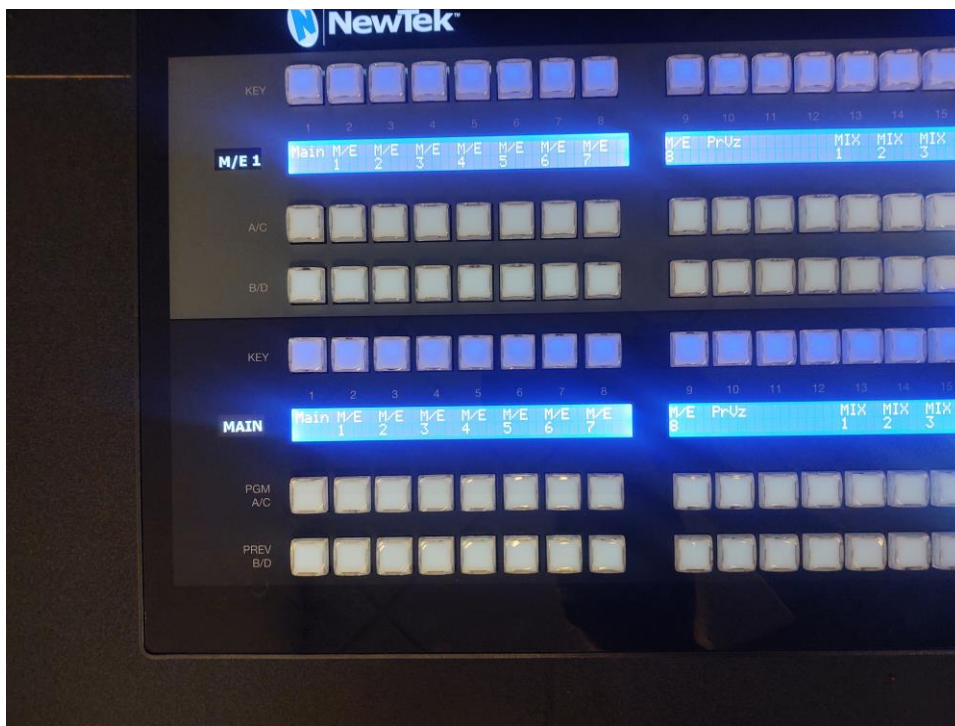
- The main layout page will then appear.

- Board setup



- Delegate Stripe

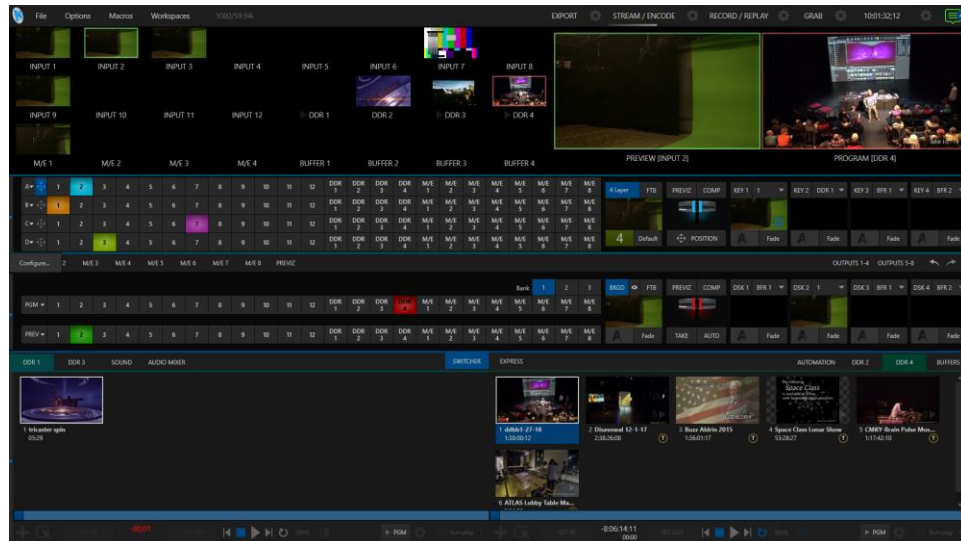
- The delegate stripe button works to choose what banks appear on each row of the board. When pressing the delegate stripe button, the labels on the LCD screen, above the PGM A/C button will change to a list starting with Main, and moving to M/E1 ect. Select the program button for the desired rows under the LCD screen.



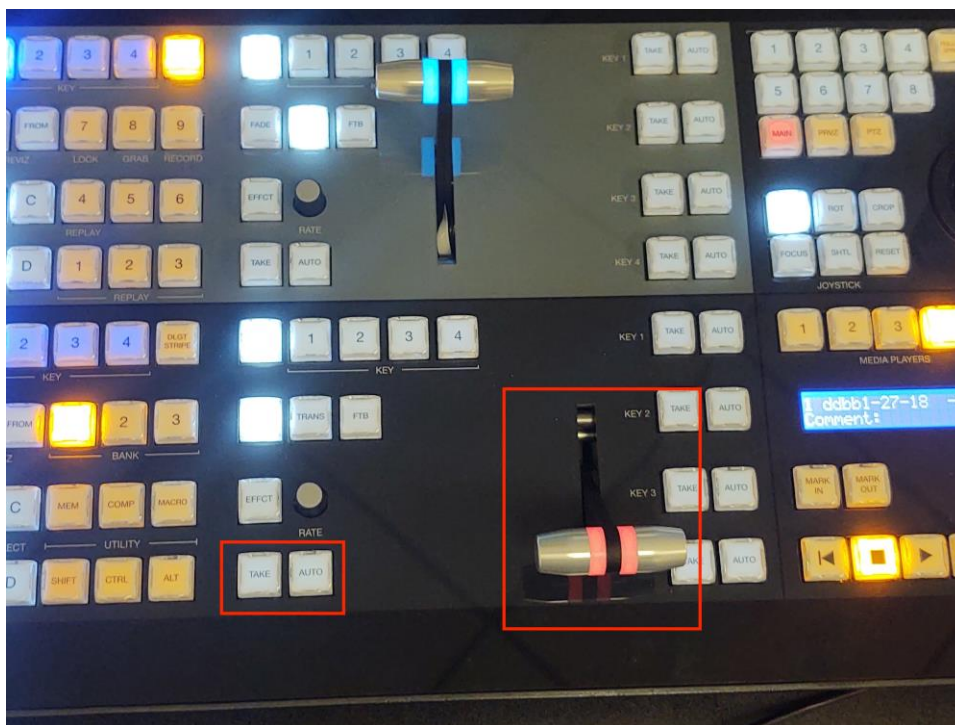
- Once this is selected, the bus will change to the chosen row.

- Main Bus

- When looking at the main bus there will be two rows of buttons, named “PGM A/C” and “PREV B/D”
  - The bottom row, in this instance, is the preview row. This button is used to bring a source to view before air. When this button pressed, the source selected will be brought to the preview.

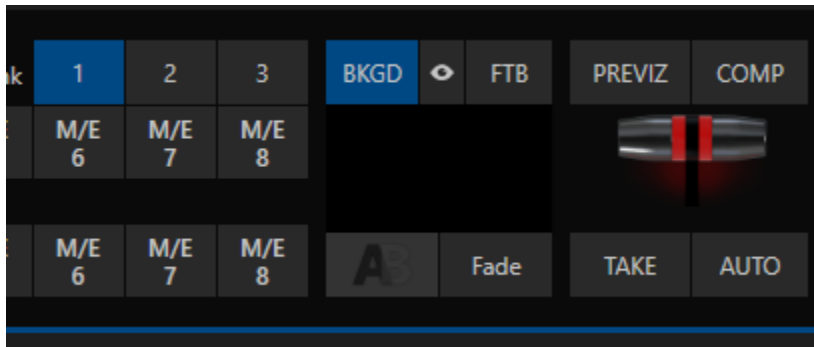


- The source selected on the preview bus will also show as selected on the computer interface



- To move the input from the preview to the program there are a few options
  - Take button

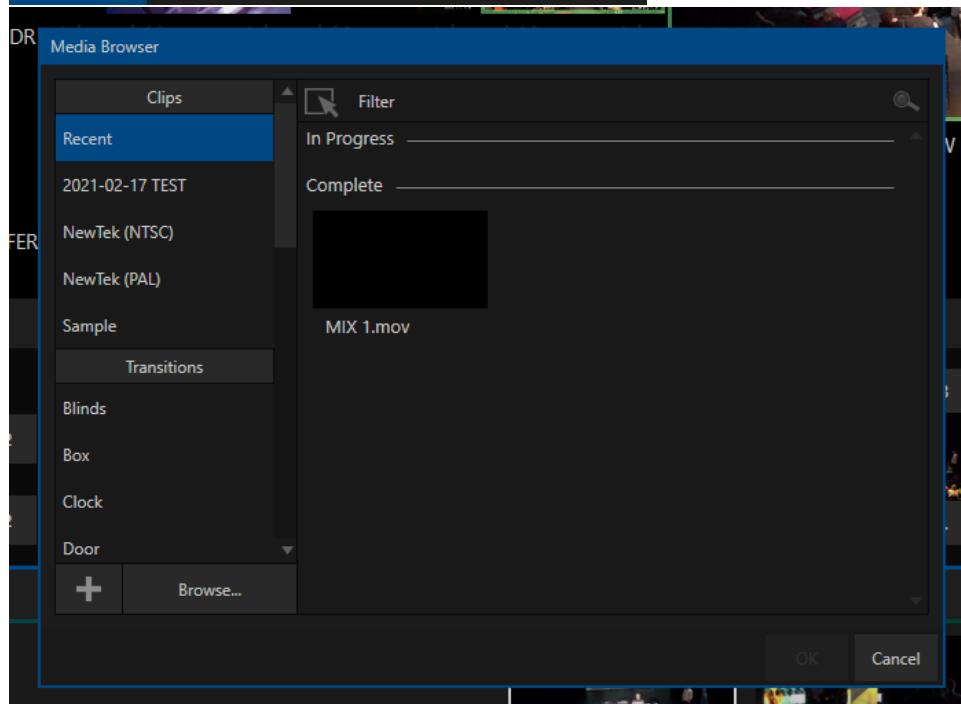
- The take button is the same thing as “cutting” in a program. It is an instant change to the source in the preview monitor.
- Auto button
  - The Auto button preforms the transition that is assigned in the
- Fader bar
- Changing transitions



- Ch

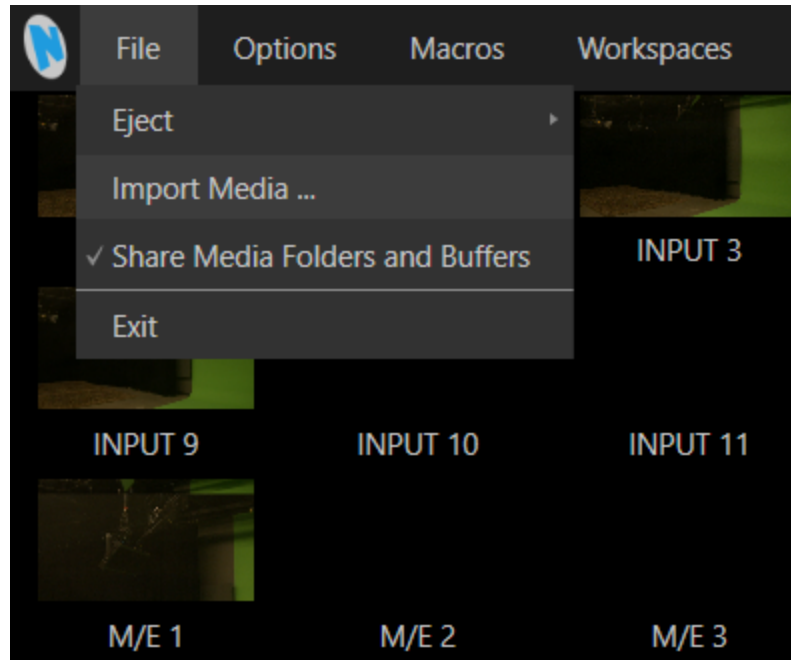


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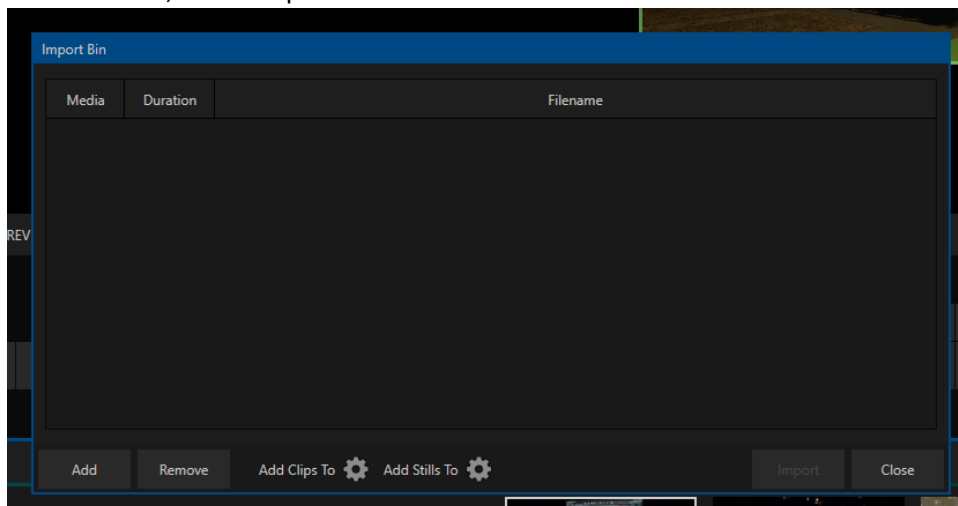


- I Importing Media

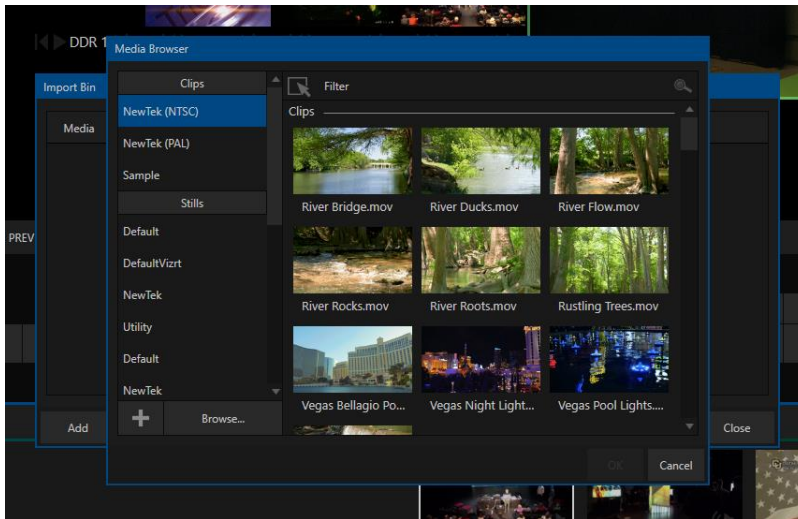




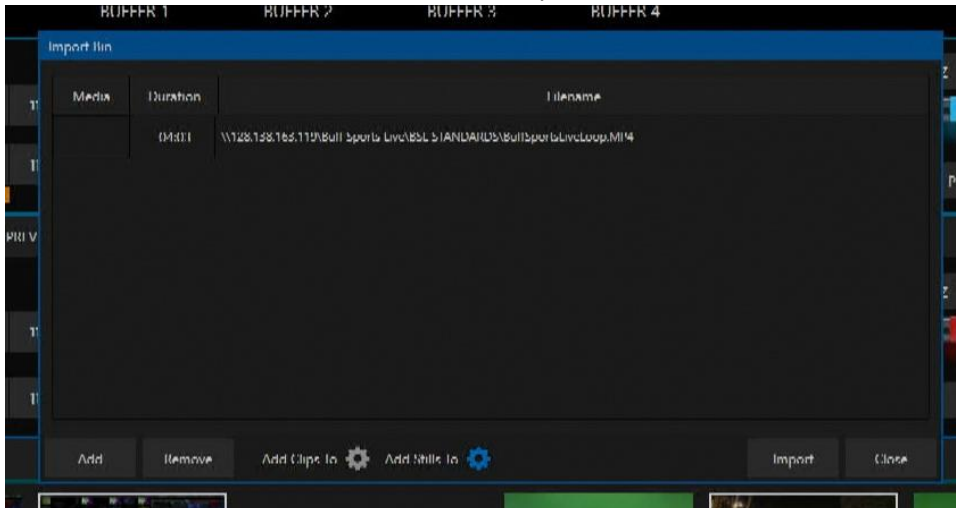
- Importing clips
  - To import a clip, go to the top right-hand corner of the screen with the mouse and press the “File” tab, then “Import Media”



- This will bring up the import bin. To add media, click the “Add” button on the bottom left-hand corner of the pane.

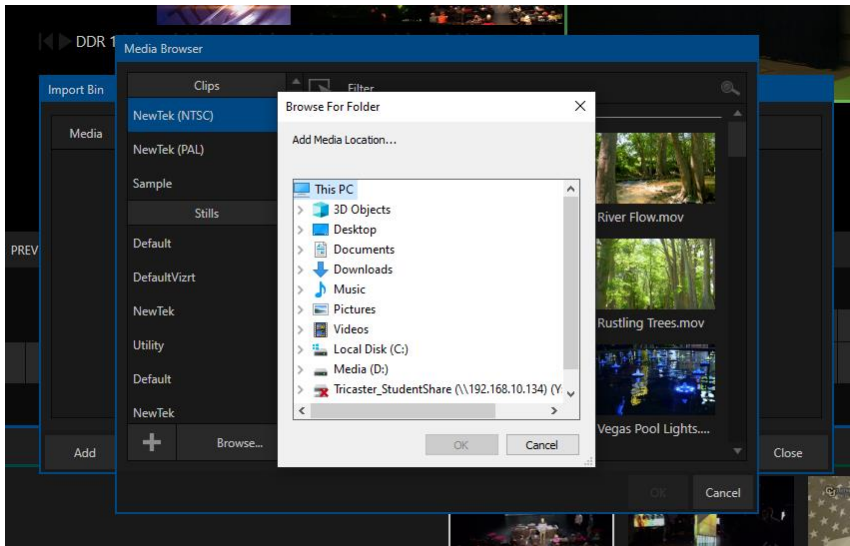


- This will bring up the media browser. Any media previously imported can be found here. Click the “+” in the bottom left corner of the pane to browse for new media.



- In this menu the Nas can be found, and media can be imported into the system. After adding media, click the import button when they are added to the bin.
- The browse button on the bottom left corner of the window looks like a “+”. Adding media to the dock using this option will stream the media from the computer. This option is inadvisable because the media is not downloaded into the TriCaster, so the computer has to retrieve the media from another source. When needed, use this option to upload still images or short clips, but never use this option for longer videos. After the media is selected in will appear in the DDR bank at the bottom of the screen.
-





- Find the media file and press the transcode button on the bottom right corner of the clip for the media to work. The transcode button looks like a T inside an orange circle.
- Navigating Media Clips
- It is possible to navigate through the different media clips in a DDR bank by using the switcher board. On the right side of the board there is located an LCD screen with buttons labeled “Media Players” above it.



- Select the numbered button that corresponds to the DDR bank with the desired media (If the user’s media is in DDR2, select the button labeled “2”). The display on the monitor labeled with the corresponding DDR will display the media currently playing from that bank. In the case of playing media from DDR2, the window labeled “DDR2” will display that media.



- To play the media from this bank, press the Play button located underneath the LCD screen. The Play button looks like a triangle. The clip will then begin playing media from the DDR bank.



- The stop media press the Stop button. The Stop button is a square and is located next to the Play button.



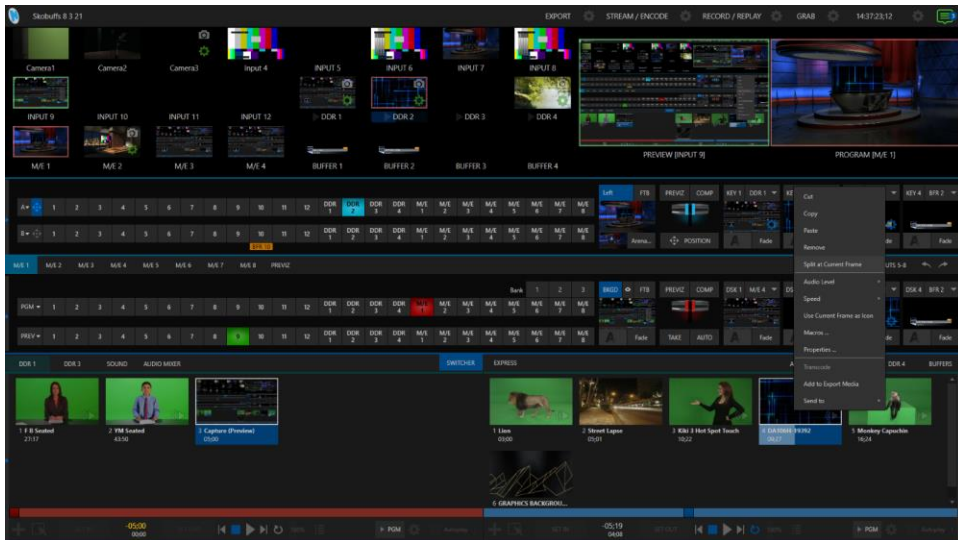
- To loop a piece of media press the “Loop” button located on the right side of media controls. Looping a piece of media means it will restart once it ends. To stop looping, press the “Loop” button again.



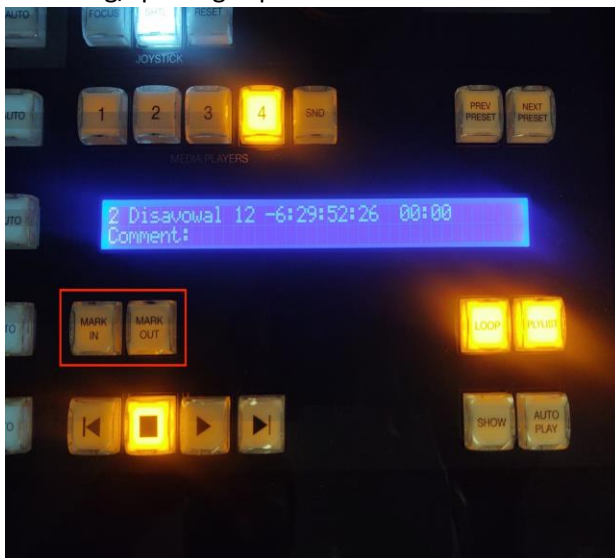
- To change what media is played from the DDR bank there are several options. Manually change the media on the computer monitor by navigating to the desired clip and select with the mouse. To change on the switcher board, press the left and right keys to the left and right of the Play and Stop, respectively. Pressing the left button will select the media to the left of the current clip. Continue pressing this button to cycle through the media to the left. The right button will similarly cycle through the media to the right.



- Another button is the “Auto Play” button. When this button is selected it will automatically play media when a media bank is selected. This button is helpful when switching between a live camera broadcast and a piece of media. If “Auto Play” is selected, media will automatically play when the board switches media into Program. Similarly, when cycling through media clips with the left and right keys, clips will automatically play as they are selected. To deselect Auto Play, press the “Auto Play” button again.



Trimming/splitting clips



When a clip is imported and placed in a DDR

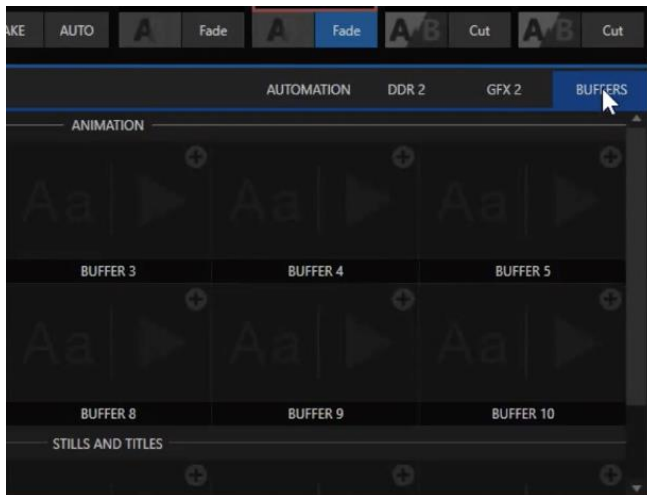
bank it can be trimmed or split.

For splitting elect the piece of media that needs to be split. Slide the play marker along the track at the bottom of the media bank to the time code desired. Right click the media clip and select the option “Split at

Current Frame”. Splitting a clip will create two different media clips that begin and end where the split selection was made.

To trim a piece of media, select the clip that needs to be trimmed. Navigate the sliders along the track to the new desired start and end positions of the clip. Select the “Mark In” and “Mark Out” button on the switcher board to set the new beginning and end, respectively. The I and O can also be used to set the beginning and end of the clip. Alternatively, click “Set In” to set the starting position of a clip. “Set Out” will set the new end of the clip. Once these are set, the media will begin and end accordingly to the position of the markers. It is still possible to change the start and end positions of the markers

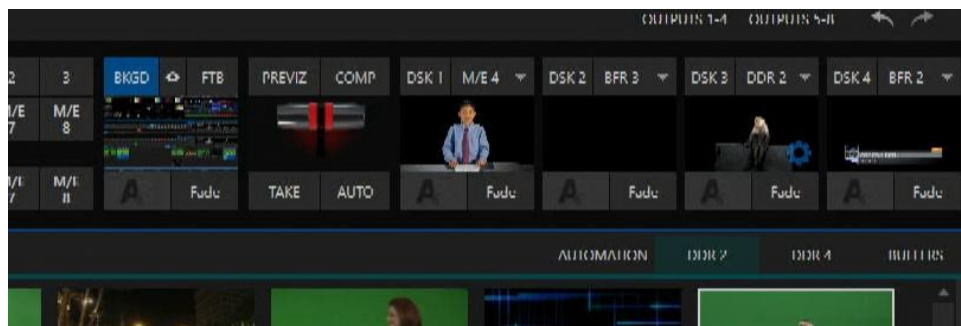
- Buffers



- Buffers are a way to play other types of content.

- Titles

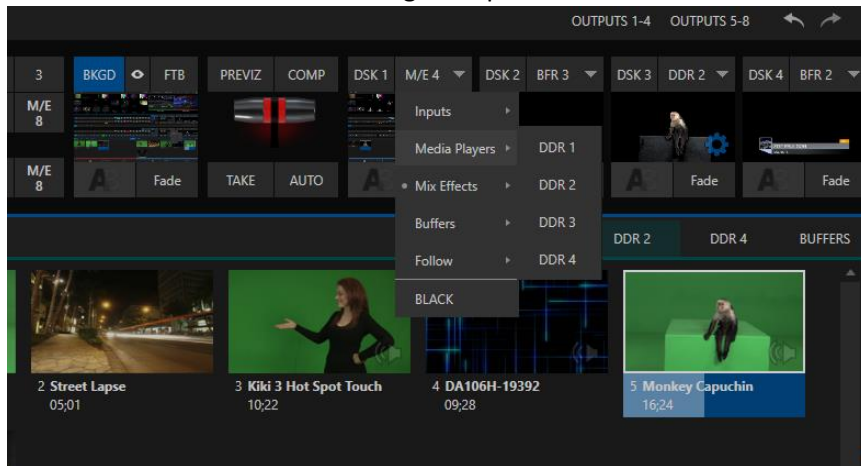
- DSK



- A downstream key brings a graphic or media player and inserts over whatever input is currently set.

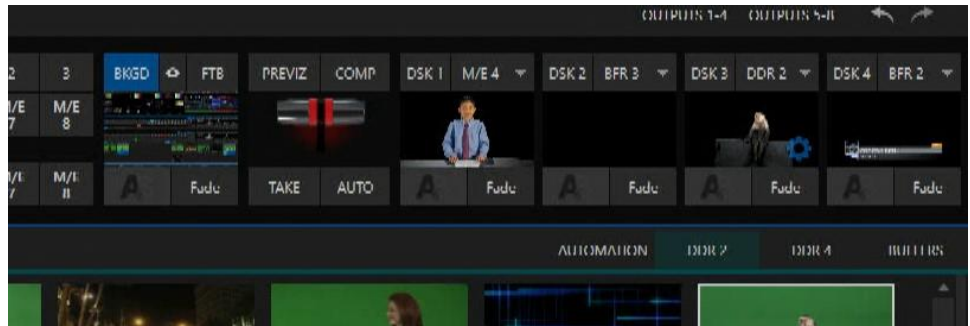


- DSKs (Down Stream Keys) go in order with the larger numbers sitting on top of the smaller numbers

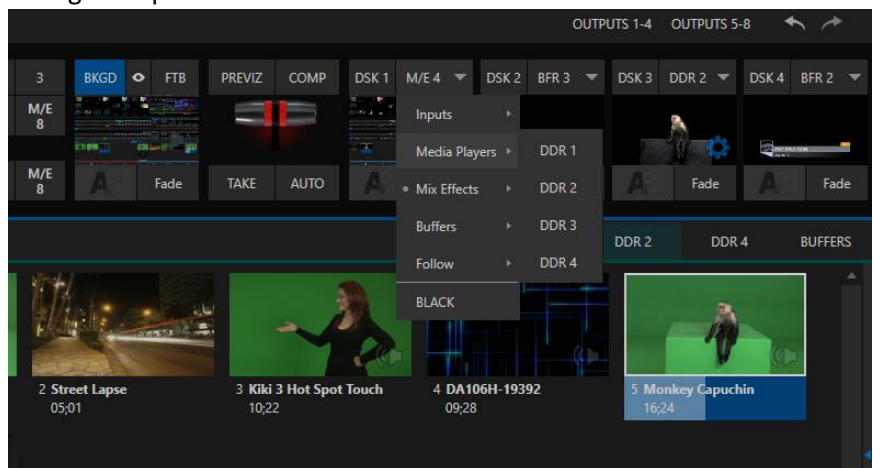


- To set the DSKs go to the right side of the monitor to the right of the virtual switcher and above the media players. The chooses a specific source such as DDR1, GFX1, or a Buffer.
- To play a DSK select the DSK button on the physical switcher board next to the transition bar.
  - Selecting Auto will use the current selected transition to move the DSK.
    - Selecting Take will “Cut” the DSK on to Program
      - Under the DSK settings on the virtual switcher board, set the DSK transition by clicking on the bottom of the DSK window. A series of options will pop up with different types of transitions. The A layer is the Program layer, and the styling determines how it will transition into the DSK on the B layer.
- Color Correction
  - Click gear, go to image tab
  - Proc amp and auto color
- PTZ
  - Set presets through ptz tab
  - With ptz in preview, press \*key and the ptz control will show
- Audio mixer
  - Inputs
  - Internal sources
  - Outputs
    - 2x click sliders to return to 0
    - Mute greys out but still shows levels
    - Gear wheel for settings
  - Noise Gate
  - Follow Program video
    - DSK

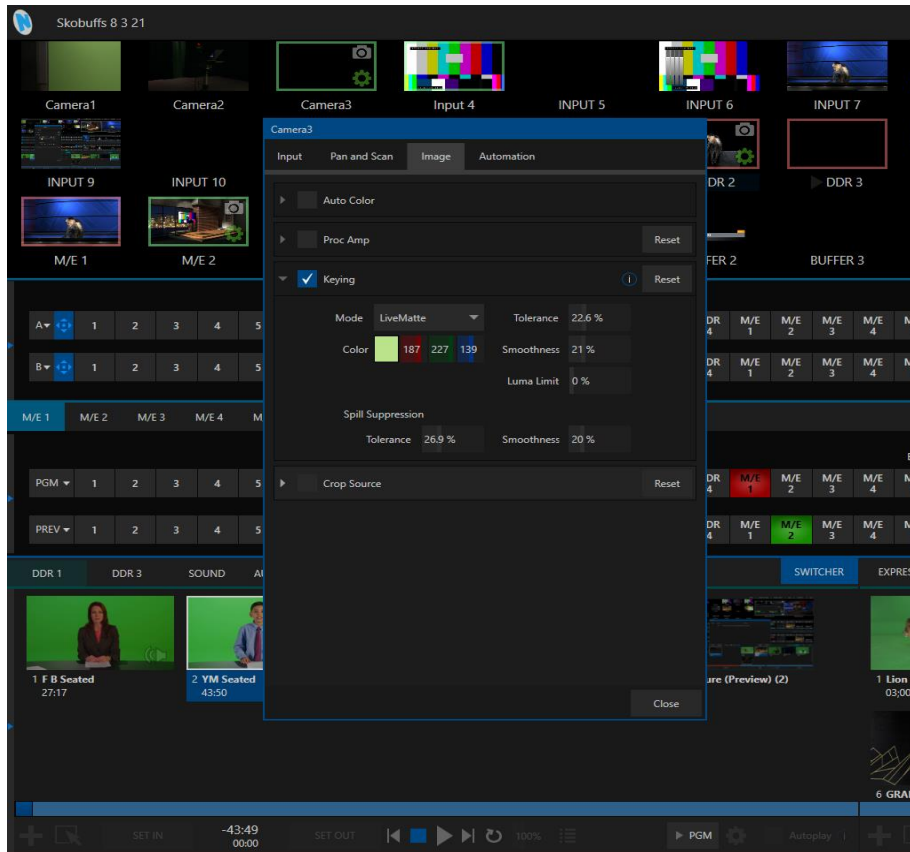




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- Audio mixer
  - The audio mixer in the studio is set to work with the Alan and Heath system, without modification. The channels needed will be brought up on the mixer. DDR channels will play out normally
- Chroma Key
- Simple Key



- Click the gear icon on the source that is going to be keyed and select the “Keying” option under the “Image” tab.

Selecting the Reset button on the right side of the window will Reset the key to the automatic setting. To set the key manually, click the “Color” box, and the system will provide an “eyedropper” drag the eyedropper with the mouse from the color block to a spot on the Input view to set the key. The best key will be a bright area.

There are other options in the “Keying” window that will help specialize options for the key.

- **Tolerance**
  - The Tolerance option affects how many shades of the color are allowed, how much range
- Smoothness
  - The Smoothness option affects the falloff of tolerance. It is often used to blend the edges of the subject with the background, such as to eliminate a haloing effect.

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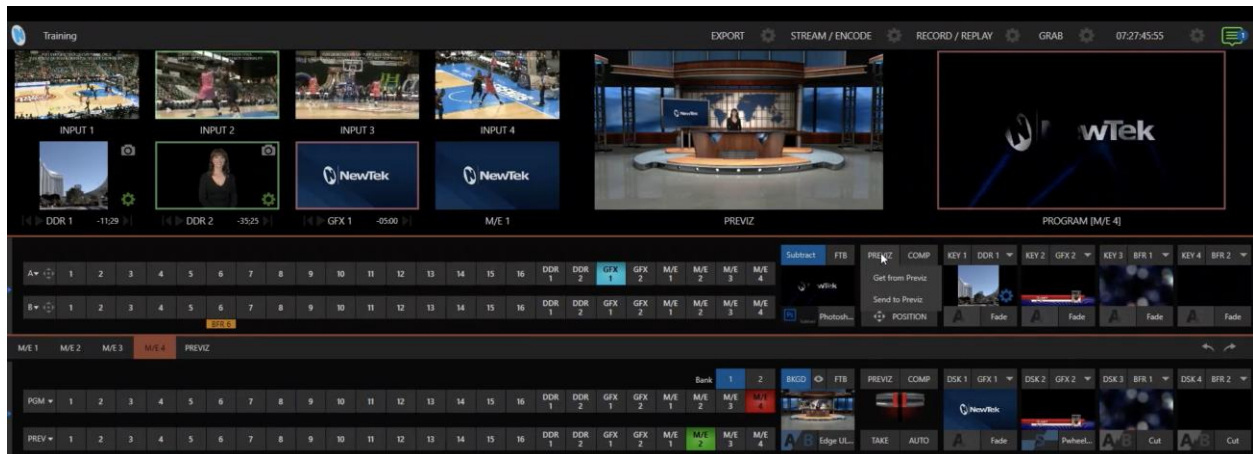
- M/E Layers

Mixed/effect. It means they can do both. It is not a mixed effect.

Top bar rather than switcher

- Mixed-Switcher inside switcher
- Effect-layers
  - Pnp-multi layer

- Virtual sets
- Re-entry
  - Adding m/e layers on each other
    - Can have a transition layer built into a pnp
- Comps
- Virtual set
  - Basic has no lens flare, standard does
  - Layers work with the A layer being talent and going down from there
    - B layers are often monitors in virtual sets
      - Putting M/E Layers in virtual monitors allows for transitions in the monitors
  - Augmented Reality
    - Parallax effect
- Previz
  - Way to preview M/E and copy/send to others without affecting the original M/E
    - On the M/E Transition bus



- Borders and Shadows
  - Border defines aspect ratio of video inside, some are 16:9 some are 4:3
  - Build your own, pds is on system, and can be modified
- Notifications area
- Audio Routing
- Recording
  - Gear wheel in the program tab
  - Independent channels can be recorded the same way. Use gear wheel in specific channels
- Replay
  - Need more practice
- Stream
  - Can turn on and off multiple. Just always leave the started source active

- The starting source could be the recording, and then go live and stop the stream at a later point
  - Stream can also encode to an external drive or NAS/SAN
- KVM
- Macros
  - System Commands
    - Shows prebuilt keyboard shortcuts and Macros
  - Session Commands
    - Stay with the session rather than with the system. Can be created for each show
  - Turn on and off macros with Check next to it
  - Importing/exporting
- Automation
  - The automation can be triggered through multiple ways
    - Audio
      - At specific decibel level
    - Transitions in and out of DDRs or GFX
- Delegation
  - Choosing what the take and auto button executes
  - Look ahead preview
  - Eyeball button
  - Fade to black
    - Silences all audio as well