



White Paper

## Adobe Creative Cloud Support

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### Overview of our Adobe Creative Cloud Support

Vizrt products support Adobe® After Effects®, Adobe Premiere Pro® and Adobe Anywhere®. With Adobe After Effects, designers can use our Vizrt graphics plug-in as well as create animations and other components that will be used in our real-time graphics. With Adobe Premiere Pro, editors enjoy seamless access to source media in Viz Media Engine. Finally, with Adobe Anywhere, editors in any location have the option edit Viz Media Engine assets directly from Premiere Pro.

The integration of Viz Engine and Viz Media Engine with the Adobe platform ensures that customers of Adobe After Effects, Adobe Premiere Pro, and Adobe Anywhere have a fast - single workflow, for all of their video and graphic needs.

### About Creative Cloud

With Adobe® Creative Cloud™, a simple monthly membership gives you the complete collection of Adobe creative desktop applications. Along with cloud storage, Creative Cloud members automatically get access to new tools and product updates as soon as they're released. You also get services like Adobe Story Plus, which provides collaborative screenwriting and production management tools. Creative Cloud is available for individuals or teams. For more information, visit [www.creativecloud.com](http://www.creativecloud.com).

### About Adobe Anywhere

Adobe Anywhere for video is a modern, collaborative workflow platform that lets users of Adobe professional video solutions work together, using centralized media. Collaborate and create productions from virtually any location with standard network connectivity. The collaborative capabilities are embedded directly in the latest versions of Adobe Premiere Pro CC, Adobe Prelude CC, and Adobe After Effects CC, eliminating the need to learn new tools. Adobe Anywhere is a separate offering from Creative Cloud that is hosted on-premises for complete control and security. For more information, visit [www.adobe.com/go/anywhere](http://www.adobe.com/go/anywhere).



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**Disclaimer**

The information in this document is believed to be correct as of the date of publication. However, our policy is one of continual development so the information in this guide is subject to change without notice, and does not represent a commitment on the part of Vizrt.

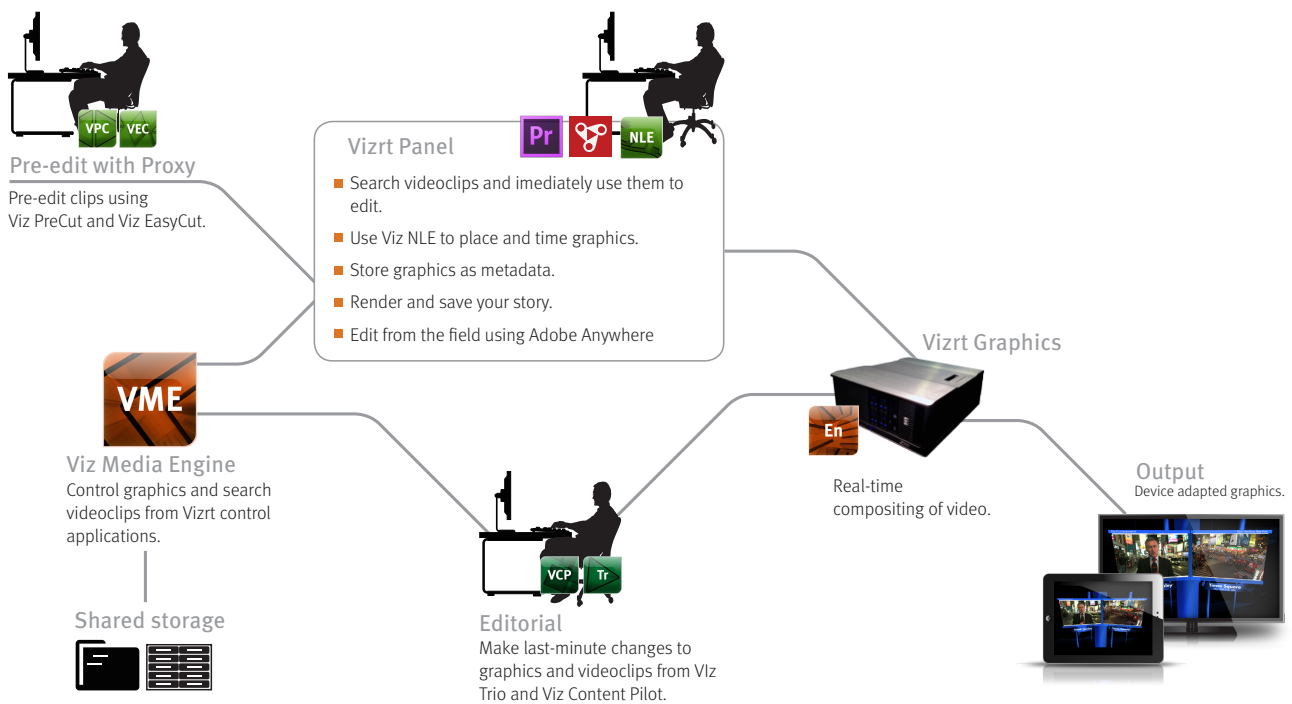
**Technical Support**

For technical support and the latest news of upgrades, documentation, and related products, visit the Vizrt web site at [www.vizrt.com](http://www.vizrt.com).

## Overview of our Adobe Creative Cloud Support

Vizrt products support Adobe After Effects, Adobe Premiere Pro and Adobe Anywhere. With Adobe After Effects, designers can use our Vizrt graphics plug-in to create animations and other components for our real-time graphics. With Adobe Premiere Pro, editors enjoy seamless access to source media in VME. Additionally, with Adobe Anywhere, editors in any location have the option to edit Viz Media Engine assets directly from Premiere Pro.

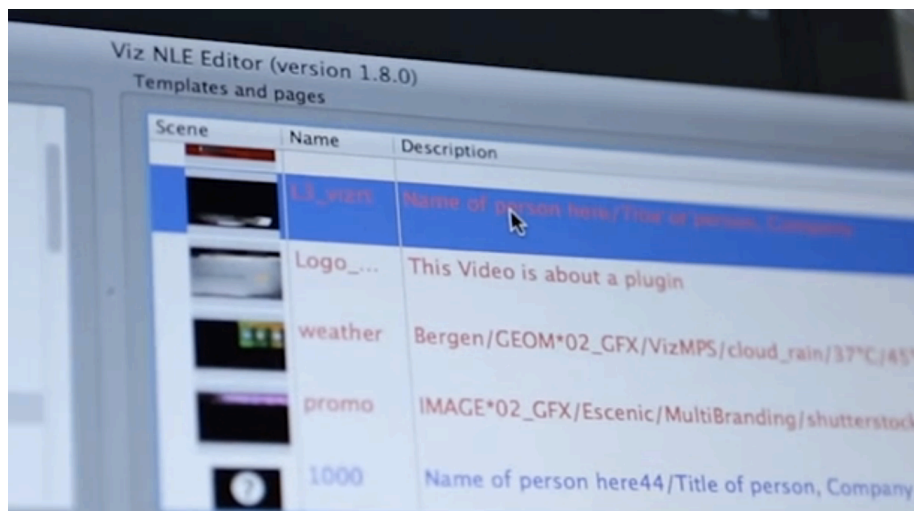
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## Viz Engine

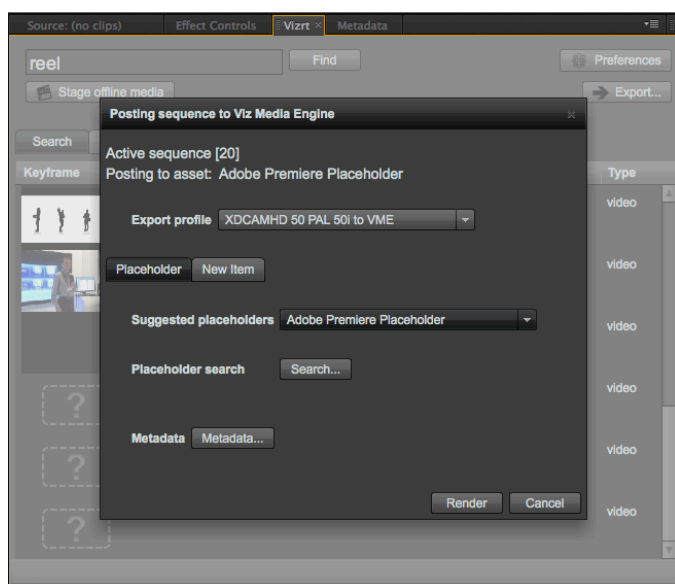
With our video effect plug-in, Viz NLE, added to Adobe Premiere Pro and After Effects, journalists and graphics artists gain access to one of the world's most powerful rendering engines – the Viz Engine. Adding Vizrt graphics is as easy as dragging a Vizrt effect to your sequence, and selecting which template and data to use. During rendering inside the respective Adobe product, graphics are fetched from the Viz Engine, and a finished flattened file is created.

Using our optional Vizrt panel for Viz Media Engine, timed graphics on a sequence can be saved as metadata in Viz Media Engine for driving Viz Trio and Viz Content Pilot. This means that the graphics need not be burnt-in, but can be changed and updated later – since it is metadata - without having to return them to Premiere Pro for re-rendering. Storing graphics as metadata is a very attractive alternative for quick turnaround, as it accelerates the workflow in Premiere Pro – no waiting for effects to render on the timeline, and graphics changes can be made both later in the production chain and in future productions.



Both Viz Trio and Viz Content Pilot's Newsroom Component are accessible from within the Viz NLE effect. This enables journalists to interact with and edit graphic elements. The effects are available for both Windows and Mac. However, for OS X a simpler Viz NLE Editor is used, providing a narrower scope of template selection and data entry.

## Viz Media Engine



Using the Vizrt panel inside Premiere Pro, journalists benefit from the significantly simpler way of accessing and managing media. Our panel is a native Premiere Pro extension that provides search and media access from inside Premiere Pro. Search results can be directly dragged to the timeline or project, and immediately edited – without needing to wait for file transfers. Media is also automatically added inside the currently active project.

Once the sequence is ready, the panel can manage local rendering, and export of the sequence, including metadata, back to Viz Media Engine. If graphics have been added from our effects plug-in, the sequence can either be saved as metadata or fully rendered. Users can choose to either export to pre-existing place holders, or to create an asset from scratch.

### Pre-edit using proxy

With the help of our proxy tools Viz PreCut and Viz EasyCut, journalists can also pre-edit directly from their desktops. The resulting edit decision list (EDL) can then be opened in Premiere Pro. Once opened, the EDL is automatically re-linked to the high-resolution media. This provides a very easy way of pre-editing from any desktop, then finishing the edit in Premiere Pro, saving time in the NLE, and requiring less skilled operators.

### Seamlessly edit archived media

Journalists not only have to quickly edit material as it arrives each day, they also need access to archived material. Older content is usually archived on long-term LTO storage once a production has aired. Retrieving this content can be cumbersome, requiring transfer and transcoding of files from one system to another before the user can again start working with it. With our panel, archived media can easily be retrieved from the LTO library with a single click and with the sequence relinked – editing archived material becomes as easy as online material.

### Edit media on third-party systems via our gateway

Viz Media Engine can also serve as a gateway to media held on third-party DAM, MAM and CMS systems. Premiere can access media on these systems via the panel. To achieve this, the Viz Media Engine provides read access from Premiere Pro to the external storages where the media files are hosted. The gateway automatically creates proxy, allowing users to browse assets across multiple systems.

## Summary

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In summary, Vizrt enables Adobe users to focus more on the production task and less on creating time-consuming graphics, or manually managing where files are stored. Branding, archiving, publishing and sharing media from Adobe in a single production or across multiple departments, has never been easier.

## Technical specifications

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<b>Versions</b>	Compatible with Creative Cloud and Creative Suite 6
<b>OS</b>	Available on Microsoft Windows 7 and Mac OS X 10.8