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VERTIGO AFTER EFFECTS EXTENSION

User Manual

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Vertigo After Effects Extension

This document provides information and instructions for installing, setting up and operating the Vertigo After Effects Extension.

Summary

<i>About the Vertigo After Effects Extension</i>	1
<i>Supported Elements and Limitations</i>	1
<i>Installation and Set up Procedures</i>	3
<i>Generating a Vertigo Scene Using the Vertigo After Effects Extension</i>	4
<i>Opening the Scene created from the Vertigo After Effects Extension</i>	5

About the Vertigo After Effects Extension

The Vertigo After Effects Extension is an Adobe's After Effects HTML panel that converts After Effects compositions to Vertigo Scenes.

After the graphical look and functionality are created in the AE composition, you can use the Vertigo After Effects Extension to launch a workflow that uploads the media elements associated with the composition to the Xmedia Server. Those elements are passed along to the Transcode Server for conversion and then ingested back into the Xmedia Server as a Template asset with a Scene based on the AE composition.

The resulting template can then be opened in Xstudio and played out on the Vertigo XG just like any other Vertigo scene using Xplay. A subset of After Effects features are supported by this extension. See [Supported Elements and Limitations](#), below for specific details.

Supported Elements and Limitations

It is extremely important to note that Adobe's After Effects supports many features that cannot be reproduced in a Vertigo Scene. When converting an AE composition to a Vertigo scene, the Vertigo After Effects Extension tries to convert as much as it can, as best as it can.

If the AE compositions contain elements that are not supported by the Vertigo After Effects Extension, we recommend that those elements be pre-rendered into an image, an animation or video clip file that can then be used on a variety of playout devices.

The following identifies the elements supported and not supported by the Vertigo After Effects Extension, as well as any relevant conversion behaviors:

Text

- Both point Text and box Text are supported.
- Supported Effects include: Bold, Italic, Face Color, Edge Size, Edge Color.

- Tracking, Justification and Leading are converted as best as possible. Some adjustment may be required after the conversion.
- Due to font licensing, fonts must be manually installed on the Xmedia Server and the Vertigo XG. The client machine running Xstudio must also have these fonts installed.
- Due to the different font renderers used, some fonts may be rendered differently in After Effects than with the Vertigo XG.
- Text shadows are not supported.

Images

- Supported extensions: bmp, gif, jpg, jpeg, tif, tga, oxt, png, and psd.
- Images are converted to tga.

Image Sequences

- Supported extensions: tga, png and jpg.
- Image sequences are converted to vaf.

Clips

- Supported extensions: mpg, mpeg, mxf, vaf, mp4, wmv, avi and mov.
- Clips are converted to mxf (no alpha) or vaf (alpha is present).

Audio

- Supported extensions: wav, mp3 and wma.

Other Elements and Behaviors

- Pre-Comps are converted to groups.
- Null objects are converted to groups.
- Children with the same parent are grouped on the same layer on the Vertigo scene.
- Solids with supported children are converted to groups, but the solid itself is not rendered.
- Transformations: The Vertigo After Effects Extension converts Position, Scale, and Rotation. The pivot of objects are moved to the lower left of the object. Xstudio does not show any rotations in the scene preview, despite the rotations settings being present and editable. To see a rotation, the scene must be rendered on a Vertigo XG or Software CG.
- Keyframe animations are not supported. If any elements need to be animated, they must be animated in Xstudio.
- Plugins are not supported. Any effects produced by plugins must be pre-rendered.
- psd files (including layers within a .psd file) will be rendered as individual .png files and then ingested into the Xmedia Server.
- Adobe Illustrator (.ai) files are not supported.
- Masks are not supported.
- 3D layers are not supported.

Installation and Set up Procedures

Assuming that your Adobe After Effects and Vertigo Suite systems are properly installed and configured, the following sections provide instructions for acquiring and setting up the components specific to running the Vertigo After Effects Extension.

- [Installing the Vertigo After Effects Extension](#), on page 3
- [Opening the Vertigo After Effects Extension](#), on page 3
- [Linking the Vertigo After Effects Extension to the Xmedia Server](#), on page 3
- [Linking the Xmedia Server to the Transcode Server](#), on page 4

Installing the Vertigo After Effects Extension

The Vertigo After Effects Extension is an add-on that is installed on the same machine that is hosting the Adobe After Effects software.

The Vertigo After Effects Extension is delivered using an Adobe Zip Format Extension Package file (.zxp), which can be installed on both Windows or Mac (Sierra 10.12.5).

Prerequisites

- **ZXPInstaller:** Download the Adobe ZXPInstaller (<http://zxpinstaller.com>), which is required to open the <filename>.zxp file.
- **Curl:** On Windows, install CURL.EXE (<https://curl.haxx.se/download.html>) in the `C:\ProgramData\VertigoXmedia\AEPanel` folder. Note that Curl is already installed on Mac and so no further action is required on that platform.

To install the Vertigo After Effects Extension

- 1 Ensure that both Adobe ZXPInstaller and Curl are installed on the machine hosting Adobe After Effects.
- 2 Open the Adobe ZXPInstaller.
- 3 Drag a copy of `AfterEffectsVertigoPanel.zxp` into the Adobe ZXPInstaller.
- 4 Once the installation is complete, validate the installation by opening the Vertigo After Effects Extension (see [Opening the Vertigo After Effects Extension](#), below).

Opening the Vertigo After Effects Extension

To open the Vertigo After Effects Extension

- 1 Open the Adobe After Effects application.
- 2 From the menu bar, select **Window > Extension > Export Vertigo**.

Linking the Vertigo After Effects Extension to the Xmedia Server

For the AE composition elements to be uploaded to the Xmedia Server, you must provide the IP address of the Xmedia Server in the Vertigo After Effects Extension window.

To provide the Vertigo After Effects Extension with the IP address of the Xmedia Server

- 1 Open the Adobe After Effects application.
- 2 From the menu bar, select **Window > Extension > Export Vertigo**.

- 3 In the **Xmedia Server IP** field, type the IP address of the machine that is hosting the Transcode Server. If you are in replication mode, use the virtual IP.

Linking the Xmedia Server to the Transcode Server

Since transcoding processes are quite demanding on resources, the Vertigo Suite's Transcode Server module must be installed on a dedicated server rather than the Xmedia Server.

As such, you must provide the Xmedia Server with the IP address of the machine hosting the Transcode Server.

Providing the Xmedia Server with the IP address of the Transcode Server

- 1 Open the **Xmedia Server Control Panel**.
- 2 Select the **System Parameters** tab.
- 3 In the Transcode Server section's **Host Name or IP** field, type the IP address of the machine that is hosting the Transcode Server.
- 4 Click **OK**.

Generating a Vertigo Scene Using the Vertigo After Effects Extension

After the AE composition is complete, you can use the Vertigo After Effects Extension to launch a workflow that automatically moves the required elements to specific categories in the Xmedia Server and the composition is converted into a Vertigo Scene.

As indicated below, you can specify the **XMS Category** in which the composition's elements will be stored as assets on the Xmedia Server. A category is created for each asset type associated with the composition.

If the **Overwrite Existing** setting is disabled (default), then the categories created are named using the composition's name followed by a date and timestamp. Under those categories are the assets with their proper names. Each time that same composition is generated, a new set of timestamped categories is created.

Example: If the composition is named `MyComp` and it contains an image sequence, video, image and audio clip, and the XMS Category is specified as `Shows.6AM`, then the following categories are created:

- `XMS:Templates.Shows.6AM.MyComp_<datetimestamp>`
- `XMS:Images.Shows.6AM.MyComp_<datetimestamp>`
- `XMS:Clips.Shows.6AM.MyComp_<datetimestamp>`
- `XMS:Audio.Shows.6AM.MyComp_<datetimestamp>`

If the **Overwrite Existing** setting is enabled, then the categories are created using only the composition's name (no date and timestamp). Each subsequent time that same composition is regenerated, the same categories are used and their previous contents are overwritten with updated assets.

To generate a Vertigo scene using the Vertigo After Effects Extension

- 1 Open the Adobe After Effects application.
- 2 Open a project and then open a composition that has something in it.

- 3 From the menu bar, select **Window > Extension > Export Vertigo**.
- 4 In the **XMS Category** field, specify the Xmedia Server directory where the composition and its associated assets will be created.
- 5 Leave **Overwrite Existing** unchecked if you want to create a new set of date/timestamped categories each time the composition is generated.
Enable **Overwrite Existing** if you want to initially create categories with no date/timestamp. Keep this setting enabled if you want to update these same categories rather than create new ones each time the same composition is regenerated.
- 6 Click the **Export Composition** button.
The process of uploading, transcoding and creating the Vertigo scene is started.
Process status and/or error messages are displayed.

Opening the Scene created from the Vertigo After Effects Extension

To access and open the Scene generated by the Vertigo After Effects Extension

- 1 Open Xstudio.
- 2 In the Asset Browser, expand the **Templates** category and navigate to the asset's folder which is labeled as the composition's name appended with the timestamp at which it was generated.
- 3 Expand the folder and double-click the asset to open it the Xstudio canvas.
The appearance of the template's contents may be slightly different in Xstudio, but during playout it will appear identical to the After Effects composition. For more information, see [Supported Elements and Limitations](#), on page 1.



Grass Valley Technical Support

For technical assistance, contact our international support center, at 1-800-547-8949 (US and Canada) or +1 530 478 4148.

To obtain a local phone number for the support center nearest you, please consult the Contact Us section of Grass Valley's website (www.grassvalley.com).

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